

CARNAGE

THE LOST WORLD



Killington Grand Resort
Killington, VT
November 6-8 2015
www.carnagecon.com

How to Get There



Killington Grand Hotel

4763 Killington Road,
Killington, VT 05751

1-800-621-MTNS

<http://www.killington.com>

Driving Directions from Major Cities:

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

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

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

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

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

CARNAGE

THE LOST WORLD

A Presentation of Carnage Gaming

www.carnagecon.com

Committee Membership

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

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

Admission Pricing	for the Weekend	for a Day
At the Door	65.00	35.00
Pre-registration	55.00	30.00
Group Rate*	45.00	

*denotes of a group of at least 5 pre-registering together in the same envelope

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

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

For year-round information on regional gaming, please visit
www.greenmountaingamers.com and
games.groups.yahoo.com/group/NNEG/



Welcome

Join us in Killington, Vermont for the 18th annual Carnage convention, a celebration of tabletop gaming. To help make this an excellent weekend for everyone attending, we have a few suggestions and a couple of rules that will help make this weekend safe and fun for all

Pre-registration

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

Any forms received postmarked after October 31 will be declined and held for customers at the Carnage registration desk. GMs: Even if you are only running games, not playing, please turn in a form so that we will make you a name badge. GM and volunteer credit will be applied to the price of admission during pre-registration.

Registration

Everyone who attends Carnage must check in at the registration table upon arrival. If you do not mail in a pre-registration form, please bring a completed form with you to the registration table to help expedite this process. *We can only accept cash or check. There is an ATM on-site.*

Name Tags

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

The Rules

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

The Dealer Area

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

Food and Drink at Killington Resort in 2015

Due to renovations, there will be some changes to when and where Killington offers food and drink concessions during Carnage of the Lost World. For full details of food options at Killington at the convention this year, the link <http://tinyurl.com/killingtöneats> will take you to the Carnage web site news post explaining available options.

Accommodations

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

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

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

Carnage Gaming Harassment Policy

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

2015 FEATURES

Wargame Room

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

Games for Kids Only

Once again this year, thanks to Justin Berman and Kevin Day, Carnage is offering a morning of kids-only board gaming. On Saturday any time from 8am to 12pm in the Board Game Room, join Justin and Kevin and some of the Carnage staff, for some great kid-friendly games. The kids must be between the ages of 5 and 12. The staff asks that a parent or responsible adult accompany the younger children (7 and under). We also ask that parents of the older children let the staff know where they will be if they are not staying. Parents that stay are welcome to learn the games and play with their children. The kids can also stop by anytime during the afternoon 1pm-5pm and jump into a game or learn a new one with a parent(s).

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

Carnage: The Lost World

This year's Carnage theme is "Carnage: The Lost World,". Many of our RPG GMs have crafted games inspired by a "Lost World" theme. The entries for these games begin with "D"

Pathfinder Society Information

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

Dungeons & Dragons Adventurers League (AL) Information

Carnage has been selected for the pre-release running of DDEX03-08 The Malady of Elventree (levels 1-4) and DDEX03-09 The Waydown (levels 5-10) from the Rage of Demons Season. To help us make sure we have enough tables and DMs for all the events scheduled, please register for Adventurers League (AL) games with BOTH the Carnage registration process AND on Warhorn at <https://warhorn.net/events/carnage-con-adventurers-league>. Walk-ins of course are always welcome once pre-registered attendees are seated.

CARNAGE DESIGN PROTOTYPE GATHERING

Carnage is pleased to present the 1st Annual Design Prototype Gathering. This is a special event to give board game designers a chance to show off some of their latest prototype games. We have a nice offering of new and established designers willing to share their games. They will be presenting their games during the day Saturday in the Escapade room in the main hotel. So please drop by and play some of the new games being shown off. The games which will be offered:

Saturday 8am-12/1pm-5pm

Skyrise (Alex Cutler-Freese) In Skyrise, the sky's the limit! Lay tiles and build towers to compete for dominance in a visually-arresting 3D city created from scratch by you and your opponents!

Frontier Planet (Orson Bradford) Frontier Planet is a sci-fi colony management game which pits the players against each other and the environment, using a mix of cooperative and competitive play.

Last Van Standing (Tim Shaw) In the future, wandering crews explore what remains of the world, fighting over relics and burning one another with magical flames.

A History of Chaos (Scott Kimball) Factions utilize unique creatures, purchase powerful items from their shopkeep, and manage unknown chaos to fight for control of land and resources in this strategic free-for-all card game.

Penny Press (Matt Golec/Robert Dijkman Dulkes) New expansion for the turn of the century newspaper game.

Saturday 8am-12pm

GATUCA: The DNA Dice Game (Doug Herrick) Evolve quicker, smarter and more vicious! 2 player dice based combat game.

Interregnium (Aviary Games/Jacob Evans) Interregnium combines elements of resource management, deck building and worker placement games to create a unique and cutthroat competition to build and manage the lands under your control and seize the throne.

Saturday 1pm-5pm

No Honor Among Thieves (Adam Watts) No Honor Among Thieves is a competitive/cooperative game for three to six players, inspired by heist movies and fantasy literature. Work alone or together to steal from the rich and powerful of the kingdom, and watch your friends closely.

Chimera (Adam Roy) It's malevolent, artificial life versus the technologically advanced humans that created it in this asymmetrical deckbuilding game of cunning and survival.

Please be sure to check out www.carnagecon.com for even more information on the games

EVENT DESCRIPTIONS

BOARD GAMES

B1 Diplomacy Tournament (GM: *Dave Meletzky* Room: *Lower Lobby*) Play one game or play every game in the tournament. Join the fun in this classic game of war, intrigue, and, of course, diplomacy. (**Many Players**) (**All Weekend**)

B2 Apocalypse Chaos (GM: *Nick McIntosh* Room: *Snowshed*) In Apocalypse Chaos, your ship has been surrounded by a hostile alien race and the situation looks dire, but you and your crew ain't going down without a fight! You must work together to contest the onslaught of enemy forces, recover items of scientific interest, rescue the innocent, escape imprisonment, and destroy the alien leader. (**2-4 Players**) (**Friday 1p-5p**)

B3 Canterbury (GM: *Brent Cote* Room: *Snowshed*) Provide different resources to the entire city. All players benefit from the structures built, and try to gain the most prestige. Basic services must be provided first, but all players can build off previous advancements to better the city. Keep an eye on end game points, as most victories are secured during the final round! (**2-4 Players**) (**Friday 1p-5p**)

B4 Castellion (GM: *Douglas Gray* Room: *Snowshed*) Castellion is a tile-laying game in which you form parts of the castle for defense against monsters. Each turn you flip over a tile and either use its special ability or place it as part of your castle. The more towers and keeps you form, the better your defense against attacks. Ranks prevent traitorous tiles from affecting you fully. When all three monsters have attacked and you still have a base of six tiles, you win. Z-Man will be supplying a copy of this game to win. All players must be okay to appear in photos that may be used to promote the game. (**2-8 Players**) (**Friday 1p-5p**)

B5 Castles of Mad King Ludwig (GM: *Dan Beard* Room: *Snowshed*) King Ludwig II of Bavaria was considered mad by some (especially his accountants), and during his life had three castles built. In this MENSA Award winning game, you play the contractors. Trying to construct a castle with what is available at the moment. Playing to the King's desires, whatever they may be, this week. With rooms ranging from the mundane larders and hallways, to the famous Hunding's Hut and the Venus Grotto (get your mind out of the sewer, they are actual places, look them up.). Fame and Riches await whomever can construct a castle to the liking of Mad King Ludwig. (**2-4 Players**) (**Friday 1p-5p**)

B6 Crisis of Infinite Munchkins (GM: *Neal Byles* Room: *Snowshed*) Crisis of Infinite Munchkins—Whether you're a Dwarf Bounty Hunter, a Cyborg Ranger, a Yakuza Cowboy, a Vampire Gadgeteer, a Playboy Cultist or even a Ninja Pirate, you're a Munchkin! Start with a hand from any of the Munchkin lines, then choose your doors and treasure at will (why did the Lame Goblin have the Schadenfreudian Slip, the Narrow S Cape, and a Laser-Phaser-Bobaser of My Ancestors? Do you care?), all in the fight to be the first Epic Munchkin to reach Level 20! (**2-8 Players**) (**Friday 1p-5p**)

B7 Defenders of the Realm (GM: *William Minsinger* Room: *Snowshed*) The Realm is in danger! The dark lord has sent four mighty generals and their armies against the Realm, seeking to overthrow the King and usher in a new age of darkness. Are you willing to answer the hero's call and defend the realm against this threat? (**2-4 Players**) (**Friday 1p-5p**)

B8 Dune (GM: *Dean Chung* Room: *Snowshed*) Enter the world of diplomacy, political intrigue, and military struggle as depicted in Frank Herbert's sci-fi masterpiece. Dune is a game of negotiation, allegiances, bluffing, and treachery among players. As one of the six powerful factions vying for control over the desert planet, Dune, you will be given a unique set of abilities to help guide your

strategy to victory. Experience this multiplayer gaming classic that seamlessly blends simple mechanics with rich theme. New players welcome. (**3-6 Players**) (**Friday 1p-5p**)

B9 Flash Point: Fire Rescue (GM: *Thomas A. Compter* Room: *Snowshed*) The call comes in... "911, what is your emergency?" On the other end is a panicked response of "FIRE!" Moments later you don the protective suits that will keep you alive, gather your equipment and rush to the scene of a blazing inferno. You must work as a team because the fire is raging, the building is threatening to collapse, and lives are in danger. The residential fires are tough enough, but the heat really turns up on the Second Story and even more in Urban Structures. Flash Point: Fire Rescue is a cooperative game of fire rescue. This session will include a basic residential fire as a learning game, followed by a more challenging scenario in one or more of the many expansions: Urban Structures, 2nd Story, Extreme Danger, Dangerous Waters, or Honor and Duty. Part of Double Exposure's Envoy Program (**2-6 Players**) (**Friday 1p-5p**)

B10 Game of Thrones: 12th Annual (GM: *Carlo Gozzi* Room: *Snowshed*) The 12th Annual A Game of Thrones event, lets players take control of one of the great Houses of Westeros. Via resource management, diplomacy, and cunning, each seek to win dominance over the land. Players must give orders to armies, control important characters, gather resources for the coming winter, and survive the onslaught of their enemies. A unique phase mechanic, battle resolution, and special ordering system make for an engaging game in which all players are actively involved at all times. As always, New Players Welcome! (**6-18 Players**) (**Friday 1p-5p**)

B11 Interregnum (GM: *Jacob Evans* Room: *Oscar Wilde*) In Interregnum you will compete for the crown against 2-4 other players. You begin with a paltry collection of peasants, nobles, money and military might and must quickly shape your lands and resources into a powerful engine capable of securing the throne for you. But along the way you have choices to make - will you aid the regent faithfully, hoping to earn his favor through honorable service? Will you attempt to blackmail him? Will your power reside in currency, military might or politics? And what will you do about your rivals, who may attempt to undermine your efforts at any moment... unless you strike out at them first. (**3-5 Players**) (**Friday 1p-5p**)

B12 Kingsport Festival (GM: *Stephen Tracy* Room: *Snowshed*) In the unimaginable darkness of Kingsport, silent wanderers are called upon to partake in a celebration. Their purpose, to invoke unspeakable horrors! Dread terror from the spaces between the stars. As the high priest of a shadowy cult, you must spread your influence throughout the city. Seek out cosmic creatures and Elder gods to receive their "gifts". This time you are the bad guys as investigators from Lovecraft's lore attempt to halt your unholy actions. (**2-5 Players**) (**Friday 1p-5p**)

B13 Light Card Games (GM: *Justin Berman* Room: *Snowshed*) Looking to ease your way into gaming at the convention? Well stop by and try some lighter card games with Justin. Games offered will include: Antidote, Abluxxen, Hanabi, Res Publica, Red 7 and POTATO MAN! (**6-12 Players**) (**Friday 1p-5p**)

B14 Mars Attacks - The Dice Game (GM: *Danny Campbell* Room: *Snowshed*) Destroy the humans! Take their cities! Conquer Earth! In Mars Attacks — The Dice Game, lead your team of Martian invaders to conquer Earth. Destroy cities, get your picture taken in front of famous monuments, and be the Martian with the most Earthling kills! But watch out, because the Earthlings might nuke you . . . Mars Attacks — The Dice Game is a fast-playing, tactical dice game based on the Mars Attacks trading cards by Topps. (**3-6 Players**) (**Friday 1p-5p**)

B15 Munchkin Apocalypse (GM: *Anya Campbell* Room: *Snowshed*) Go down into the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Munchkin is the dungeon experience . . . with none of that stupid roleplaying stuff. It's the end of the world! In Munchkin Apocalypse, every possible natural (and unnatural) disaster has happened . . . or will happen during the game. You are a rugged survivor in a world full of people – and things – that want to kill you and take your stuff. So do it to them first! (**3-6 Players**) (**Friday 1p-5p**)

B16 Scoville (GM: *Rachel Winer* Room: *Snowshed*) Do you like your games extra spicy? In Scoville, you'll compete to breed the hottest peppers for the town of Scoville's annual chili pepper festival. To win, you'll have to outmaneuver your opponents in the pepper fields, outbid them at the charity auction, beat them to the punch at planting time, and out-spice them at the chili cook-off. Can you handle the heat? **(2-6 Players) (Friday 1p-5p)**

B17 Terra Mystica (GM: *Matt Taylor* Room: *Snowshed*) In the land of Terra Mystica dwell 14 different peoples in seven landscapes, and each group is bound to its own home environment, so to develop and grow, they must terraform neighboring landscapes into their home environments in competition with the other groups. Terra Mystica is a game with very little luck that rewards strategic planning. Each player governs one of the 14 groups. With subtlety and craft, the player must attempt to rule as great an area as possible and to develop that group's skills. There are also four religious cults in which you can progress. To do all that, each group has special skills and abilities. **(2-5 Players) (Friday 1p-5p)**

B18 The Great Space Race (GM: *Joel Beebe* Room: *Snowshed*) The Galactic Emperor has selected representatives from the dumbest, most inept species to participate in The Great Space Race, the losers species will all be wiped out and their home worlds destroyed, only the winners species will be spared. You must do everything in your power to win so keep your tentacles on the gas and your eyestalks on the finish line as you avoid asteroids, wormholes and the Terrible Space Amoeba! The Great Space Race is a programmed movement racing game, the winner is the first player to finish three laps, or the last man standing. **(2-6 Players) (Friday 1p-5p)**

B19 1856 (GM: *Temis Delapena* Room: *Oscar Wilde*) Be a Rail Baron in upper Canada in the 19th Century. Build up the best Railway in Canada or build it up then loot it and leave someone else in control. Race other plays to be the first to important cities. Don't want to do that much work steal control of the Railway that some else has built up. What ever you do be careful your ally one turn can be your enemy the next. **(3-6 Players) (Friday 7p-11p)**

B20 7 Wonders w/ Leaders Expansion (GM: *Michele Denault-Reynolds* Room: *Oscar Wilde*) You are the leader of one of the 7 (or 8) great cities of the Ancient World. Gather resources, develop commercial routes, and affirm your military supremacy. Build your city and erect an architectural wonder which will transcend future times. In essence, 7 Wonders is a card development game. - we will play with the leader expansion. No prior knowledge is necessary. **(2-8 Players) (Friday 7p-11p)**

B21 Agricola Farmers of the Moor (GM: *Sarah Cooper* Room: *Oscar Wilde*) Agricola with the heating expansion, Farmers of the Moor. This is for experienced players already comfortable with the base game. The expansion adds new improvements, an additional action component, the need to heat your house, and horses! yum! **(2-3 Players) (Friday 7p-11p)**

B22 Code of Nine (GM: *Douglas Gray* Room: *Oscar Wilde*) The world is in ruin. Humankind is but a distant memory, and only now have you awoken. You are an automaton in possession of several fragments that once held the will of the human race. The other fragments lie in the hands of your fellow automatons. You must investigate and piece together these fragments so that you alone may fulfill the final will of humanity. Code of Nine is a card-based board game in which the goal is to puzzle together long-gone memories. Z-Man will be supplying a copy of this game to win. All players must be okay to appear in photos that may be used to promote the game. **(3-4 Players) (Friday 7p-11p)**

B23 Concordia (GM: *Robert Dijkman Dulkes* Room: *Oscar Wilde*) Two thousand years ago, the Roman Empire ruled the lands around the Mediterranean Sea. With peace at the borders, harmony inside the provinces, uniform law, and a common currency, the economy thrived and gave rise to mighty Roman dynasties as they expanded throughout the numerous cities. Guide one of these dynasties and send colonists to the remote realms of the Empire; develop your trade network; and appease the ancient gods for their favor — all to gain the chance to emerge victorious! **(2-4 Players) (Friday 7p-11p)**

B24 Dead of Winter (GM: *Justin Popple* Room: *Oscar Wilde*) Dead of Winter is a meta-cooperative psychological survival game. This means players are working together toward one common victory condition — but for each individual player to achieve victory, he must also complete his personal secret objective. This secret objective could relate to a psychological tick that's fairly harmless to most others in the colony, a dangerous obsession that could put the main objective at risk, a desire for sabotage of the main mission, or (worst of all) vengeance against the colony! Work toward the group's goal, but don't get walked all over by a loudmouth who's looking out only for his own interests! **(2-5 Players) (Friday 7p-11p)**

B25 Dragonflame (GM: *Robert Owen Williams* Room: *Oscar Wilde*) In this simple card game players take on the role of the dragons, burning villages, collecting treasures, and trying to avoid knights and curses. This is a quick game (45 minutes or less once everyone knows the game) so there will be time for multiple sessions within the time slot. 2-5 players for each session. Minion Games has donated a copy of the game, which randomly determined winner will get to take home for this "Play to Win" feature. Just sign up and agree to be photographed, and allow me and Minion Games to use the photographs to be eligible to win the game. The prize game will be awarded after all sessions are completed. **(2-10 Players) (Friday 7p-11p)**

B26 Feyhaven: Drunk and Disorderly (GM: *Ilya Bossov* Room: *Snowshed*) In a world filled with ancient fey magic, where plants eat people and everything explodes if you hit it hard enough, creatures of legend seek solace in cold ale, good company and rowdy belligerence. In a typical tavern brawl, myth and magic mix together with drunken stupor for a spicy cocktail of mischief and misadventure. Two to eight players take roles of adventurous patrons in various states of inebriation to see who can do the most collateral damage to the tavern, themselves and others. **(2-8 Players) (Friday 7p-11p)**

B27 Flick 'em Up (GM: *Eric Caron* Room: *Oscar Wilde*) The cities in the West are not the safest place to be. In the disc-flicking game Flick 'em Up!, you can become an outlaw and rob banks, free prisoners, attack innocent bystanders... or you could become the Sheriff and try to protect the people of your city from these bandits! Relive the great adventures of the West, face your enemies in street duels, use different guns and tactics to get what you want. You can follow the scenarios or create your own—the choice is yours, cowboy! **(2-10 Players) (Friday 7p-11p)**

B28 Game of Thrones: Intro/Intermediate (GM: *Brennan Martin* Room: *Oscar Wilde*) Players take on the roles of the great Houses of the Seven Kingdoms of Westeros, as they vie for control of the Iron Throne through the use of diplomacy and warfare. In many ways it is a some of the mechanics of Diplomacy with a lot of theme and a few other tweaks. The popular "Big Map" should be making an appearance. **(5-6 Players) (Friday 7p-11p)**

B29 Glass Road (GM: *Derek Dunn* Room: *Oscar Wilde*) You are a Glass maker in the Bavarian Forest. You must carefully control your brick and glass production to achieve success. Can you become the preeminent Glass Maker in Germany. **(2-8 Players) (Friday 7p-11p)**

B30 Memoir 44 Overlord - The Cadets of Samur (GM: *Matt Golec* Room: *Oscar Wilde*) In June of 1940, the battle for France is all but lost, and German forces are preparing to cross the River Loire. Dug in across the river are officer cadets from the Calvary School at Saumur and the battered remnants of the French army. Equipped with inflatable boats and a pontoon bridge, the Germans must decide when and where to make their river crossing. The French forces can blow up bridges in an attempt to slow the German advance, but at a cost to their command ability. Players, can the French change history and hold the river's shore, or will the Germans once again overcome the brave defenders? **(5-8 Players) (Friday 7p-11p)**

B31 Splendor (GM: *Justine Gelzinis* Room: *Oscar Wilde*) Splendor is a game of chip-collecting and card development. Players are merchants of the Renaissance trying to buy gem mines, means of transportation, shops—all in order to acquire the most prestige points. If you're wealthy enough, you might even receive a visit from a noble at some point, which of course will further increase your prestige. **(2-4 Players) (Friday 7p-11p)**

The Wargame Room at Carnage

Come play your favorite Consim.

Contact Chuck Davis at cdavis@vermontel.net to find out what games are running or to find an opponent for your favorite game.



B32 Traders of Osaka (GM: *Nick McIntosh* Room: *Oscar Wilde*) In Traders of Osaka players will take on the role of a merchant trying to move goods from Osaka to Edo. Players will need to buy their goods, and get their money ready to achieve their goals. To win you will have to outwit the other merchants! (2-4 Players) (Friday 7p-11p)

B33 Viceroy (GM: *Matt Taylor* Room: *Oscar Wilde*) Viceroy is a board game of bidding and resource management set in the fantasy universe of the famous Russian CCG Berserk. As the players struggle for control over the world of Laar, they recruit a variety of allies and enact various laws. These cards allow players to develop their state's military and magical might, increase their authority, and get precious gems they need to continue expanding their nation. As the game progresses, each player builds his own power pyramid using character and law cards. The player who has the most power points at the end of the game becomes the ruler of entire Laar and the winner! (1-4 Players) (Friday 7p-11p)

B34 World Domination (GM: *Chris Dondero* Room: *Oscar Wilde*) The Friday night classic returns for year 8. No need for detailed game descriptions. We know who the World Dom addicts are, the champions past & present. Who will be this years global conquering champion. Will the burger king return to seek his revenge?

I look most forward to the familiar faces who return every year to play this game.
(4-12 Players) (Friday 7p-11p)

B35 XCOM: The Board Game (GM: *Alex Clay* Room: *Round About*) You are one of the leaders of the elite organization, XCOM. You must defend humanity from the alien invasion. XCOM is an interactive cooperative game. (2-4 Players) (Friday 7p-11p)

B36 Zombicide (GM: *Kristin G Wood* Room: *Oscar Wilde*) Zombicide is a collaborative game in which players take the role of a survivor – each with unique abilities – and harness both their skills and the power of teamwork against the hordes of unthinking undead! Zombies are predictable, stupid but deadly, controlled by simple rules and a deck of cards. Unfortunately for you, there are a LOT more zombies than you have bullets. Find weapons, kill zombies. The more zombies you kill, the more skilled you get; the more skilled you get, the more zombies appear. The only way out is zombicide! (4-10 Players) (Friday 7p-11p)

B37 Chaos of Catan (GM: *Brad Blitstein* Room: *Oscar Wilde*) Not only are the Settlers setting sail with the Seafarers expansion, but there are more of them! Come try out this suped up version of an old classic on a bigger board with more people and more Chaos! (4-12 Players) (Friday 11:30p onward)

B38 Oregon (GM: *Gary Bobar* Room: *Oscar Wilde*) Looking for something light to finish a hard day's gaming? Oregon, a simple, yet challenging, Reo Grande game that takes about an hour to play, is a good choice. With a western theme, players use cards to determine where on the map grid they can place buildings, mines (colorful cardstock pieces), or farmers (a Meeple). Each item placed gives players points in different ways, but beware, as your opponents will also be looking for the best locations of their own and it may be what you want. To win, a player must choose the right

times to farm (play a Meeple) and the right times to build. With its short game length and game style, players from 10 to 100 are welcome and, if players desire, more than one game may be played. Hey, I'm game. Are you? (2-4 Players) (Friday 11:30p onward)

B39 Agricola: Family Friendly (GM: *Sarah Cooper* Room: *Oscar Wilde*) This is a classic of the board game world, one of the great resource management games. Centered around a farming theme, players will plow fields and sow grain, raise animals for points or food and expand and renovate their home by gathering raw materials and converting them. Please note this is a kid-friendly running of the game so things may get a bit silly and some rules may be bent at the discretion of parents/GM. (2-5 Players) (Saturday 8a-12p)

B40 Carcassonne - Mini Expansions (GM: *Robert Owen Williams* Room: *Oscar Wilde*) Try out the 7 new mini expansions for the classic tile laying board game Carcassonne. Flying Machines, Messengers, Ferries, Gold Mines, Mage & Witch, Robbers, and Crop Circles. (2-7 Players) (Saturday 8a-12p)

B41 Children's games (GM: *Justin Berman and Kevin Day* Room: *Oscar Wilde*) Once again Carnage is presenting a game slot just for kids and parents (as long as they have their child with them!) Kevin and Justin will be teaching fun games just for the younger crowd. Games will include: Camel Up, Ugg Tech, Tok-Tok Woodman, King of Tokyo and many others. So bring the kids down for some gaming fun. We do ask that for younger kids a parent or adult be present. (2-32 Players) (Saturday 8a-12p)

B42 Cthulhu Wars (GM: *Carlo Gozzi* Room: *Oscar Wilde*) Cthulhu Wars is a strategy board game in which the players take the part of alien races and gods taken from the Cthulhu mythos created by H. P. Lovecraft. The game takes place on a map of Earth. Each player takes the role of a Great Old One & his minions. At the start of a turn, players Gather Power, then, during a series of Action Rounds, they spend this Power to accomplish various tasks, such as recruiting Cultists, moving units, engaging in battle, summoning monsters, building Gates, casting spells, and Awakening their Great Old One. When all players run out of Power, the Action phase ends and the next turn begins. Victory is determined by accumulating points on the Doom Track. The first player to 30 is the lone victor *if* he has unlocked all six of spell book. Huge oversize game!! (3-5 Players) (Saturday 8a-12p)

B43 Guildhall (GM: *Matt Taylor* Room: *Oscar Wilde*) Progress! That's what these Dark Ages need, someone with a little get-up-and-go. You've been a serf in this one-pig town long enough, and it's time to shake things up. You've opened a guildhall for like-minded professionals from all over Europe to work together, build their trades, and get some economic stability. Now if only everybody else didn't have the same idea...Well, you'll just have to do it faster than those other guys! Gather professionals into chapters, and use their combined might to reach for victory. Collect complete color sets of professions (all five colors of Trader, for instance), which you use to buy victory points (VP). The first player to gain 20 VP on her turn wins. In Guildhall, each profession grants you special abilities. Which will you get for your Guildhall? (2-8 Players) (Saturday 8a-12p)

B44 Last Will (GM: *Eric Paperman* Room: *Oscar Wilde*) It is a sad day, your uncle has passed. Good news he is leaving his millions to his favorite niece or nephew! But which one of you will inherit the fortune? Simple.. Everyone gets a huge amount of money and the first to spend will inherit their uncles riches. Is it that simple? (2-4 Players) (Saturday 8a-12p)

B45 Macao (GM: *Brent Cote* Room: *Oscar Wilde*) Skillful use of different colored dice give various actions over the course of the game. Players use action cubes gained through die rolls to buy sections in Macao, sail ships to destination ports, buy points, and buy helpful cards. The Wind Rose feature(a compass-like device which rotates during the course of the game) requires planning in future steps to gain victory (2-4 Players) (Saturday 8a-12p)

B46 Maze Racers (GM: *Andy Geremania* Room: *Oscar Wilde*) Come check out this new game of building and racing. It is quick and fun. The rules..Build the most challenging marble maze you can on a magnetic board, then swap mazes with your opponent and race! **(2-16 Players) (Saturday 8a-12p)**

B47 Mertwig's Maze (GM: *Hilary Denault-Reynolds* Room: *Snowshed*) Wise and beloved King Mertwig lays dying. His only children, a twin boy and girl, were stolen by gypsies long ago when they were still babies. Mertwig, desperate that his kingdom not fall into evil hands, announces a contest: Anyone who can present to him a Royal Treasure and a Royal Birthmark will be named heir! But treasures (not to mention birthmarks) are not exactly easy to find. And after a would-be Royal Heir tracks them both down, he (or she) must present them to King Mertwig - and that requires braving the dangers of Mertwig's Maze! **(2-4 Players) (Saturday 8a-12p)**

B48 Munchkin Oz (GM: *Anya Campbell* Room: *Oscar Wilde*) Go down into the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Munchkin is the dungeon experience . . . with none of that stupid roleplaying stuff. In Munchkin Oz, adventure with the Scarecrow and the Tin Woodsman! Brave the Poppy Fields or the Deadly Desert! Fight against a Wicked Witch or King Krewl! Visit the Emerald City and talk with Dorothy, Ozma, or the Cowardly Lion! Play a Professor, Royalty, Soldier . . . or even a Wizard! **(3-6 Players) (Saturday 8a-12p)**

B49 Munchkin Steampunk (GM: *Sarah Anderson* Room: *Oscar Wilde*) Go down into the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Munchkin is the dungeon experience . . . with none of that stupid roleplaying stuff. It's the end of the world! Grab your gears, put on your top hat, whack the monsters, and grab the treasure . . . with the power of SCIENCE! Munchkin Steampunk brings the zaniness of Munchkin to the pseudo-Victorian steampunk era. Bully! **(3-6 Players) (Saturday 8a-12p)**

B50 OCS Tutorial (GM: *Bob Mosdal* Room: *Gateway*) Ever wanted to play some war-games? Here is your chance. Come learn to play Multiman Publishing's Operational Combat Series in a fun cooperative setting. **(2-8 Players) (Saturday 8a-12p)**

B51 Ophidian Wars (GM: *Carl Van Ostrand* Room: *Oscar Wilde*) Welcome to the arena! Bloodsport has reached its pinnacle. The Ophidian race hunts, controls, and exploits the most powerful fighters in the universe. They pack the arenas to watch the brutal spectacle. The games are viewed all over the Universe. Prepare your gladiators for battle. Ophidian Wars is card-based combat game where you must draft and coach a team of 5 deadly gladiators. You get to choose your own team (from a set of 14), then equip them with a custom arsenal, and train them with maneuvers. The last team standing is the victor. **(2-4 Players) (Saturday 8a-12p)**

B52 Rails of New England (GM: *Kori Joyce* Room: *Oscar Wilde*) You will represent one of five New England states during the 19th Century. (Sorry MA) Your goal is to build railways in New England to connect the various business. Players will purchase businesses, and build railways to get their goods to the major cities. **(3-5 Players) (Saturday 8a-12p)**

B53 Shadows of Brimstone (GM: *Tom Mechler* Room: *Oscar Wilde*) A fast-paced, fully cooperative, dungeon-crawl style board game set in the Old West, with a heavy dose of unspeakable horror! Players take on the role of a classic Western Hero Archetype, such as the Law Man, Gunslinger, or Saloon Girl. Forming an adventuring posse, the Heroes venture down into the dark mines, overrun with all manner of ancient demons and foul creatures from another world. With tactical gameplay, gorgeous miniatures, lots of dice, and a robust card-driven exploration system, the heroes explore the mines finding enemies to fight, loot to collect, and dangers to overcome. **(2-4 Players) (Saturday 8a-12p)**

B54 Steve Jackson Dice Games (GM: *Danny Campbell* Room: *Oscar Wilde*) Learn how to play some of the awesome dice games from Steve Jackson Games! In Chupacabra, divide up the 24 glow-in-the-dark dice. When you roll a Chupacabra, you can take dice from your opponents – but they can do the same to you. Claim all the dice, and be the only one to survive the night! In Zombie Dice, Dino Hunt Dice, and Trophy Buck, roll a set of dice to eat brains, catch dinos, or hunt deer, but watch out for shotguns, dino stomps, and don't scare the deer away! In Cthulhu Dice, players take turns rolling the custom 12-sided die, embossed with tentacles, Elder Signs, and more. Destroy your opponents' sanity! Better yet, steal it. But watch out for Cthulhu – when he comes up, he takes sanity from everyone! All dice games are quick and easy to learn and great for the whole family! **(2-10 Players) (Saturday 8a-12p)**

B55 Uber Epic (GM: *Courtney Moore Jr* Room: *Oscar Wilde*) Uber Epic combines strategy, luck, and the thrill of competition into a social game that leaves you wanting more. Who's moving first? Is your die rolling luck getting hot, or icy cold? Watch out for the Earthquake and falling walls. Find the Cloak of Dark Swirly Misty Stuff and attempt to sneak away with an opponent's flag and teleport back to your home base to secure some Uber Points! **(2-12 Players) (Saturday 8a-12p)**

B56 Design Prototype Gathering (GM: *Various* Room: *Escapade*) Carnage is pleased to present our 1st Design Prototype Event. Many aspiring designers and even a few established designers will be presenting their Board Game prototypes. You will get the chance to play a brand new game, or expansion not yet out on the market. You will be able to give these designers feed back on their games, and help with the play testing. So stop by and try some great future games! For more information on the games, please see the write up in the beginning of the Pre-Registration book. Also check out our website for more details about the games and the VGC Game Design Group. www.carnagecon.com **(2-40 Players) (Saturday 8a-5p)**



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B57 Betrayal at House on the Hill (GM: *Dan Beard* Room: *Oscar Wilde*) You know that creepy old house up he hill. The place where once that thing happened. Well from time to time things still happen up there. Because there is strength in numbers a group of you have decided to investigate this place for yourselves. Everyone has a flashlight so let's do this, what could possibly go wrong? Fear grows with each room you explore. Creepy events unfold as you collect items and discover the deadly secrets held within the decaying walls. Suddenly something has changed, the group seems to have gotten split up. Was that a scream? Whose idea was it to come to this creepy place anyway? **(2-6 Players) (Saturday 1p-5p)**

B58 Dead of Winter (GM: *Kori Joyce* Room: *Oscar Wilde*) Dead of Winter is a meta-cooperative psychological survival game. This means players are working together toward one common victory condition — but for each individual player to achieve victory, he must also complete his personal secret objective. This secret objective could relate to a psychological tick that's fairly harmless to most others in the colony, a dangerous obsession that could put the main objective at risk, a desire for sabotage of the main mission, or (worst of all) vengeance against the colony! Work toward the group's goal, but don't get walked all over by a loudmouth who's looking out only for his own interests! **(3-5 Players) (Saturday 1p-5p)**

B59 Fire in the Lake (GM: *Justin Berman* Room: *Gateway*) Come learn GMT's COIN (Counter Insurgency) game, based on the conflict in Vietnam. Players will take on the roles of the Republic of Vietnam, North Vietnam, the Viet Cong and the United States. Fire in the Lake is a Card Driven Game where the events of the conflict are simulated thru event card play (Tet Offensive or Vietnamization) or thru operations carried out by the different factions. **(2-4 Players) (Saturday 1p-5p)**

B60 Game of Thrones: Dance with Dragons (GM: *Brennan Martin* Room: *Oscar Wilde*) Players take on the roles of the great Houses of the Seven Kingdoms of Westeros, as they vie for control of the Iron Throne through the use of diplomacy and warfare. In many ways it is a some of the mechanics of Diplomacy with a lot of theme and a few other tweaks. The popular "Big Map" should be making an appearance. Intended to be for players who have played before. If 6 players sign up, will play the "Dance with Dragons" version, otherwise will be "Vanilla" or perhaps one of the other alternative start ups. **(5-6 Players) (Saturday 1p-5p)**

B61 Homeland: The Game (GM: *Richard Creaser* Room: *Oscar Wilde*) The latest TV to tabletop endeavor from game designer Gale Force 9 brings the excitement and tension of "Homeland" to the gaming table. This is a semi-cooperative game whereby the players serve as CIA analysts combating a rising tide of global and domestic terrorism. But not all is exactly as it seems. Some members of your team may be pursuing their own political agenda and someone among you actively working for the terrorists! Accusations fly, trust is broken and only the shrewdest of players will emerge victorious. **(3-6 Players) (Saturday 1p-5p)**

B62 Le Havre (GM: *Sarah Cooper* Room: *Oscar Wilde*) One of Uwe Rosenberg's first glorious creations, Le Havre is already a classic! It has a 'similar feel' to his breakout star Agricola, in that you live in constant fear of having enough food for your **(2-3 Players) (Saturday 1p-5p)**

B63 Lords of Waterdeep (GM: *Bethany Creaser* Room: *Oscar Wilde*) In Lords of Waterdeep, a strategy board game for 2-5 players, you take on the role of one of the masked Lords of Waterdeep, secret rulers of the city. Through your agents, you recruit adventurers to go on quests on your behalf, earning rewards and increasing your influence over the city. Expand the city by purchasing new buildings that open up new actions on the board, and hinder – or help – the other lords by playing Intrigue cards to enact your carefully laid plans. During the course of play, you may gain points or resources through completing quests, constructing buildings, playing intrigue cards or having other players utilize the buildings you have constructed. At the end of 8 rounds of play, the player who has accrued the most points wins the game. **(2-5 Players) (Saturday 1p-5p)**

B64 Mansions of Madness (GM: *Jen Mayo* Room: *Oscar Wilde*) Terrible monsters and spectral presences lurk in the manors, crypts, schools, monasteries, and derelict buildings of Arkham, Massachusetts. They spin dark conspiracies, waiting for hapless victims to devour or drive insane. It's up to you, brave investigators to explore the cursed places of Arkham and defeat the dark ones within. **(2-4 Players) (Saturday 1p-5p)**

B65 Maze Racers (GM: *Andy Geremania* Room: *Oscar Wilde*) Come check out this new game of building and racing. It is quick and fun. The rules..Build the most challenging marble maze you can on a magnetic board, then swap mazes with your opponent and race! **(2-16 Players) (Saturday 1p-5p)**

B66 MONARCH (GM: *Max Seidman* Room: *Oscar Wilde*) In MONARCH you play as an heir to the throne. Your mother, the Queen, has lived out her years and will soon pass on the crown. The time has come for you and your siblings to demonstrate your intelligence, compassion, bravery, and strength as leaders. Out perform your siblings to demonstrate your ingenuity and strength. Choose strategies that will bring prosperity to the land and glory to your court. Defend the realm from threats and famine. Only the player with the most majestic court will be named heir. MONARCH was designed by Mary Flanagan and her team in Hanover, New Hampshire. Players will all get swag and winners will get MONARCH bags. We will have multiple copies of the game and can fill as many as we have players **(3-8 Players) (Saturday 1p-5p)**

B67 Munchkin: Ultimate Epic Munchkin Dungeon Crawl (GM: *Jess Cobb + Sarah Anderson* Room: *Oscar Wilde*) This event is a crazy, multi-table game using portals. As the dungeons change, so do the players at the tables! Did you just replace a dungeon at your table? Well, then move to the table with the fewest players! Certain to be an interesting game of Munchkin! All promo events are legal in this game. Men In Black may be playing... and they WILL be trying to win. First player to level 20 at any table wins! **(8-24 Players) (Saturday 1p-5p)**

B68 Ogre: Carnage (GM: *Keith Alper* Room: *Oscar Wilde*) A "war memorial" Ogre in Killington (think Ludlow's tank outside the High School) gets hit by lightning during a snowstorm. Thunder snow! The thing wakes up at the bottom of the access rd. and believes that the enemy's finest strategic minds are gathered at the Killington Grand Hotel for Carnage. It rips loose of it's moorings and heads uphill. Movement is compromised due to the snow, but elements of the 86th Infantry Brigade Combat Team - Mountain (the actual VT National Guard unit) are likewise unable to get through from Rutland. The scenario has ski troops, light howitzers (avalanche control at the resort), and interactive businesses. Playing the Ogre and got ripped off by an access rd. business? Destroy it. Playing defense and the Ogre rolls past the Phat Italian? Blow the underground gas tanks. Defenders will be hard pressed - if the giant tank makes it up the access rd. to the Grand Hotel we're all history! Defend your convention! Destroy the beast, or delay it until the 86th arrives. **(2-4 Players) (Saturday 1p-5p)**

B69 Pandemic Survival Tournament (GM: *Douglas Gray, Eric Caron and Nick McIntosh* Room: *Oscar Wilde*) Pandemic Survival is an "extreme" version of Pandemic where 6 to 12 teams of 2 will face each other in an epic battle to save the world. Their goal: to be the first team to find all four cures, or to be the last team still alive at the end of the game. In this tournament-style version of the game – that cannot be found anywhere else – all teams will face the same problems: their player cards will all be placed in the same order before the game; the infected cities are the same for everyone; the Epidemics strike at the same time for all teams; every team has the same role cards. Z-Man will be supplying prizes for the winning team. All players must be okay to appear in photos that may be used to promote the game. **(12-24 Players) (Sunday 1p-5p)**

B70 Shogun (GM: *Andy Palmer* Room: *Oscar Wilde*) Japan during the Sengoku or "Warring States" Period: each player assumes the role of a great Daimyo with all his troops. Each Daimyo must deploy their armies with great skill. If battle ensues between opposing armies, the unique Cube tower plays the leading role. The troops from both sides are thrown in together and the cubes that fall out at

the bottom show who has won immediately. Owning provinces, temples, theaters, and castles means points when scores are tallied. Whichever Daimyo has the highest number of points after the second tally becomes – SHOGUN! (2-4 Players) (Saturday 1p-5p)

B71 Small World (GM: Brad Woodward Room: *Oscar Wilde*) It's a small world after all.. We all know it..but just how small? Come see if you can dominate the Small World, with your Troll Merchants, Seafaring Amazons or those pesky Berserker Elves. (2-5 Players) (Saturday 1p-5p)

B72 The Lord of the Rings: The Card Game (GM: Dean Chung Room: *Oscar Wilde*) Assemble your own band of Middle-earth heroes and embark on perilous quests to resist the evil forces of the Dark Lord Sauron. In the Lord of the Rings: The Card Game, players work together to defeat the adventure-driven scenario controlled by the game. This session is open to players both new and seasoned (bring your favorite decks), as the adventure will be tailored to the experience of the participants. (2-7 Players) (Saturday 1p-5p)

B73 Thunder Ally (GM: Gary Bobar Room: *Oscar Wilde*) How well can you manage your own racing team? In Thunder Alley, a card driven game, players receive a number of cars (according to the number of players) and race them using movement cards from their hand. Though simple to learn, it is hard to master. Before the game, players may choose from 4 different track types, from short to Road course. Though the number of players is listed as 2-7, a minimum of 4 is ideal. (4-7 Players) (Saturday 1p-5p)

B74 1775: The Rebellion (GM: Bob Menzel Room: *Oscar Wilde*) In 1775: Rebellion, players take the roles of the American Continental Army and Patriots against the British Army and the Loyalists. Each side tries to control the colonies, provinces and territories. They call on the aid of Native Americans, as well as the German Hessians and French Army in order to successfully control the colonies. (2-4 Players) (Saturday 7p-11p)

B75 Axis and Allies Double Blind (GM: Bob Yates Room: *Oscar Wilde*) Using the Axis and Allies system this double blind system recreates the fog of war. With player influenced set-ups, indirect and direct reconnaissance this won't be your typical Axis and Allies game. Please note that it is expected that this game will run into the am hours (2-5 Players) (Saturday 7p-11p)

B76 Blood Rage (GM: Eric Caron Room: *Oscar Wilde*) In Blood Rage, each player controls their own Viking clan's warriors, leader, and ship. Ragnarök has come, and it's the end of the world! It's the Vikings' last chance to go down in a blaze of glory and secure their place in Valhalla at Odin's side! For a Viking there are many pathways to glory. You can invade and pillage the land for its rewards, crush your opponents in epic battles, fulfill quests, increase your clan's stats, or even die gloriously either in battle or from Ragnarök, the ultimate inescapable doom. (2-4 Players) (Saturday 7p-11p)

B77 Boss Monster 2: The Next Level (GM: Justine Gelzinis Room: *Oscar Wilde*) It's time to take your dungeon to The Next Level! T Return to the videogame-inspired world of Arcadia in Boss Monster 2.T This all-new 160-card set plays as a standalone game or as an expansion to the best-selling original card game. Become one of twelve new Bosses, build powerful new Trap and Monster rooms, cast Epic Spells and face new challenges, including Hybrid Heroes and Dark Heroes. (2-4 Players) (Saturday 7p-11p)

B78 Camel Up & Tsuro (GM: Jeannie Compter Room: *Oscar Wilde*) Two great games in one session! In Camel Up, up to eight players bet on five racing camels, trying to suss out which will place first and second in a quick race around a pyramid. The earlier you place your bet, the more you can win — should you guess correctly, of course. Camels don't run neatly, however, sometimes landing on top of another one and being carried toward the finish line. Tsuro is a beautifully simple

game of laying a tile before your own token to continue its path on each turn. The goal is to keep your token on the board longer than anyone else's, but as the board fills up this becomes harder because there are fewer empty spaces left. (2-8 Players) (Saturday 7p-11p)

B79 Dominion Tournament (GM: Michael Tutt & Ray Hickey Room: *Snowshed*) Join us in the 7th annual Carnage Dominion Tournament. The tournament will consist of a series of Swiss rounds, with random sets of cards each round. As in past years the players at the final table will help set the cards used. Points are awarded based on each players finish in each round. The number of rounds will be determined by the number of players. At the end of Swiss play the top four players will square off for one last game! Prizes will be awarded. (4-32 Players) (Saturday 7p-11p)

B80 Evolution w/ Evolutions Flight (GM: Douglas Gray Room: *Oscar Wilde*) In Evolution, players adapt their species in a dynamic ecosystem where food is scarce and predators lurk. Traits like Hard Shell and Horns will protect your species from Carnivores, while a Long Neck will help them get food that others cannot reach. With over 4,000 ways to evolve your species, every game becomes a different adventure. Evolution: Flight introduces avian species into the ecosystem. Now your species can swoop on unsuspecting prey from above, fly away from predators, or soar to a new location when food is scarce. Will the ability to fly propel you to new heights? Or will it bring your downfall? Explore the expanding Evolution world and find out! (2-6 Players) (Saturday 7p-11p)

B81 Expanded Eclipse (GM: Chris Dondero Room: *Oscar Wilde*) Eclipse places you in control of a vast interstellar civilization, competing for success with its rivals. You will explore new star systems, research technologies, and build spaceships to wage war with. There are many potential paths to victory, so you need to plan your strategy according to the strengths and weaknesses of your species, while paying attention to the other civilizations' endeavors. I have modified the game so that up to 12 players can vie for galactic dominance. In addition to new races I will be bringing an expanded tech board this year & an extensively tested two tier tech selection system. Also, learning from last years game a simple system of time management will be added to move the game along. (4-12 Players) (Saturday 7p-11p)

B82 Forbidden Stars (GM: Andy Palmer Room: *Oscar Wilde*) The shifting Warp Storms that surround the long lost Herakon Cluster have finally abated, leaving the ancient treasures and planets within this sector open to the rest of the galaxy. Now, the great factions of the galaxy mobilize their fleets and race to establish a foothold. The reward for successful domination surpasses all other concerns, and the price for conquering this sector will be paid in lives. Forbidden Stars challenges you and up to three other players to take command of a mighty fighting force: the Ultramarines chapter of Space Marines, the Eldar of Craftworld Iyanden, the Evil Sunz Ork clan, or the World Eaters Warband of the Chaos Space Marines. The goal is to claim the key objectives selected for your faction. The fight for the Herakon Cluster is brutal and bloody, and you will either stride triumphant over the bodies of your fallen foes, or they will do the same to you. (2-4 Players) (Saturday 7p-11p)

B83 Fortune and Glory: The Cliffhanger Game (GM: Thomas A. Compter Room: *Oscar Wilde*) It is the late 1930s, and the Nazis have taken control of Germany. They now spread darkness across the globe in their hunt for powerful occult artifacts that can give them the upper hand in the days to come. But the spirit of adventure and freedom won't be stamped out so easily. Heroic adventurers from around the world answer the call, racing against time to hunt down ancient artifacts, explore deadly temples, and fight back the powers of darkness from engulfing the world in flames. It is a race of good versus evil, and only a cunning and agile explorer can claim the ultimate prize of... Fortune and Glory! Fortune and Glory: The Cliffhanger Game is a fast-paced game of high adventure, vile villains, edge-of-your-seat danger, and cliffhanger pulp movie action. Players take on the role of a treasure hunter traveling the globe in search of ancient artifacts and fending off danger and villains at every turn in a quest for the ultimate reward of fortune and glory! (2-8 Players) (Saturday 7p-11p)

B84 Letters from Whitechapel (GM: *Rachel Winer* Room: *Oscar Wilde*) The year is 1888, and Jack the Ripper is at large in the Whitechapel district of London. One player will take on the role of Jack, secretly moving through the maze-like streets and alleys of Whitechapel, killing another victim each night and attempting to get back to his hideout uncaught. The other players will act as detectives, searching for clues and attempting to corner Jack before time runs out. Put your deductive skills to the test in this tense game of mystery and murder. **(1-6 Players) (Saturday 7p-11p)**

B85 Maze Racers: Tournament (GM: *Andy Geremania* Room: *Oscar Wilde*) You have had a chance to learn the game. Now is the time to put your skills to the test against other Maze Racers! **(2-16 Players) (Saturday 1p-5p)**

B86 Power Grid (GM: *Dan Beard* Room: *Oscar Wilde*) Ever want to own the power company? Well, here is your chance. Build your own power plants and make them newer, larger, and more efficient as the game goes on. Will your plants run on coal, oil, trash, nuclear energy (don't worry about the waste), wind, or fusion? As you build your plants you will be able to power more and more cities. And as with all businesses the more customers, the more money...and better power plants. Don't worry if things don't work out this quarter; there are always government subsidies. **(3-6 Players) (Saturday 7p-11p)**

B87 Powergrid First Sparks (GM: *Sarah Cooper* Room: *Oscar Wilde*) This game filters the dynamic and feel of powerfirst visited. Picture humanity developing after the monolith first visited. Food is your money and technologies help you hunt and gather more food, so you can grow your tribe. Winner is the person with the most tribe members on the board at the end of the game. **(2-5 Players) (Saturday 7p-11p)**

B88 Republic of Rome (GM: *Michele Denault-Reynolds* Room: *Oscar Wilde*) The Republic of Rome simulates the politics of the Roman Senate during the republic. The players take the part of various factions vying for the control of the senate. They control the various powerful families of the time, who compete for state offices, military command, economic concessions and new adherents. To win the player must get their faction to become the most powerful in Rome. While doing this, however, a balance must be maintained. A hostile world situation, and the vagaries of the public of Rome means that the players must also cooperate so that Rome herself doesn't go down under this pressure. **(2-5 Players) (Saturday 7p-11p)**

B89 Russian Railroad (GM: *Derek Dunn* Room: *Oscar Wilde*) We are all familiar with America's race west. But in Russia the race was East. Players will help build the rails across Russia. You must start simple, but modernization of your rails will help speed you east. Can you be the first to build the Trans Siberian Railway? **(2-8 Players) (Saturday 7p-11p)**

B90 Train & Trains "Rising Sun" (GM: *Gary Bobar* Room: *Oscar Wilde*) A game loosely based on railway management, with rail and station placements between cities in pursuit to more points. Players start with a small set of cards, but by building a more effective deck (ala Dominion style), one can improve their game play and path to success. Build a path to victory by building the best rail net and increasing your opponent's costs to the same cities. Though 2 games, they are 100% compatible and allow for up to 8 players (4 to each game) to play. **(2-8 Players) (Saturday 7p-11p)**

B91 Zombies (GM: *Jon Berman* Room: *Oscar Wilde*) The Zombies have over run the city. You need to escape, but there is only one way out, the Helipad! Can you fight your way there and escape? How many of you will survive. **(2-6 Players) (Saturday 7p-11p)**

B92 Chez Series (GM: *Anya Campbell* Room: *Oscar Wilde*) Learn how to play the Chez series by Steve Jackson Games! Chez Geek is the game of apartment life. Will your roommates drive you crazy . . . or will you drive them crazy first? Chez Greek moves you into a college frat, with all the parties, kegs, and occasional studying that entails. Chez Goth puts a new spin on living

with roommates . . . now you're all Goth! Chez Grunt shows that even uniforms and drill sergeants can't keep you and your bunkmates from the search for Slack. What do you get when your roommates all follow the Glorious Leader, are camped out in the jungle, and you raid the locals for TP? Chez Guevara, that's what! And in Chez Cthulhu, you and your roommates will go mad as you plumb the depths of the Mythos in search of Slack! **(2-10 Players) (Sunday 8a-12p)**

B93 Compounded w/ Geiger Expansion (GM: *Justine Gelzinis* Room: *Oscar Wilde*) Compounded is a game about building chemical compounds through careful management of elements, a fair bit of social play and trading, and just a bit of luck. In Compounded, players take on the roles of lab managers, hastily competing to complete the most compounds before they are completed by others – or destroyed in an explosion. Some compounds are flammable and will grow more and more volatile over time; take too long to gather the necessary elements for those compounds and a lot of hard work will soon be scattered across the lab. **(2-5 Players) (Sunday 8a-12p)**

B94 Eldritch Horror (GM: *Justin Popple* Room: *Oscar Wilde*) Eldritch Horror is a cooperative game of terror and adventure in which one to eight players take the roles of globetrotting investigators working to solve mysteries, gather clues, and protect the world from an Ancient One – that is, an elder being intent on destroying our world. Each Ancient One comes with its own unique decks of Mystery and Research cards, which draw you deeper into the lore surrounding each loathsome creature. Discover the true name of Azathoth or battle Cthulhu on the high seas. **(1-8 Players) (Sunday 8a-12p)**

B95 GAUTACA: The DNA Dice Game (GM: *Doug Hetrick* Room: *Oscar Wilde*) Evolve quicker, smarter and more vicious! GATUCA is a two player, dice based, combat game. Control the very DNA of your existence as you go head-to-head in this quick two-player game. Outwit your opponent as you simultaneously decide how aggressively to attack and defend. The first to destroy all of their opponents life wins. While your defeated foe will be just another withered dead-end on the evolutionary tree. **(2-4 Players) (Sunday 8a-12p)**

B96 Martin Wallace Fest (GM: *Bob Mosdal* Room: *Oscar Wilde*) Come try out some of Martin Wallace's designs. Included are Study in Emerald, Mythtopia and Onward to Venus. As well as a number of others. **(2-8 Players) (Sunday 8a-12p)**

B97 Munchkin Treasure Hunt (GM: *Danny Campbell* Room: *Oscar Wilde*) Munchkin Treasure Hunt is a fun board game for up to six players, ages 6 and up – now everyone in the family can be a Munchkin! (Don't worry . . . you don't need to know how to play any other Munchkin game to enjoy Treasure Hunt.) The munchkins (that's you!), move around the board. If you land on a monster, use the Monster cards to find out how tough it is, then roll a dice and use your Treasures (like Protective Kittens or a Broccoli Smoothie) to beat it. When you run out of Treasure cards, whoever has the most gold in their hand wins the game! **(2-6 Players) (Sunday 8a-12p)**

B98 Munchkin Zombie Dice (GM: *Neal Byles* Room: *Oscar Wilde*) Kill the living! Eat their brains! Brains!!! But if that's not enough zombage for your cerebrotarian tastes, just wait! There's more! Each time you enter combat, roll as many random Zombie Dice as you dare! Get brains? Get bonuses!* Still not convinced? That's not all! As you go about your Munchkinly business, the iPad of the Apocalypse circulates the Zombie Dice App around the table. Every time you eat 13 brains to win Zombie Dice, you go up a level in Munchkin Zombies! **(2-8 Players) (Sunday 8a-12p)**

B99 Myth (GM: *Nick McIntosh* Room: *Oscar Wilde*) Myth is a fully co-operative fantasy game. Players take on the role of one of 5 different heroes working together to defeat the Darkness. Each hero has a different skill set which is represented by a unique deck of cards. Players spend Action Points by using cards. Once a certain amount of Action Points have been spent the Darkness fights back by activating monster lairs, spawning monster captains and eventually the Boss. **(2-5 Players) (Sunday 8a-12p)**

B100 Ophidian Wars (GM: *Carl Van Ostrand* Room: *Oscar Wilde*) Welcome to the arena! Bloodsport has reached its pinnacle. The Ophidian race hunts, controls, and exploits the most powerful fighters in the universe. They pack the arenas to watch the brutal spectacle. The games are viewed all over the Universe. Prepare your gladiators for battle. Ophidian Wars is card-based combat game where you must draft and coach a team of 5 deadly gladiators. You get to choose your own team (from a set of 14), then equip them with a custom arsenal, and train them with maneuvers. The last team standing is the victor. (2-4 Players) (Sunday 8a-12p)

B101 Revolution (GM: *Jess Cobb* Room: *Oscar Wilde*) Blackmail the printer. Threaten the innkeeper. Bribe the priest. Welcome to Revolution! Secretly bid against your opponents to gain the support of the people, win territory . . . and gather more Gold, Blackmail, and Force for the next round of bidding! Will you try to control the tavern or the fortress? The harbor or the plantation? Knowing where to push for support – and where to back away and let your opponents fight – is the key to victory. It's a game of bluff, counter-bluff, and surprise. (3-6 Players) (Sunday 8a-12p)

B102 Scoville (GM: *Bruce A Carson* Room: *Oscar Wilde*) You've been hired by the town of Scoville to meet their need for heat. Your role as an employee of Scoville is to crossbreed peppers to create the hottest new breeds. You'll have to manage the auctioning, planting, and harvesting of peppers, then you'll be able to help the town by fulfilling their orders and creating new pepper breeds. Help make the town of Scoville a booming success! Let's get planting! (2-6 Players) (Sunday 8a-12p)

B103 The Stars Are Right (GM: *Sarah Anderson* Room: *Oscar Wilde*) In The Stars Are Right, you take the role of a cultist, summoning Lovecraftian horrors from beyond time and space. The sky is represented by a grid of star tiles . . . and you can change them. Invoke minor creatures to flip over a tile or push a row, creating the correct patterns to summon more and more powerful ones. Eventually, you'll build a horde of Servitors who can chain flips, pushes, and swaps together, rearranging the entire sky to your whims. Change the skies, summon a Great Old One, and win! (2-4 Players) (Sunday 8a-12p)

B104 Tragedy Looper (GM: *Eric Caron* Room: *Oscar Wilde*) Tragedy Looper is a scenario-based deduction game for two to four players: one mastermind and one to three protagonists. The game consists of four location boards and a number of character cards. Each scenario features a number of characters, hidden roles for these characters (serial killer, conspiracy theorist, friend), and some pre-set tragedies (murder, suicide). (2-4 Players) (Sunday 8a-12p)

B105 7 Wonders w/ Leaders Expansion (GM: *Laban Tatro* Room: *Oscar Wilde*) You are the leader of one of the 7 great cities of the Ancient World. Gather resources, develop commercial routes, and affirm your military supremacy. Build your city and erect an architectural wonder which will transcend future times. 7 Wonders is an easy to learn fun to play card game, we will be playing several rounds as time and players allow. (3-7 Players) (Sunday 10a-2p)

B106 Carcassonne: City and/or New World (GM: *Temis Delapena* Room: *Oscar Wilde*) Want to play a couple of quick games before leaving Carnage on Sunday. This is your chance , lead your people of Carcassonne to settle a new world or build the city of Carcassonne. In either case the games should not much longer than an hour. If you only want to play one of the games and there are enough people than both games can be played simultaneously. The games are some of the Euro worker placement games that I have played (3-5 Players) (Sunday 10a-2p)

B107 Coup: Tournament (GM: *Alex Clay* Room: *Oscar Wilde*) In the not-so-distant future, the world is governed by a 'royal' class of the hyper-wealthy. Out of the desperation of the lowest classes rose 'The Resistance', which created enough discord and intrigue to allow you your chance at the top. In these shifting sands of manipulation, bribery and bluffing, you must rise to the top and eliminate your competition. In the card game Coup, each player hold influence over two roles, allowing you to use their powers. However you may lie as to which roles you hold in order to get ahead, but be careful lest another player call your bluff! This event will be a tournament

played over several rounds, depending on the number of players. Coup is an easy game to learn and quick to play, beginners welcome! There will be prizes awarded to the best players at the end of the event." (4-18 Players) (Sunday 10a-2p)

B108 Machi Koro (GM: *Jen Mayo* Room: *Oscar Wilde*) You've just been elected Mayor of the city of Machi Koro. Nice Job! Unfortunately the people of Machi Koro have some pretty big demands. They want jobs, a theme park, a couple of cheese factories and maybe even a radio tower. Going to be hard to do... the city currently consists of a wheat field, a bakery and a single die. Armed only with your trusty die and a plan?...you must grow Machi Koro into the largest city in the region. You will need to collect income from developments, build public works, and steal from your neighbors' coffers. Just make sure they aren't doing the same to you! (2-4 Players) (Sunday 10a-12p)

B109 Rampage (GM: *Bob Menzel* Room: *Oscar Wilde*) You have just arrived in Meeple City.starving! You are of course a giant scaly monster.so what do you do? Well there are plenty of tasty Meeples.right? (2-4 Players) (Sunday 10a-12p)

B110 Rex: Final Days of an Empire (GM: *Andy Palmer* Room: *Oscar Wilde*) Mecatol City is being bombarded. The Empire is falling. You will control one of 6 races vying for control of Mecatol during the fall. You will need to be a shrewd negotiator, and a brilliant tactician to gain control. And there might even be some betrayal or a few traitors you can turn. (3-6 Players) (Sunday 10a-2p)

B111 Roll For the Galaxy (GM: *Eric Paperman* Room: *Oscar Wilde*) Build your space empire using dice! Come try this new variation on Race for the Galaxy. (2-5 Players) (Sunday 10a-12p)

B112 Star Wars - Imperial Assault (GM: *Tom Mechler* Room: *Oscar Wilde*) Imperial Assault puts you in the midst of the Galactic Civil War between the Rebel Alliance and the Galactic Empire after the destruction of the Death Star over Yavin 4. This game pits the limitless troops and resources of the Galactic Empire against a crack team of elite Rebel operatives as they strive to break the Empire's hold on the galaxy. GM will run the Imperial forces, we need up to 4 rebel players. No experience necessary, you can learn the rules as you go. (2-4 Players) (Sunday 10a-2p)

B113 Sushi Go! & Tsuro (GM: *Jeannie Compter* Room: *Oscar Wilde*) Two great games in one session! In the super-fast card game Sushi Go!, you are eating at a sushi restaurant and trying to grab the best combination of sushi dishes as they whiz by. Score points for collecting the most sushi rolls or making a full set of sashimi. Dip your favorite nigiri in wasabi to triple its value! And once you've

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eaten it all, finish your meal with all the pudding you've got! Tsuro is a beautifully simple game of laying a tile before your own token to continue its path on each turn. The goal is to keep your token on the board longer than anyone else's, but as the board fills up this becomes harder because there are fewer empty spaces left. **(2-5 Players) (Sunday 10a-2p)**

B114 Ticket to Ride: India (GM: *Sarah Cooper* Room: *Oscar Wilde*) Have you ever played Ticket to Ride, but thought "I'm not frustrated enough! If only I was being blocked by my fellow players more. This game needs more weeping", then the India board is for you! It does a great job of accurately reflecting the rail system in India. Bonus: parade your lack of culture by being unable to pronounce any of the cities! **(2-3 Players) (Sunday 10a-12p)**

B115 Baseball Highlights 2045 (GM: *Rodney Sheldon* Room: *Oscar Wilde*) Let's Play Two! Before you leave Carnage stop by and try this quick fun baseball game. The year is 2045 and baseball looks a little different. Cyborgs and Robots play along side the naturals (humans). You will start with a team, choose from New York, LA, Boston or San Francisco (others maybe available) set you lineup and play! After each game you will purchase new players, sending some to the minors. The game is easy to learn...if we have enough interest we will play a league and World Series. Can you put the best team on the field to win it all? **(2-8 Players) (Sunday 1p-5p)**

B116 Castle of Burgundy (GM: *Kristin G Wood* Room: *Oscar Wilde*) The Castles of Burgundy is a detailed strategy game set in the Loire Valley of France during medieval times. Players assume the role of princes trying to build the greatest estates in the land by becoming more prosperous than their competitors. Over the course of five rounds, players collect points by trading, livestock farming, city building and scientific research. They must buy and sell goods or labor and use action tiles for building, shipping, mining, livestock and knowledge across two game boards. **(2-3 Players) (Sunday 1p-5p)**

B117 Five Tribes (GM: *Brad Woodward* Room: *Oscar Wilde*) Your caravan arrives at the fabled Sultanate of Naqala. The sultan just died and control of this fabled land is yours for the taking. The oracles foretell of strangers who would take control of the Five Tribes and thru them Naqala. Will you fulfill the prophecy? Maneuver the Tribes and ask favors of Djinns, and you might just be the one. **(2-4 Players) (Sunday 1p-5p)**

B118 Flash Point: Fire Rescue (GM: *Jon Berman* Room: *Oscar Wilde*) The building has erupted into a blazing inferno. What? There are people still trapped in there? Can you get them out in time? **(2-6 Players) (Sunday 1p-5p)**

B119 Formula De (GM: *Doug Neet* Room: *Oscar Wilde*) Formula De is a fast paced racing game, in which the cars top speeds are limited by having to end a certain number of turns in each of the racetracks many curves. Come check out this game which captures the feel of real racing! **(2-10 Players) (Sunday 1p-5p)**

B120 Killer Bunnies (GM: *Nyssa* Room: *Oscar Wilde*) Last chance for some CARNAGE before you head home. Killer Bunnies is a quick fun game with a lot of mayhem and laughs. Can your bunnies collect the Magic carrot before the other players bunnies? Arm your rabbits and go for the Carrot! **(2-8 Players) (Sunday 1p-5p)**

B121 Tammany Hall (GM: *Brad Blitstein* Room: *Oscar Wilde*) Turn of the century New York city politics.. Ward Bosses, Immigrants, graft, scandals, and of course a little slander! Do you have what it takes to control Tammany Hall? **(3-5 Players) (Sunday 1p-5p)**

CARD GAMES

C1 Call of Cthulhu LCG Learn to Play (GM: *Ray Hickey III* Room: *Snowshed*) Welcome to the world of the Call of Cthulhu LCG. A game based on the horror fiction of H.P. Lovecraft. In this game, conflicts rage between elder gods who want the world for their own unfathomable purposes and the human's dedicated to stopping them. Come and learn to play the Call of Cthulhu LCG. Decks will be provided for you to learn with. **(1-99 Players) (Friday 1p-5p)**

C2 Weiss Schwarz Demo (GM: *Laban Tatro* Room: *Dealer Room*) Heard about the Anime Card CCG Weiss Schwarz? Weiss Schwarz is a fun Anime based card game that allows you to make decks with your favorite Animes and play this vs other animes. Want to learn how to play? Stop by for a demo. Already know how to play and looking for a game? Stop by for a game. **(2-99 Players) (Friday 1p-5p)**

C3 Call of Cthulhu LCG Draft (GM: *Carnage Staff* Room: *Snowshed*) Welcome to the world of the Call of Cthulhu LCG. A game based on the horror fiction of H.P. Lovecraft. In this game, conflicts rage between elder gods who want the world for their own unfathomable purposes and the human's dedicated to stopping them. Come draft a deck and pit your skills against other players. **(4-8 Players) (Friday 7p-11p)**

C4 Cards Against Humanity (GM: *Eric Johnson* Room: *Escapade*) Cards Against Humanity is a party game for horrible people. Unlike most of the party games you've played before, Cards Against Humanity is as despicable and awkward as you and your friends. The game is simple. Each round, one player asks a question from a black card, and everyone else answers with their funniest white card. 18 and over only. Teenagers younger than 18 may play if I'm allowed to talk to one of the parents first and they give permission. **(4-20 Players) (Friday 11:30p-onward)**

C5 A Game of Thrones: LCG, Second Edition; Learn to Play (GM: *Harold Vance* Room: *Snowshed*) Players will raise their banners and take up arms as they gain control of their favorite characters from George RR Martin's Song of Ice and Fire in the newly released Second Edition of A Game of Thrones, the Card Game by FFG. With eight factions to choose from, each with their own array of characters from the books and TV series, and varied, distinct playing styles, there is something for everyone in the new AGoT:LCG2e. Will your chosen faction have what it takes to sit atop the Iron Throne, reigning supreme over Carnage? **(2-8 Players) (Saturday 8a-12p)**

C6 L5R Tournament (GM: *Ben Higgins* Room: *Snowshed*) Come join us for a great L5R event, we will be using the most resent story arc and floor rules. **(2-99 Players) (Saturday 9a-5p)**

C7 Magic the Gathering Sealed Deck Tournament (GM: *Black Moon Games* Room: *Snowshed*) Battle for Zendikar Sealed Deck tournament, open up 6 packs and build a deck on the spot to compete for more boosters! \$25 entry fee, with a prize pool of 2 packs per player for top placings. Registration starts at 10AM, deck building begins at 11. **(8-99 Players) (Saturday 10a-onward)**

C8 Magic the Gathering Booster Draft (GM: *Black Moon Games* Room: *Snowshed*) Draft 3 packs of Battle for Zendikar, and build a deck on the spot to compete for more boosters! \$15 entry fee with 2 packs per player forming a prize pool. We will draft in pods of 8 players if possible. Drafting starts at 2PM. **(8-99 Players) (Saturday 1p-5p)**

C9 Pathfinder Card Game (GM: *Jon Berman* Room: *Snowshed*) Ever want to play a daring adventurer? Will this is your chance! You and a party of your fellow adventurers will take on a mission in this card driven game based on the popular Pathfinder RPG System. Can you defeat the Runelords before time runs out! **(2-6 Players) (Saturday 1p-5p)**

C10 Magic the Gathering Commander Tournament (GM: *Ray Hickey III* Room: *Snowshed*) Formally known as Elder Dragon Highlander, or EDH, Commander is a popular multiplayer format for Magic the Gathering. So build your deck following the Commander deck building rules and come see which commander reigns supreme. **(3-99 Players) (Saturday 7p-11p)**

C11 Netrunner Tournament (GM: *Ben Higgins* Room: *Snowshed*) Jack in and run the servers of large futuristic mega-corporations as they try to advance their underhanded agendas to better THEIR world. Will you free the information, or use it to crush the little people under heel? Players will need both a Corp and Runner deck to play this 4 Round casual tournament. Come meet the great community of Netrunner! **(2-99 Players) (Saturday 7p-11p)**

C12 Cards Against Humanity (GM: *Eric Johnson* Room: *tbd*) Cards Against Humanity is a party game for horrible people. Unlike most of the party games you've played before, Cards Against Humanity is as despicable and awkward as you and your friends. The game is simple. Each round, one player asks a question from a black card, and everyone else answers with their funniest white card. 18 and over only. Teenagers younger than 18 may play if I'm allowed to talk to one of the parents first and they give permission. **(4-20 Players) (Saturday 11:30p-onward)**

C13 Doomtown Tournament (GM: *Ben Higgins* Room: *Snowshed*) Sun rises on Gomorra again as the hit CCG Doomtown returns as an exciting new Expandable Card Game! As four new outfits fight for control of the rebuilt Ghost Rock capital of the Weird West, bullets will fly and laws of the land will be flouted, but will you still be standing when the dust clears? This tournament will use standard deck construction rules, and be played under the most recent Floor Rules. **(2-99 Players) (Sunday 10a-onward)**

FANTASY MINIATURES

F1 Autodueling in Akron (GM: *Bob Yates* Room: *Oscar Wilde*) All the best drivers will be in the Autodueling arena! Its multilevel ramps, underpasses and built in gun emplacements guarantee an exciting match. Come out and enjoy the show! The arena, cars and rule modifications were created by the late Jeff Lyczak. This event is run in his honor. *Car Wars (Slightly Modified)* **(2-12 Players) (Friday 1p-5p)**

F2 Dirtsdie (GM: *Donna Howard & Keith Miller* Room: *Oscar Wilde*) Fight the invaders in this fast-moving science fiction miniature game. *Dirtsdie* **(4-8 Players) (Friday 1p-5p)**

F3 Golem Arcana (GM: *Tim Audette* Room: *Oscar Wilde*) Pilot your Golem Army to Victory. Easy to play, the computer takes care of all the rules, just plan your Strategy go. fight for the Durani Empire or the Gudanna Dominion . Everything is provided to play, Player's will be split into one of the 2 side, chose from the prebuilt armies. Contact me for details if you have your own army you want to bring and use. *Golem Arcana (2-4 Players)* **(Friday 1p-5p)**

F4 Pulp Alley – The Treasure Hunt (GM: *Joshua McGary & Stephen Smith* Room: *Oscar Wilde*) Costa de Oro (the Golden Shore) has taken on mythical status around the Caribbean. Ships and entire crews have gone missing looking for it. Most captains think it is a fool's quest sought after by young captains too dumb to know better. But at long last you know the location Costa de Oro, a map left to you by your grandfather shows its location. Can you and your crew of brave buccaneers make it to the Island, sure to be teaming with blood thirsty natives, and unlock its treasures? Or will you be yet another lost ship searching after fool's gold? Rules will be taught, please no players under 14 unless accompanied by an adult. Skirmish game using 28mm scale figures. *Pulp Alley* **(4-6 Players) (Friday 1p-5p)**

F5 Big Trouble in Little Hanghai (GM: *Mike Paine* Room: *Oscar Wilde*) All havoc breaks loose! Against this mysterious background of Hanghai intrigue, treachery and a thousand terrors. Thrills! Nothing like it, no risk too great no danger too daring! Don't miss a single astounding moment. Kids are welcome and adult that can play like kid are welcome too! "Everybody relax, I'm here" - Jack Burton *Home Rules* **(4-8 Players) (Friday 7p-11p)**

F6 Golem Arcana (GM: *Tim Audette* Room: *Oscar Wilde*) Pilot your Golem Army to Victory. Easy to play, the computer takes care of all the rules, just plan your Strategy go. fight for the Durani Empire or the Gudanna Dominion . Everything is provided to play, Player's will

be split into one of the 2 side, chose from the prebuilt armies. Contact me for details if you have your own army you want to bring and use. *Golem Arcana (2-4 Players)* **(Friday 7p-11p)**

F7 Secret Battles of WWII - Tale of Tentacles (GM: *Scott Howland* Room: *Oscar Wilde*) Set during the early days of WWII, a Nazi cult is attempting to use a collection of artifacts to open a dimensional portal at Stonehenge! Their goal is to draw out an otherworldly uber beast to use as a WMD in conjunction with the ongoing blitzkrieg. Play as the Relic Hunters, adventurers set to retrieve the artifacts; The Beyonders, occult specialists; Screaming Eagles' Commandos, British commandos; OSS strike team, a US elite squad; OR you can play as the Nazi cultist and their security squad. Can you complete your objective before the beast enters our realm, or is that your objective? Rules will be taught for this Pulp inspired skirmish game using 28mm scale figures. *Pulp Alley* **(3-6 Players) (Friday 7p-11p)**

F8 Squadron Strike! Demo (GM: *William Minsinger* Room: *Oscar Wilde*) Any ship, any universe, fully 3D. Learn to play Squadron Strike, a set of spaceship combat rules that allow for fully 3D movement and orientation while remaining straightforward to play. Session will consist of a short training session followed by a longer scenario, determined by the number of players. *Squadron Strike (2-4 Players)* **(Friday 7p-11p)**

F9 Battle for Arrakis VI (GM: *Bruce A Carson* Room: *Oscar Wilde*) The Super Galactic Battleship, Victory has been repaired after defeating the Leonians in a hard-fought battle for Arrakis. The human Empire's defenses in the system have been improved and the Victory put on permanent station over the planet. Meanwhile, the Leonians have not been idle. They have constructed their own Super Galactic Battleship, the Polecat, which they intend to battle test in the Arrakis system. Each player will control one to three ships for either the Leonians or Humans and attempt to play a decisive role in the clash between these Empires. No Starmada experience necessary. *Starmada Nova (4-10 Players)* **(Saturday 8a-12p)**

F10 Bloodbath! The Green Gang takes on the Red Maria's (GM: *Mike Paine* Room: *Oscar Wilde*) Following a 1927 emergency in Hanghai, and the withdrawal of British regular forces ,the European settlers had to rely on themselves. Residents formed the Hanghai Volunteer Corps (HVC).Due Hanghai's political status and economical power it is infested with very diverse criminal elements, political activists, spies and operatives you name it. Incidents involving firearms are frequent this is where the "Red Maria" comes in. They can carry 50 HVC (several vehicles together) or Red Maria's are used to transport the notorious Green Gang from Hanghai Courts to Hanghai Prison. Conveyed through the city streets armored cars at the front and the rear is a convoy of vehicles transporting 50 gang members. Earlier attempts to transport gang members to jail have always ended with the convoy being ambushed and the gangsters being released by rescuers. Will that be the case this time? (Loosely based on actual events!) *Home Rules (4-8 Players)* **(Saturday 8a-12p)**

F11 Burlington Melee (GM: *Steven Parenteau* Room: *Oscar Wilde*) The newly renovated Burlington arena is running there first division 15 match in 4 months. Time to get your gun off! Car wars 5th edition teaching game with matchbox scale. *Car Wars (10 Players)* **(Saturday 8a-12p)**

F12 Captain Morgan's Raid on Maracaibo (GM: *Thomas A. Compter* Room: *Oscar Wilde*) 1669: Stealing through the narrow straits of Lake Maracaibo in Venezuela, British Captain Henry Morgan raided the town of Gibraltar, filling his ships with all its wealth. Now, he only needed to return home. The Spanish, however, were not so keen to see him home safe with all their possessions. Morgan faced a gauntlet of Spanish warships, a Spanish Fort, and who knows what other denizens of the deep before finding the freedom of the open sea. This semi-historical naval miniatures battle will be fought using the Tattered Sails and Shattered Gunwales rule set: (<http://www.comptenterprises.com/pirates/Sails.pdf>). *Tattered Sails and Shattered Gunwales (2-6 Players)* **(Saturday 8a-12p)**

F13 Golem Arcana (GM: *Tim Audette* Room: *Oscar Wilde*) Pilot you Golem Army to Victory. Easy to play, the computer takes care of all the rules, just plan your Strategy go. fight for the Durani Empire or the Gudanna Dominion . Everything is provided to play, Player's will be split into one of the 2 side, chose from the prebuilt armies. Contact me for details if you have your own army you want to bring and use. **Golem Arcana (2-4 Players) (Saturday 8a-12p)**

F14 Star Wars Fighters 3D (GM: *Chris Dondero* Room: *Oscar Wilde*) After the infamous Battle of Yavin I decided to shelf Star Wars 3D for a bit. Well, after some arm twisting from the carnage boys I'm bringing it back this year! Join Wedge Antilles & rouge squadron as they seek glory over the empire or join with the imperial ranks to bring down the self proclaimed "greatest" star fighter in the galaxy! **Home Rules (6-12 Players) (Saturday 8a-12p)**

F15 Hand Han Over! (GM: *Jordan Hauser & Dylan Thibideau* Room: *Oscar Wilde*) If the Empire Strikes Back had ended a little differently. Lando, Leia and Chewie in the Millennium Falcon are chasing Boba Fett, who has a frozen in carbonite Han Solo on board. They have also managed to warn Luke before he got to Bespin, and he has joined them in the chase, along with a few rebel pilots who happened to be in the area. Meanwhile, Darth Vader and a hastily assembled task force are chasing Luke. While they have no interest in Han Solo, the Imperial Forces will help Boba get away provided he helps them capture Luke. **Homemade (4-6 Players) (Saturday 1p-5p)**

F16 Hanghai Hustle (GM: *Mike Paine* Room: *Oscar Wilde*) In Hanghai China during the 1920s, Zan Zou the Iron Claw, the leader of the Deadly Long Sword Gang, exercises control over the city, openly killing anyone who gets in his way. Until one day, the Nolan Brothers , come to stake their claim. Members of the Deadly Long Sword Gang don't like the Nolan Brothers moving in and a massive brawl ensues, more than fifty gangsters are defeated by Nolan Brothers bodyguards of three martial arts masters. So begins the thrilling struggle for Hanghai, don't miss a single astounding moment! Nothing like it, no risk too great, no danger too daring! Kids are welcome and adults that can play like kids are welcome too! **Home Rules (4-9 Players) (Saturday 1p-5p)**

F17 Lost on a Lost World (GM: *Chris Sabick* Room: *Oscar Wilde*) A participation Rogue Trader Warhammer 40k game in which opposing forces struggle to locate the transport homing beacon that will get them off this lost planet. Sadly, that beacon, along with its owner Private Jenkins, were eaten by one of the many vicious beasts residing on this planet. The beacon has now been "deposited" somewhere in the vicinity. Will your force be the first to retrieve it and escape this hell hole? Or will you be eaten by the same monsters that got Private Jenkins. **Warhammer 40k 1st edition, Rogue Trader (2-4 Players) (Saturday 1p-5p)**

F18 Robotech RPG Tactics: Protect and Destroy (GM: *Laban Tattro* Room: *Oscar Wilde*) The Zentraedi are attack and your forces are buckling. You are about to move your men out to a safer positions when the order comes across the com. Protect the gun battery until reinforcements arrive. You clinch your teeth knowing well what is coming this way if an order like that was given. Meanwhile across the city another order is given, but to the Zentraedi Commander. Take that gun battery out. You smile at the chance to face these micronian devils in close quarters and issue orders for your squad of pods to move out. Robotech RPG Tactics is a miniature game based on the anime everyone loves. **Robotech (2-4 Players) (Saturday 1p-5p)**

F19 The CRASH (GM: *Steven Parenteau* Room: *Oscar Wilde*) An aircraft with an important scientist has been shot down. His aircraft beacon shows it is still operating and likely he's survived. Forces of both sides are closing and searching. Ready to learn, fun to play game. **ORGE Minis (10 Players) (Saturday 1p-5p)**

F20 U.F.O. Squad: Alien Invasion Skirmish (GM: *Stephen Smith* Room: *Oscar Wilde*) The Greys have come to earth and it is up to the UFO Squad to stop them! Fast-paced skirmish action for 4 players. **UFO Squad (4 Players) (Saturday 1p-5p)**

F21 Warmachine & Hordes Trophy Steamroller 50pts (GM: *Nick Curtis* Room: *Oscar Wilde*) Come battle for glory and trophies in the Iron Kingdoms! This will be a 50 point standard format Steamroller, 2 lists required, Divide & Conquer. Standard timed turns, # of rounds based on attendance, and players are responsible for all models, cards, tokens, templates, and other required materials to play. Steamroller rules PDF can be found on Privateerpress.com, any questions about this event please contact PG Pszito!
-Entry: \$15 @ the Carnage entry table.
-Prizes: 1st, 2nd, and 3rd place receive Official Privateer Press Trophies! Every player with at least one fully painted list will be entered to receive a special prize!
-Registration @11am, dice roll @Noon **Hordes & Warmachine (Multiple Players) (Saturday 11a-onward)**

F22 Warmachine/Hordes Demos (GM: *Black Moon Games Anthony Vandengerg* Room: *Oscar Wilde*) Swing by the Black Moon Games booth in the vendor room for a demo of the fast and furious Warmachine/Hordes miniature game! **Warmachine / Hordes (1-4 Players) (Saturday 1p-5p)**

F23 Big Trouble in Little Hanghai (GM: *Mike Paine* Room: *Oscar Wilde*) All havoc breaks loose! Against this mysterious background of Hanghai intrigue, treachery and a thousand terrors. Thrills! Nothing like it, no risk too great no danger too daring! Don't miss a single astounding moment. Kids are welcome and adult that can play like kid are welcome too! "Everybody relax, I'm here" - Jack Burton **Home Rules (4-8 Players) (Saturday 7p-11p)**

F24 Pulp Alley – KONG! (GM: *Joshua McGary & Stephen Smith* Room: *Oscar Wilde*) Ann Darrow has been captured by the natives of Skull Island. She has been taken inland and offered to the Great Kong as sacrifice. Can you free her and escape through the gauntlet of hostile natives, strange beasts and not to mention a very angry and very large ape? Rules will be taught, game will run long if needed, please no players under 14 unless accompanied by an adult. Skirmish game using 28mm scale figures. **Pulp Alley (4-6 Players) (Saturday 7p-11p)**

F25 The Race that Time Forgot (GM: *Gregg Belevick* Room: *Oscar Wilde*) Long ago, in a far away land, giants raced across the landscape on wheels of wood, and little else. TC Maximus is the fun and frantic simulation of a Roman chariot race, sort of. All ages are welcome. Hail Caesar! **Hail Caesar! (4-14 Players) (Saturday 7p-11p)**

F26 X-Wing Miniatures Game Standard Dogfight Tournament (GM: *Andrew Brown* Room: *Oscar Wilde*) Lock s-foils in attack position and bring your 100 point squadrons out for a standard dogfight tournament in the X-Wing Miniatures Game. We will be using the latest tournament rules and FAQ documents released by Fantasy Flight Games. Round length will depend on the number of participants and prize support will be from a Fantasy Flight tournament kit provided by Black Moon Games. Come on down and remember to fly casual! **X-Wing Miniatures Game (4-14 Players) (Saturday 7p-11p)**

F27 X-Wing: The Emissary (GM: *Richard Creaser* Room: *Oscar Wilde*) "This is Captain Mory Torkil of the Hapes registered freighter Archon of Gallinore broadcasting on an open channel We are adrift in the Taanab sector asteroid cluster. Our engines are heavily damaged and our life-support failing. We require immediate assistance from any vessels in the sector. The Hapes Consortium will reward you handsomely for your assistance." Experience the thrill of X-Wing miniatures combat in this scenario designed for 3 to 6 players. While the Empire and Rebel Alliance seek to win over the Hapes Consortium to their respective causes, the loose alliance of pirates and bounty hunters of the Scum faction seek only personal gain. Who will succeed in rescuing the disabled merchantman and claim their rightful prize? **X-Wing (3-6 Players) (Saturday 7p-11p)**

F28 Hangai Hustle (GM: *Mike Paine* Room: *Oscar Wilde*) In Hangai China during the 1920s, Zan Zou the Iron Claw, the leader of the Deadly Long Sword Gang, exercises control over the city, openly killing anyone who gets in his way. Until one day, the Nolan Brothers , come to stake their claim. Members of the Deadly Long Sword Gang don't like the Nolan Brothers moving in and a massive brawl ensues, more than fifty gangsters are defeated by Nolan Brothers bodyguards of three martial arts masters. So begins the thrilling struggle for Hangai, don't miss a single astounding moment! Nothing like it, no risk too great, no danger too daring! Kids are welcome and adults that can play like kids are welcome too! *Home Rules (4-9 Players) (Sunday 10a-onward)*

F29 Star Trek Fleet Action (GM: *Chris Dondero* Room: *Oscar Wilde*) Classified transmission. Star Date XXXXXXXXX

Last message received from Star Ship Ncc-XXX Uss SirusHave been tracking the unknown vessel for two days.....third outpost wiped from the face of the planet.....unknown configuration.....cube shaped.....more power to the shields!

You will be assimilated. *Home Rules (6-12 Players) (Sunday 10a-onward)*

F30 Warmachine/Hordes Demos (GM: *Black Moon Games (Anthony Vandengerg)* Room: *Oscar Wilde*) Swing by the Black Moon Games booth in the vendor room for a demo of the fast and furious Warmachine/Hordes miniature game! *Warmachine / Hordes (1-4 Players) (Sunday 10a-onward)*

HISTORICAL MINIATURES

H1 Carnage in Carolina, The Battle of Bentonville (GM: *Steven Hier* Room: *Oscar Wilde*) Mid-March 1865 and the Confederacy is quickly becoming a lost world. Joe Johnston throws his rag-tag Army of the South against the divided forces of General Sherman in an effort to strike him a blow and stop his northward march. *Regimental Fire and Fury (4-6 Players) (Friday 7p-11p)*

H2 Check Your 6! – Air Battle over Nis (GM: *Joshua McGary & Terry Terry* Room: *Oscar Wilde*) Russian mechanized infantry were moving towards Belgrade to support the offensive into Serbia when they were unexpectedly strafed by American P-38 Lightning fighter-bombers that had somehow veered 400 km off course and mistaken them for Germans. Suffering heavy damage and the death of Lieutenant General G. P. Kotov, the Russians called for air support, and the result was a dogfight between Yak-3 and P-38 fighters. The actual results of the battle remain classified, but American and Soviet sources both predictably claimed high casualty totals for each other. The American government later apologized for this "regrettable incident". Not for young children, please no players under 16, rules will be taught. WWII aerial combat using 1/285 aircraft. *Check Your 6! (4-8 Players) (Friday 7p-11p)*

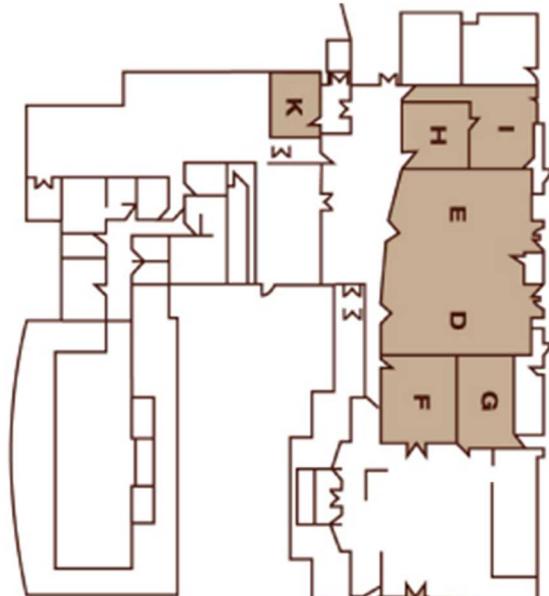
H3 Fun in the Sun (GM: *Jerry Lane* Room: *Oscar Wilde*) The LRDG is raiding the Axis supply dump. The Germans and Italians are out to stop them. Will the raiders get away with it or will they be stopped? *Flames or War (2-6 Players) (Friday 7p-11p)*

H4 Hunt for the Queen (GM: *Phillip Hammond* Room: *Oscar Wilde*) ACW Naval Game 1/1200 scale. It gets quiet down in the bayou at night. Even with the frogs and the gators and the snakes goin' about their business. But there's other business afoot tonight! Just a week ago the Queen of the West, once of the Stars and Stripes but now proudly flying the Stars and Bars, had slipped from her lair and fell one of them new Yankee Ironclads – took it and burned it to the hull! And now the Union Navy is out for the blood of the Queen and her merry band of river riff raff. Goin' get 'em in their lair down on 5 Mile Lake down in the bayou. But it gets tricky navigating into the bayou at night. And rumor has it the Queen's layer might just have a guard of Beauregard's finest plus may be some artillery late from New Orleans. Still the commander says he's got a map so into the briar patch we must go. *TCS Ironclads (modified) (4-6 Players) (Friday 7p-11p)*

Killington Grand Resort Hotel

Rooms

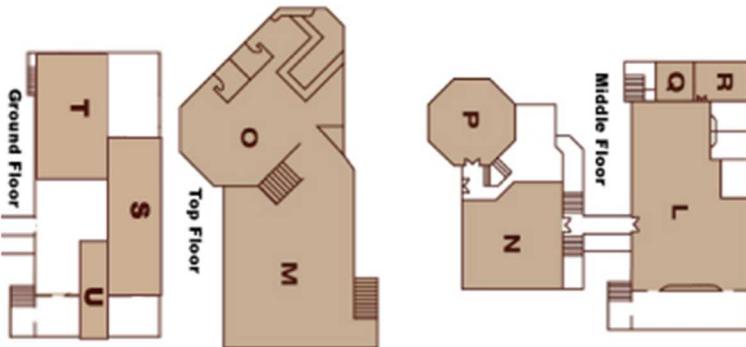
- A-C) Oscar Wilde Ballroom
- D-E) Northstar Ballroom
- F-G) Gateway I & II
- H-I) Escapade I & II
- J) Ovations
- K) Roundabout



Snowshed Lodge

Rooms

- L) Snowshed Ballroom
- M) Chandelier Room
- N) Exhibit Hall (Cafeteria)
- O) Long Trail Pub
- P) The Bakery
- Q-R) Highlander I & II
- S) Pods
- T) Ticket Office
- U) Snowshed Gateway



H5 Monmouth Courthouse - The Making of a Scapegoat (GM: *Allen Wright* Room: *Oscar Wilde*) On June 28th, 1778 lead elements of Washington's army, commanded by Major General Charles Lee, engaged the British at Monmouth Courthouse. Lee's troops engaged the British rear guard which was commanded by Lieutenant General Charles Cornwallis. Cornwallis out matched Lee in the open fields driving Lee's command back causing Washington to dismiss Lee and eventually court martial him. Washington was able to stabilize the situation and by the end of the day press Cornwallis' troops when night ended combat for the day, both armies holding the field. In the evening hours the British withdrew from the battle and resumed their march to New York city. Washington never liked Lee which, made him an easy scapegoat for all the faults of the day. The continental troops, trained by Baron de Stuben all winter long in Valley Forge, proved themselves vastly improved and able to fight the British on even levels. Re-fight the opening jousts of the battle and see if you can restore Charles Lee's honor, or command the British and seal his fate. This game will feature the computer assisted war gaming rules "The Electronic Brigadier" that were un-veiled at last year's Carnage convention. Due to the popularity of last year's game, this game will be run twice this year. *The Electronic Brigadier (6 Players) (Friday 7p-11p)*

H6 Refighting the Battle of Barossa! (GM: *Shawn Tester* Room: *Oscar Wilde*) March 5, 1811. As the Peninsular War rages on, the French have invested Cadiz! A task force under the leadership of Sir Thomas Graham has been dispatched to break the French siege lines from the rear. Unfortunately, Marshal Victor's spies are aware of the movements and are now preparing a trap for the unsuspecting Allies. Can Graham break through to the siege lines, or will Victor protect his exposed rear? Will Britain's Spanish allies even show up for the battle?? Join me for this exciting refight using the LaSalle rules. *LaSalle (6 Players) (Friday 7p-11p)*

H7 86 - New York vs. Boston (GM: *Leo Gallant* Room: *Oscar Wilde*) Unique baseball miniatures game. Played in a Fenway Park replica. Easy to learn rules. You set the players in the field and bat your line-up. World series matchup of the Mets and Red Sox. Don't let this one slip threw your legs. *Home Rules (2-6 Players) (Saturday 8a-12p)*

H8 Flames or War!
Tournament (GM: *William Shoemaker* Room: *Oscar Wilde*) The 2015 Carnage Flames of War Tournament will be a 1710 Mid War (NO MIDWAR MONSTERS) and again we will be looking to make this years Tournament a great success. See you on the Battlefield in November. Please contact the tournament coordinator with questions.

Schedule of Events

7 Nov 2015

Registration 0800 to 0830

Briefing 0900 to 0915

Setup Game 1 0915 to 0930

Game 1 - Fair Fight 930 to 1130

Lunch & Dress Parade 1130 to 1215

Setup Game 2 1215 to 1230

Game 2 Defensive Battle 1230 to 1430

Setup Game 3 1445 to 1500

Game 3-Mobile Battle 1500 to 1700 *Flames or War (Multiple Players) (Saturday 8a-8p)*

H9 Monmouth Courthouse - The Making of a Scapegoat (GM: *Allen Wright* Room: *Oscar Wilde*) On June 28th, 1778 lead elements of Washington's army, commanded by Major General Charles Lee, engaged the British at Monmouth Courthouse. Lee's troops engaged the British rear guard which was commanded by Lieutenant General Charles Cornwallis. Cornwallis out matched Lee in the open fields driving Lee's command back causing Washington to dismiss Lee and eventually court martial him. Washington was able to stabilize the situation and by the end of the day press Cornwallis' troops when night ended combat for the day, both armies holding the field. In the

evening hours the British withdrew from the battle and resumed their march to New York city. Washington never liked Lee which, made him an easy scapegoat for all the faults of the day. The continental troops, trained by Baron de Stuben all winter long in Valley Forge, proved themselves vastly improved and able to fight the British on even levels. Re-fight the opening jousts of the battle and see if you can restore Charles Lee's honor, or command the British and seal his fate. This game will feature the computer assisted war gaming rules "The Electronic Brigadier" that were un-veiled at last year's Carnage convention. Due to the popularity of last year's game, this game will be run twice this year. *The Electronic Brigadier (6 Players) (Saturday 8a-12p)*

H10 Pirate Island (GM: *Michael Bailey* Room: *Oscar Wilde*) A British cargo ship, carrying a load of gold, was attacked by a group of Pirates. While they escaped, the British ship was badly damaged and had to be abandoned. Luckily, there was an island nearby and the crew and their Marine guards, along with the cargo, made it to the island. The pirates have found them, however, and they have hastily fortified their camp. The pirates are not well organized, or even very friendly to each other, so they are approaching from a variety of directions. Meanwhile, the locals have been riled up by the arrival of so many foreigners all at once, and will be trying to drive the British and the Pirates off the island. *Home Rules (4-8 Players) (Saturday 8a-12p)*

H11 Raid on Swansea June 1675 (GM: *Richard Claydon* Room: *Oscar Wilde*) Plymouth and Massachusetts Bay Colonies rush troops to southwestern Plymouth to contain a reported uprising lead by Massasoit's son King Philip. *Pike and Shotte (2-6 Players) (Saturday 10a-onward)*

H12 Rome's Wars (GM: *Donna Howard & Keith Miller* Room: *Oscar Wilde*) Gauls, Germans, Dacians, Sasanids, Britons, Carthaginians, Visigoths, other Romans - the list of Rome's enemies is long. Who will they fight today? *Warmaster (2-8 Players) (Saturday 8a-12p)*

H13 86 - New York vs. Boston (GM: *Leo Gallant* Room: *Oscar Wilde*) Unique baseball miniatures game. Played in a Fenway Park replica. Easy to learn rules. You set the players in the field and bat your line-up. World series matchup of the Mets and Red Sox. Don't let this one slip threw your legs. *Home Rules (2-6 Players) (Saturday 1p-5p)*

H14 Battle Line (GM: *Chris Dondero* Room: *Oscar Wilde*) Based very loosely on the overly technical "wooden ships & iron men", Battle Line is just simply an easy to learn, easy to play sailing ship combat system. First, Second & Third rate ships of the line return again to Carnage for 4 hours of broadside pounding fun! *Home Rules (6-12 Players) (Saturday 1p-5p)*

H15 Carnage & Glory South of Chambersburg Pike (GM: *Rich Wallace* Room: *Oscar Wilde*) This Battle takes a look at the Confederates (Heth's division) attack on the eastern side of McPherson ridge. Between McPhersons Farm and Herbst Farm. *Carnage & Glory computer moderated (4-6 Players) (Saturday 1p-5p)*

H16 Check Your 6! -Mission Germany-On to the Reich (GM: *Joshua McGary & Terry Terry* Room: *Oscar Wilde*) It's late 1944 and the strategic bombing of Germany is in full swing. Massive waves of Allied bombers are pounding Berlin day and night. The Luftwaffe is doing everything it can to stem the rising tide of bombers. The mission is simple for the USAAF and the Luftwaffe pilots. The Americans must protect the B-17s and B-24s they have been sent to protect. The Luftwaffe will take to the skies in the best planes they have to send as many bombers down in flames as they can. (Part 1 of 2, See Part 2-The Long Way Home later in the evening, players DO NOT need to sign up for both sessions.) Not for young children, please no players under 16, rules will be taught. WWII aerial combat using 1/285 aircraft. *Check Your 6! (4-8 Players) (Saturday 1p-5p)*

H17 Rome's Wars (GM: *Donna Howard & Keith Miller* Room: *Oscar Wilde*) Gauls, Germans, Dacians, Sasanids, Britons, Carthaginians, Visigoths, other Romans - the list of Rome's enemies is long. Who will they fight today? *Warmaster (2-8 Players) (Saturday 1p-5p)*

H18 The Rescue of Much the Miller's Son (GM: *Michael Bailey* Room: *Oscar Wilde*) The Sheriff of Nottingham is holding Much the Miller's son in an outlying castle. A group of Merry Men have lured the Sheriff and his men out of the castle, while Friar Tuck and his command have snuck into the castle and overpowered the remaining guards. Just as they are about to release Much, the Abbot of Black Canons arrives at the castle gate, trapping them in the castle. This is not all bad news, however, as the Abbot is escorting a wagon load of valuables! *Have Some Fun Storming the Castle, Lads (4-8 Players) (Saturday 1p-5p)*

H19 Through Fields of Smoke and Fire (GM: *Daniel Peterson* Room: *Oscar Wilde*) Prince Wilhelm Solar has recently purchased a colony in the New World with the trade of his nation. The problem being the land he has purchased has been occupied by a so called 'Pirate King' who has so far stopped all attempts to take back the colony. The prince will have none of this and will face this pirate on the field of battle. Either way New England's history will change forever with who is left standing. *Home Rules (4-6 Players) (Saturday 1p-5p)*

H20 What Happens in Vegas. (GM: *Gregg Belevick* Room: *Oscar Wilde*) March 26, 1953, Korea: Four months before the end of the Korean War, the Chinese army launched an attack on outpost Vegas, in an attempt to better the position of China and North Korea in the Panmunjom peace talks. The battle for outpost Vegas and the surrounding outposts is considered some of the bloodiest fighting during the Korean War. Will the Marines hold? Or be swept away by the Chinese wave? *Battleground (2-8 Players) (Saturday 1p-5p)*

H21 Battle of Salem Church - May 3rd, 1863 (GM: *Michael Griffin* Room: *Oscar Wilde*) Uncle John Sedgwick is moving the VI corps toward Chancellorsville to support Hooker. When Gen Lee learns that VI corps will be coming in on his flank, he dispatches McLaw's division to stop them at Salem Church. They are to delay the Federals as long as possible. Or maybe force them across the Rappahannock. In which case they will not be able to hit Lee in the flank. If VI corps can break through and get Lee in the flank it could change Chancellorsville and maybe crush Lee. *G&Z house rules (6-8 Players) (Saturday 7p-11p)*

H22 Check Your 6! - Mission Germany-The Long Way Home (GM: *Terry Terry* Room: *Oscar Wilde*) It's late 1944 and the strategic bombing of Germany is in full swing. The bombs have been dropped. Now all the bombers have to do is make it back home. The mission is simple for the USAAF and the Luftwaffe pilots. The Americans must protect the B-17s and B-24s. The Luftwaffe will take to the skies in the best planes they have to send as many bombers down in flames as they can. (Part 2 of 2, See Part 1-On to the Reich earlier. Attend either session. You do not have to attend both but can if you want.) Not for young children, please no players under 16, rules will be taught. WWII aerial combat using 1/285 aircraft. *Check Your 6! (4-8 Players) (Saturday 7p-11p)*

H23 Return to the Valley of the Gwangi (GM: *Jennifer Paperman* Room: *Oscar Wilde*) The secret is out – and now everyone wants a dinosaur. So you and some buddies are off to capture a dinosaur or four to sell to a traveling show. But it appears that others have had the same idea. Your goal is to capture as many dinosaurs as you can while preventing others from doing the same –

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by any means necessary. LOOSELY based on the must-see movie, Valley of the Gwangi. *Play Mobil Desperado (Wild West) (3-9 Players) (Saturday 7p-11p)*

H24 Rome's Wars (GM: *Donna Howard & Keith Miller* Room: *Oscar Wilde*) Gauls, Germans, Dacians, Sassanids, Britons, Carthaginians, Visigoths, other Romans - the list of Rome's enemies is long. Who will they fight today? *Warmaster (2-8 Players) (Saturday 7p-11p)*

H25 Somewhere in Hell (GM: *Michael Cassiani & Craig Tower* Room: *Oscar Wilde*) Kursk July 1943 - This scenario portrays a German advance in the Southern sector leading up to the assault on the village of Syrtsevo. Can the Germans advance to contact and continue steamrolling over Russian resistance? Or, can the Russians defend their homeland and halt the onrushing armies of Germany? Players age 16 and older please. *Battlefront: Fire and Fury (4-8 Players) (Saturday 7p-11p)*

H26 Check Your 6! Jet Age – Black Thursday (GM: *Joshua McGary & Terry Terry* Room: *Oscar Wilde*) On 23 October, 1951 the United States Air Force launched what would become its last daylight strategic bomber raid ever. B-29's from the 307th Bombardment Wing were launched to knock out the strategically important airbase located at Namsi in the heart of MIG Alley. Escorting the bombers were F-84 Thunderjets in close and the venerable F-86 Sabers on MIG-CAP. Launched to counter the bomber threat were Mig-15's, a jet specifically designed to send B-29's down in flames. Can the Americans change the course of history and get the bombers to their target; or will the North Korean Mig-15s reign supreme once again? Not for young children, please no players under 16, rules will be taught. Korean War aerial combat using 1/285 aircraft. *Check Your 6! Jet Age (4-8 Players) (Sunday 9a-1p)*

H27 Metal Monsters of the Sky (GM: *Gregg Belevick* Room: *Oscar Wilde*) Can you think of a better description of the fighter aircraft of WW2? Come feel the thrill of swooping down on your prey spitting fire. FoF is as close as tabletop gaming gets to the real thing. Come on in and polish your wings. *Fame or Flames (2-12 Players) (Sunday 8a-12p)*

H28 Hill 154 - August 1944 (GM: *Michael Griffin* Room: *Oscar Wilde*) As the Allies drive west in an effort to capture Brest they encounter a German strong point on Hill 154. This must be cleared in order to advance on Brest. Can the Allies drive the Fallschirmjagers out of their defenses or will additional reinforcements be needed. *G&Z house rules (6-8 Players) (Sunday 10a-onward)*

LIVE ACTION ROLE PLAYING GAMES

L1 The World is Lost (GM: *Dr. Nik* Room: *Pods*) In the first daze after the apocalypse, the sky turned blue. Not that comfortable blue you knew, but a crackling maelstrom that didn't fade at night and reflected the vicious purge of humanity and the fact that the world as we knew it was lost... A theatrical LARP of descent, despair, death and survival. Build your community, outwit your neighbors, and hope you are the 20% that survives. Come dressed in your post apocalyptic best for an in game bonus. If you've played in any of my "God Game" story LARPs in the past, this is modeled similar. Ages 16+ (**7-28 Players (Friday 1p-5p)**)

L2 Old Blood: Vampire The Requiem (GM: *Adam Rose, Mind's Eye Society* Room: *Pods*) Vampires exist. They hide in the shadows of mortal society playing Machiavellian games amongst each other and preying upon humanity as they see desire. But something has begun to stir, something possibly far older than any Kindred and it will show leeches that they are not the greatest predators in the night. Vampire LARP using White Wolf's World of Darkness Vampire: the Requiem system. *Mind's Eye Theatre (3-30 Players) (Friday 7p-11p)*

L3 The Brawl at the Broken Nose Bar / Revenge at the Broken Nose Bar (GM: *Cathy Preble* Room: *Highlander*) Dwarves and Barbarians and Beer – Whatever could go wrong? Well, quite a lot, actually. Come visit the Broken Nose Bar for an evening of camaraderie and mayhem. Lots of

mayhem. Please don't spill the beer! This is a role-playing combat LARP, and we will provide all your weapons, props, and other items needed to play. You are welcome to bring any character from any campaign. We will adjust your stats to even the playing field. Please make sure you are able to move freely and nothing you are wearing will break when you fall to the floor. Don't have a costume? Grab a towel and be an intergalactic tourist! This game takes place in a bar, with physrep beer (Styrofoam peanuts). Please don't eat the beer. "Brawl" is just that, a wonderful free-for-all with all sorts of mayhem. Please note: chairs stay on the floor! There will be boffer weapons, shields, beer mugs and beer. Last group standing at their bar "drinking" wins. Sometimes, nobody wins. "Revenge" is a follow-up taking place 1 year later in game time, and poor Dearie tries to make amends for her serious error in judgment that lead to the Brawl. Have your most creative, family friendly insults honed and polished and ready to hurl across the bar at your neighbors. This can be a fast game, so it is possible to switch parts and play several times during our timeslot. *Boffer LARP (12-30 Players) (Friday 7p-11p)*

L4 Werewolf: the Forsaken LARP (GM: *James Tazelaar*, *Mind's Eye Society* Room: *Pods*) Once, long ago, the world of spirit and of flesh was intertwined. Upon the death of Father Wolf at his children's claws and the worlds drifted further apart. Those very same children find the burden of maintaining order between the world in balance. Not all of those children committed that ancient crime and their hatred burns from the shadows. Even as the eons passed, the children warred with each other, both sides casting blame and bringing misery to their rivals. Finally, the flames of war grew hotter and the slaughter that much bloodier. They called this the Brethren Wars. The carnage and death awoke an ancient evil lurking within the Earth and the Fell Wolf crawled from its dark hole to destroy all. A truce was drawn by the warring children in 1999, both Forsaken and the Pure alike, in order to force the Fell Wolf back into slumber. Some on both sides are unhappy with the needs of that enforced the Pact of Arrows, the great truce. In misguided hatred, some still try to break the tenants and war once more. Worse still, as the ancient feuds become gradually more reigned, the things that slumber from ancient times stir once more. Visit mindseyesociety.org for more information. *Mind's Eye Theatre (5-20 Players) (Friday 7p-11p)*

L5 The Dreadful Demise of Lady DeLuca (A Steampunk Murder Mystery) (GM: *Phoebe Buskey* Room: *Pods*) Lady Josephine DeLuca has invited you, as well as several other friends and acquaintances, to her haunted manor in the New York Catskills for a weekend of spiritualism. Although you don't know Lady DeLuca well, you accept the invitation out of curiosity and look forward to experiencing a séance. You have heard that other notable guests include a tarot-card reader, a professor of paranormal sciences, a photographer of the supernatural, and a medium. When you arrive at the manor on Saturday morning, you discover that your hostess has been brutally murdered. Can you identify the culprit... or will you become the next victim? Set in the steampunk era (which nicely coincides with the rise of Spiritualism in the United States) so please wear your "steamiest" finery! *(5-30 Players) (Saturday 1p-5p)*

L6 The Brawl at the Broken Nose Bar / Revenge at the Broken Nose Bar (GM: *Cathy Preble* Room: *Highlander*) Dwarves and Barbarians and Beer – Whatever could go wrong? Well, quite a lot,



actually. Come visit the Broken Nose Bar for an evening of camaraderie and mayhem. Lots of mayhem. Please don't spill the beer! This is a role-playing combat LARP, and we will provide all your weapons, props, and other items needed to play. You are welcome to bring any character from any campaign. We will adjust your stats to even the playing field. Please make sure you are able to move freely and nothing you are wearing will break when you fall to the floor. Don't have a costume? Grab a towel and be an intergalactic tourist! This game takes place in a bar, with physrep beer (Styrofoam peanuts). Please don't eat the beer. "Brawl" is just that, a wonderful free-for-all with all sorts of mayhem. Please note: chairs stay on the floor! There will be boffer weapons, shields, beer mugs and beer. Last group standing at their bar "drinking" wins. Sometimes, nobody wins. "Revenge" is a follow-up taking place 1 year later in game time, and poor Dearie tries to make amends for her serious error in judgment that lead to the Brawl. Have your most creative, family friendly insults honed and polished and ready to hurl across the bar at your neighbors. This can be a fast game, so it is possible to switch parts and play several times during our timeslot. *Boffer Larp (12-30 Players) (Saturday 7p-11p)*

L7 Realms of Wonder (GM: *Tara Pregent* Room: *Ski Check*) The Realms is a world of medieval fantasy where people live by wits and courage, by magic and the sword. Within the Realms can be found terrifying monsters, magical powers, armored knights, and pious monks. In this world, you can become a valiant fighter, a sneaky thief, or a powerful sorcerer; a soldier of fortune, or a peasant farmer. Enter the Realms and learn the ways of the sword; become an apprentice mage or squire to a knight; grab a goblet and listen to the bard's tale as you gather at the banquet; compete in the tourney and improve your swordsmanship; take up your bow and fire at the approaching army. For some, this will be your first time attending a live action role playing game, and that is all right. We will have extra weapons available as well as a weapon-making seminar for those who would like their own. We also will hold a few training courses so that you can learn the rules of the game before you play. As always, we will have a fully functional dungeon crawl to work in. Come and have fun with us in the Realms of Wonder. You're in the Realms now, and you'll never be quite the same again. For more information, email tara.jackson1@gmail.com. Realms of Wonder runs all weekend from Friday evening to Sunday at noon. *(5-50 Players) (All Weekend)*

ROLE PLAYING GAMES

Carnage: The Lost World

This year's Carnage theme is "Carnage: The Lost World." Many of our RPG GMs have crafted games inspired by a "Lost World" theme. The entries for these games begin with "D"

Pathfinder Society Information

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

Dungeons & Dragons Adventurers League (AL) Information

Carnage has been selected for the pre-release running of DDEX03-08 The Malady of Elventree (levels 1-4) and DDEX03-09 The Waydown (levels 5-10) from the Rage of Demons Season. To help us make sure we have enough tables and DMs for all the events scheduled, please register for Adventurers League (AL) games with BOTH the Carnage registration process AND on Warhorn at <https://warhorn.net/events/carnage-con-adventurers-league>. Walk-ins of course are always welcome once pre-registered attendees are seated.

R1 Adventurers League DDEX02-13: The Howling Void (GM: *Dungeon Master TBD* Room: *Highlander*) For Levels 5-10: A bastion of the Cult of the Howling Wind has been located beneath the Monastery of the Yellow Rose in the bowels of the Earthspur Mountains. In order to thwart the cult's plans for Mulmaster's destruction, you must delve into the depths and quell the storm within.

While their winds still blow, none in Mulmaster are truly safe. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed. (3-7 Players) (Friday 1p-5p)*

R2 Adventurers League DDEX02-14: The Sword of Selfaril (GM: *Dungeon Master TBD Room: Highlander*) For Levels 5-10: The fabled sword of Selfaril is told to bestow wisdom and power upon whomever wields it, so naturally its discovery has caused quite a stir in Mulmaster. All of this is complicated when a masked benefactor claims to not only know the truth about the blade, but also how it can be used to benefit the oppressed people of Mulmaster. Can it truly change Mulmaster for the better? Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed. (3-7 Players) (Friday 1p-5p)*

R3 Adventurers League DDEX02-15: Black Heart of Vengeance (GM: *Dungeon Master TBD Room: Highlander*) For Levels 5-10: Aleyd Burrall, the Risen Hero of Phlan has sounded the call to battle! Intent on retaking her home of Phlan, Aleyd has amassed a surprising amount of support from the citizenry of Phlan, including that of the High Blade himself. But as lofty as her goals might be, the honor-bound warrior seems willing to sacrifice much in her quest—including everything she once stood for. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed. (3-7 Players) (Friday 1p-5p)*

R4 Adventurers League DDEX03-01: Harried in Hillsfar (GM: *Dungeon Master TBD Room: Highlander*) For Levels 1-2: In the village of Elventree, near the oppressive city of Hillsfar, a recent string of strange occurrences has the locals on edge. The factions have gathered here on the borders of the forest of Cormanthor to determine what's happening. Is this the machinations of Hillsfar, or something more? Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed. (3-7 Players) (Friday 1p-5p)*

R5 Adventurers League DDEX03-05: Bane of the Tradeways (GM: *Dungeon Master TBD Room: Highlander*) For Levels 1-4: Times are hard in the Hillsfar countryside, especially for those of non-human ancestry. Unscrupulous merchants in league with the hated Red Plumes bleed local farmers and artisans dry. Perhaps some of those loot-laden caravans coming and going from Hillsfar could use a bit of liberation? Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed. (3-7 Players) (Friday 1p-5p)*

R6 Adventurers League DDEX03-06: No Foolish Matter (GM: *Dungeon Master TBD Room: Highlander*) For Levels 1-4: Some of the hamlets outlying Hillsfar have been struck by an odd malady. Rumor has it a traveling carnival visited those hamlets before the disease struck. Does coincidence not equal causation or is something sinister afoot? Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed. (3-7 Players) (Friday 1p-5p)*

DR7 Drums in the Jungle (GM: *John Crossley Room: Snowshed*) The jungles of Chult are NEVER quiet. But the last tenday has brought news of the beating of mighty drums that have drowned out the natural calls of this untamed wilderness. No fool lasts long drawing such attention to himself--something greater must be afoot. Despite knowing that death in the form of some yuan-ti's cutlass or massive slavering jaws of a tyrannosaur is but one mistake away; you and your trusted fellows set out to find the source of this brazen rhythm. *Dungeons & Dragons 5th Ed. (3-6 Players) (Friday 1p-5p)*

R8 Gog of Magog (GM: *Tom K. Peryton Publishing Room: Snowshed*) Descendant of Shem of the Mountains of Asshura, and lord of the horse. Can your Warrior, Wizard, or Wizard character challenge this giant and defeat him to learn the secret of the troll-killing metal? *Tunnels & Trolls 7plus (2-6 Players) (Friday 1p-5p)*

R9 Pathfinder Society #34: Encounter at the Drowning Stones (GM: *PFS Judges Room: Bakery*) By Tim Hitchcock, (Levels 7-11) Rumored to be the most desecrated site in the Mwangi Expanse, the natives have long feared its malevolent presence. Rumors of suicide, infanticide, murder, and chaos have always been mentioned in the same breath with these mysterious rock formations. The Society sends you there after the location is discovered by a demonologist working for the Aspis Consortium. The Society fears the Aspis have discovered the source of the Drowning Stones' power and its up to



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you to insure that they don't get their hands on it. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Friday 1p-5p)*

R10 Pathfinder Society #5-10: Building Army-Where Mammoths Dare Not Tread (GM: *PFS Judges Room: Bakery*) By Jerall Toi, (Levels 7-11) Despite several promising developments on the front lines, it's increasingly clear to the Pathfinder Society that fighting its way across the entire Worldwound would prove far more costly than approaching the Sky Citadel Jormurdun from the west. The PCs must travel to the Realm of the Mammoth Lords to win over the locals and secure a beachhead—all without falling prey to the area's powerful mega fauna, savage demons, and relentless barbarian tribes. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Friday 1p-5p)*

R11 Pathfinder Society #6-12: Scions of the Sky Key, Part 1: On Sharrowsmith's Trail (GM: *PFS Judges Room: Bakery*) By Robert Brookes, (Levels 1-5) Weeks have passed since Venture-Captain Nieford Sharrowsmith departed for the Bandu Hills, and having not heard from him since but learned of an Aspis Consortium expedition bound for the same destination, the Society and local allies have grown worried for the aging explorer's safety. As the PCs travel south on Sharrowsmith's trail, they must track the venture-captain to the ruins he sought while also dealing with the aftermath of his actions. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Friday 1p-5p)*

R12 Pathfinder Society #7-01: Between the Lines (GM: *PFS Judges Room: Bakery*) By Sean McGowan, (Levels 1-5) Rival explorers have beaten the Pathfinders to a valuable site in Katalesh, but fortunately most of the riches—including the obscure text the Society sought in the first place—have ended up in the capitol's extensive bazaars. What is at first a routine shopping trip spirals out of control as the PCs uncovers the writing's secret past—and secret messages. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Friday 1p-5p)*

R13 Pathfinder Society Intro 1: First Steps—Part I: In Service to Lore (GM: *PFS Judges Room: Bakery*) By Adam Daigle, (Level 1) A Pathfinder Society Scenario designed for 1st level characters. ... In your first mission as a Pathfinder agent, the head of the Grand Lodge sends you on a number of missions throughout the metropolis of Absalom, pitting you against traps, thieves, and even an unruly devil, all in the pursuit of knowledge. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Friday 1p-5p)*

DR14 Return to the Isle of Dread (GM: *Ian Eller Room: Snowshed*) Decades ago, adventurers found a forgotten captain's log that led them to a mysterious island inhabited by strange peoples and terrible monsters. Their adventures opened the floodgates for treasure seekers and monster hunters until one day, the island simply disappeared, as if erased from the very ocean. In time, the so-called Isle of Dread became a legend and rumor, all but forgotten -- until now. The hull all but gone and the crew all but mad, a ship has berthed bearing not only tales of the lost isle, but also glittering treasures and strange artifacts. The isle has returned to the world, but will you Return to the Isle of Dread? A D&D 5th Edition Ongoing Adventure of danger, daring and dinosaurs! This adventure runs

multiple slots. Each slot is a continuation of the last, but playing in earlier slots is not required for this hex crawl adventure. Pregenerated PCs provided. *Dungeons & Dragons 5th Ed. (4-8 Players)* (**Friday 1p-5p**)

R15 Shadowrun Missions - CMP2010-05 'Lost Islands Found' (GM: *Thomas Augstein, Catalyst Demo Team Room: Snowshed*) A small chain of islands have suddenly appeared about forty kilometers northwest of Seattle in the middle of the Sound. Time to grab a local subject matter expert and get to the bottom of the mystery. Any player of any familiarity welcome! Pregens will be provided if you don't have your own Shadowrun Missions organized play character. *Shadowrun 5th, Missions* (**3-7 Players**) (**Friday 1p-5p**)

R16 We'll All Go Down Together (GM: *Scott Legault* Room: *Snowshed*) Adventure in turn of the century England where the world teeters on the brink of global strife, progress in technology and industry rapidly outpaces culture and the division betwixt wealth and poverty widens daily. Fight against oppression as a soldier, scoundrel or scholar. Wield mysterious powers as an arcanist, touch the mind of another as a lucid dreamer, or master Steampunk devices as an artificer. The Gaslight Gang returns to defend London from threats from the briny deep as the nefarious Dr. Kraken takes a bite out of commerce on the Thames. Join Dr. Cogswell, Katja, Vanity, Socrates and the rest of the gang and fight the good fight against the forces of oppression and evil in turn of the century England. Game rules explained, characters provided, mature themes. Bring your cheesy accents! *Brass & Steel: A Steampunk Adventure* (**5-8 Players**) (**Friday 1p-5p**)

R17 Adventurers League DDEX02-13: The Howling Void (GM: *Dungeon Master TBD* Room: *Ticket Room*) See R1 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (**3-7 Players**) (**Friday 7p-11p**)

R18 Adventurers League DDEX02-14: The Sword of Selfaril (GM: *Dungeon Master TBD* Room: *Ticket Room*) See R2 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (**3-7 Players**) (**Friday 7p-11p**)

R19 Adventurers League DDEX02-16: Boltsmelter's Book (GM: *Dungeon Master TBD* Room: *Ticket Room*) For Levels 1-4: A dwarven expedition has stopped in Mulmaster for much-needed supplies. Furgis Boltsmelter, their founder and leader, is looking for some "no questions asked" protection for the duration of his stay in the city. Whatever he is trying to protect may not stay hidden for long. Can you keep his secret treasure out of the wrong hands? Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (**3-7 Players**) (**Friday 7p-11p**)

R20 Adventurers League DDEX03-01: Harried in Hillsfar (GM: *Dungeon Master TBD* Room: *Ticket Room*) See R20 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (**3-7 Players**) (**Friday 7p-11p**)

R21 Adventurers League DDEX03-08: The Malady of Elventree (Preview) (GM: *Dungeon Master TBD* Room: *Ticket Room*) For Levels 1-4: An escaped duergar slave stumbles into the village of Elventree. With her she brings a malady that grips the small settlement in a bout of madness that seems unshakable. Can the characters find the source of the madness and save themselves and the village's inhabitants? Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (**3-7 Players**) (**Friday 7p-11p**)

R22 Adventurers League DDEX03-09: The Waydown (Preview) (GM: *Dungeon Master TBD* Room: *Ticket Room*) For Levels 5-10: The recent discovery of an entrance to the Underdark has set local leaders on edge. In a display of initiative, the First Lord of Hillsfar has ordered the construction of defensive structures surrounding what locals have begun to call "The Waydown".

You have been charged with escorting an emissary back to his home in the Underdark without alerting the Red Plumes. This mission requires a delicate touch! Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (**3-7 Players**) (**Friday 7p-11p**)

R23 Asymmetric Flight (GM: *Adam Flynn* Room: *Snowshed*) It starts with the crash of US Airways Flight 529 in the Buckland State Forest near Shelburne Falls, MA. The media calls it a tragedy. But when a Delta Green friendly identifies evidence that something peeled open the fuselage like the rind of an orange it becomes something much, much worse
...it's an incursion of unnatural malignancy into the lives of the oblivious masses
...it's the trigger for Delta Green to activate your cell with orders to investigate and contain
...it's one more lie to your coworkers and friends about your sudden absence
...it's just another "Night at the Opera". *Call of Cthulhu / Delta Green (custom)* (**2-4 Players**) (**Friday 7p-11p**)

R24 Bollywood or Bust! (GM: *Todd Stoops, Catalyst Demo Team Room: Snowshed*) When someone wants some illicit activities undertaken in a mega corporate facility, you're the guys to call. Your most recent employer though, they've got you leaving the metroplex to travel across the globe to the spirits forsaken Indian Union. If you're going to succeed at your job, you're going to have to enlist some local help, first. Part one of Shadowrun: Sixth World Lost. *Shadowrun 5th* (**3-6 Players**) (**Friday 7p-11p**)

R25 Case: Lambert Witch (GM: *Roy Larsen* Room: *Snowshed*) You work for a secret British intelligence agency called "The Laundry." Your organization's main goal is to keep the lid on the cosmic horrors that threaten Earth every day, just remember to fill out the proper requisition and mission report forms. Today, your team has been tasked to investigate an oil rig in the North Sea that's gone dark. We'll be attaching you to an SAS group to lock down the oil rig. The Laundry is sending you to collect any and all information on potential occult activities. *The Laundry (BRP)* (**3-6 Players**) (**Friday 7p-11p**)

R26 Chicken Merry Hawk De Near (Call of Cthulhu, 1920s) (GM: *Oscar Rios, Golden Goblin Press* Room: *Snowshed*) The investigators visit the town of Mavis Bank in the Blue Mountains of Jamaica to attend the christening of Elizabeth Graham, only child of Lord Henry Graham. While born in Jamaica Lord Henry has spent most of his life living in Great Britain. Things takes a dark turn as a family curse, mysterious illnesses, and a sinister creature suddenly appears. Event brought to you by Golden Goblin Press, maker of fine supplements for the Call of Cthulhu role-playing game. *Call of Cthulhu* (**3-6 Players**) (**Friday 7p-11p**)

R27 Goblin on Bourbon Street (GM: *Sean Foster, Golden Goblin Press* Room: *Snowshed*) When four people turn up dead of an apparent wild attack in the French Quarter of New Orleans the police are quickly to close this case. However, things just don't add up and nobody really seems to care. It's clear, to you at least, that something dark and dangerous is at work here. If you don't get to the bottom of this mystery no one else will. Welcome to the City that Care Forgot. Event brought to you by Golden Goblin Press, maker of fine supplements for the Call of Cthulhu role-playing game. *Call of Cthulhu* (**3-6 Players**) (**Friday 7p-11p**)

R28 Helping a Brother Shine (GM: *Steven Parenteau, Totalcon* Room: *Snowshed*) Your brother possum has been busted by the sheriff for running shine. The sheriff has "impounded" your brothers wheels and he has no way to move his next load down the super slab. Your DJ will run this 70s RPG at maximum volume! *Spirit of '77* (**3-6 Players**) (**Friday 7p-11p**)

R29 House on Hangman's Hill (GM: *Paul Siegel* Room: *Snowshed*) Original 1981 Judges Guild module by Jon Mattson. An ancient manor house with a checkered past, and which was finally burned to the ground by local villagers, is rumored to mysteriously reappear for one night each year in tact, but full of dread and strange happenings. They say the treasures of its strange and

disparate owners can still be recovered by those with the nerve to enter those haunted halls, assuming they can escape before all vanishes again with the dawn. A mid-level old school OD&D adventure. *Original Dungeons & Dragons (4-8 Players) (Friday 7p-11p)*

R30 Ironclaw - Rinaldi (GM: *Michael Polletta*) Room: *Snowshed* Ironclaw features a well fleshed out, original fantasy world, a character building and leveling system that focus on character arcs, and a skill and combat system that is context sensitive, and which does not use a D20. Characters are anthropomorphic animals, and their unique adaptations to the land feature heavily in character creation, adventures, and the way the world is built. Triskellian is the Vincian like capital that keeps the three major family's of the continent of Calabria in balance. Or stalemate, depending on how you look at it. The PCs are owed valuables by the High Lender of the city. However, all of their goods are locked up in the patrician's palace, for the patrician has been brutally murdered! Now, a mad search is on for the youngest son and heir to the pockets of the city. If you are going to get what's owed you, you have to find the heir, so that the purse strings may be open again. Oh, and there's also the issue of civil unrest, necromantic mutiny, and the political plotting of scheming nobility. Pre-generated characters provided. *Ironclaw (3-8 Players) (Friday 7p-11p)*

R31 Pathfinder Society #5-08: The Confirmation (GM: *PFS Judges Room: Bakery*) By Kyle Baird, (Levels 1-2) Almost all Pathfinders undergo extensive training for three or more years to learn the tricks of the trade, and their last test before graduating from the ranks of the initiates to the status of a full Pathfinder agent is the Confirmation. Although Confirmation is typically an individual affair, the society recently discovered a site on the Isle of Kortos that would be perfect for initiates but perhaps too dangerous to handle alone. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Friday 7p-11p)*

R32 Pathfinder Society #6-08: The Segang Expedition (GM: *PFS Judges Room: Bakery*) By Benjamin Bruck, (Levels 1-5) Rumors of a lost shrine in the Segang Jungle draw the Pathfinder Society's attention, but the prohibitive cost of sending a team into the wilds of Jalmeray threatens to

shut down the expedition before it even begins. Fortunately, a wealthy patron has offered to fund the PCs travel expenses in return for their help in his decades-old quest. Can the Pathfinders balance this new obligation with their exploration of the archaeological site? Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Friday 7p-11p)*

R33 Pathfinder Society #6-14: Scions of the Sky Key, Part 2: Kaava Quarry (GM: *PFS Judges Room: Bakery*) By Mike Kimmel, (Levels 1-5) A powerful guardian stands vigil over the ancient ruins where Venture-Captain Nieford Sharrowsmith disappeared recently, yet the beast has a weakness: a prophesied talisman now in the possession of an elusive grippli tribe deep in the Kaava Lands. The PCs must win the reclusive people's trust and claim the prize—all before the Aspis Consortium does! Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Friday 7p-11p)*

R34 Pathfinder Society #7-02: Six Seconds to Midnight (GM: *PFS Judges Room: Bakery*) By Liz Courts, (Levels 3-7) A strange confluence of circumstances leaves the researchers of Uringen understaffed and in need of able-bodied assistants. Conveniently, recent Pathfinder Society experiments call for a rare reagent found only in that area, and the two organizations have negotiated a mutually beneficial deal. Can the PCs reach the secluded settlement in time to witness this extraordinary event—and handle the phenomenon's aftermath? Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Friday 7p-11p)*

R35 Pathfinder Society Special: Ruins of Bone Keep-Level 1: The Silent Grave (GM: *PFS Judges Room: Bakery*) By Jason Bulmahn, (Levels 3-7) An enemy of the Pathfinder Society recently found a hidden dungeon in a centuries-old siege fortress, but despite his best efforts to convert it into his base of operations, he failed. When a pair of Pathfinders encounters disaster while scouting out the entrance, the party must explore the first level of the dungeon to determine not just what attacked their comrades but also what dark power their nemesis nearly acquired. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players) (Friday 7p-11p)*

DR36 Return to the Isle of Dread (GM: *Ian Eller*) Room: *Snowshed* See DR14 for full details. This adventure runs multiple slots. Each slot is a continuation of the last, but playing in earlier slots is not required for this hex crawl adventure. Pregenerated PCs provided. *Dungeons & Dragons 5th Ed. (4-8 Players) (Friday 7p-11p)*

R37 That Sinking Feeling (GM: *Scott Legault*) Room: *Snowshed* The Russian submarine the "Kursk" has sunk mysteriously with all hands. The Russians are blaming the US for the tragedy. US Intelligence states no US involvement in the disaster. Your advanced underwater rescue team has been scrambled to secretly investigate the wreck unbeknownst to the Russians. Much information on the nuclear capabilities of the Russians hinges on your investigation. You will deploy and work at depths never before attempted in this landmark secret mission. What did befall the Kursk? Can you take the pressure? Mature players. *Call of Cthulhu 6th Ed. (5-6 Players) (Friday 7p-11p)*

R38 The Dig (GM: *Tom K*) Room: *Snowshed* Whatever happened to that town along the Appalachian trail known as Delphi? Come be a part of the archeological team looking to find out. Is it true that the settlement was found deserted by fur traders coming back from Montreal after less than a week being away. How does the outbreak of witchcraft some ten years before that report tie in? *Crawlspace Deluxe (2-6 Players) (Friday 7p-11p)*

R39 The Idols in the Lost Land (GM: *Edwin Nagy*) Room: *Snowshed* Journey into the Jungles of Qush and Qo. Explore lost temples and ancient towers as you search for a collection of lost idols. Great monsters await, and traps and evil druids - but at the end - great glory and wealth beyond imagining. Pregens will be provided. Knowledge of the rules is not required. *Barbarians of Lemuria (3-6 Players) (Friday 7p-11p)*

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R40 The Jungle Drums Will Thunder On (GM: John Crossley Room: *Snowshed*) The jungles of Chult are NEVER quiet. But your drums now have drowned out the natural calls of this untamed wilderness, your home. You must stop The Decay, so the drums must roll on. Outsiders fear what they do not understand, they'll hunt for the drums. Muster the jungle's defenses--root and beast alike--for powerful foes from civilization will eventually find you, stop you, and The Decay will overwhelm all. *Dungeons & Dragons 5th Ed.* (3-6 Players) (Friday 7p-11p)

R41 The Marsh Bell (GM: Frank J. Perricone Room: *Snowshed*) An introductory adventure for The One Ring (no experience necessary, pregens and dice will be provided, familiarity with Middle-earth is expected). It's five years since Bilbo and the Dwarves reclaimed the Lonely Mountain, and after the Battle of the Five Armies, Wilderland prospers. But there are whispers of a darkness growing once more, just out of sight. Dwarves, Elves, Men, and Eagles must unite to stand strong against it, but when a pair of emissaries from Erebor are lost on the way to the Vales of the Anduin, it's an opportunity for young adventurers to prove themselves. (Note: Players who attend my Saturday night session Don't Leave The Path can continue the story of the same character if desired, but the two adventures are wholly independent.) *The One Ring* (3-6 Players) (Friday 7p-11p)

R42 The Opening (GM: Andre Kruppa Room: *Snowshed-Gateway*) (No rules knowledge is required, but skilled roleplaying is a must. A theatrical-style tabletop game using lights and sound, The Opening is a scenario for the forthcoming Lucid Dreams Role-Playing Engine intended for mature players only. The game will run a bit late, as sessions are expected to go 5 - 6 hours. This session may be recorded for podcasting and/or video and players may be asked to sign a release.) Late in the Egyptian archaeological season of 1905, the team, holding a Valley of the Kings concession by way of Theodore Davis, financier of the Antiquities Service, has completed the initial excavation of KV19 and have begun to explore the chambers within. The tomb has mysterious anomalies such as a large shrine dedicated to Sobek and an inner chamber door with an unusual sigil resembling a leaf within a circle. This weird symbol has never before been seen at any other Egyptian site and it is accompanied by a strange curse written above the door. Most of the group is working to catalog the contents of the shrine and to decipher several hieroglyphic sequences as well as series of Hieratic texts inscribed upon the walls. A few others are working on getting the next door open, making the breaking of the strange seal inevitable. *Lucid Dreams Role-Playing Engine* (4-6 Players) (Friday 7p-11p)

R43 The Spire (GM: Tripp Stowe Room: *Snowshed*) Agents have reported a large contingent and heavily armed of "Templar" forces are on site and have been participating in cultist heretical ceremonies. There is also a strong possibility that chaos marines are training and corrupting the Templars and their high priest. Deathwatch has been diverted from returning back to Watch, to deal with this large, well-equipped force and to seek out and destroy any subjects of chaos and anything else that is corrupted. The drop will be directly into the Spire and will not fail to disappoint battle ready space marines with a significant resistance. *Deathwatch* (4-8 Players) (Friday 7p-11p)

R44 The Strange Tale of Crystal Point (GM: Chainsaw Room: *Snowshed*) In the far reaches of Hyperborea's Crab Archipelago, a rocky, wooded island known as Crystal Point juts out of the sea. Recently, sailors have seen an orange glow in Crystal Point's waters, ghostly figures along its shores and lightning striking its cliff top on clear days. One Esquimaux fisherman even saw a tremendous explosion, followed by acid rain that almost destroyed his ship. The Nineteenth Order, a mysterious group from Khromarium, Hyperborea's largest city, has heard these tales and believes that an Underborean magician named Vanch A'Ney has been imprisoned at Crystal Point. They desire his freedom and will pay you handsomely for his safe return. Eager for adventure and wealth, you took the mission and have finally arrived at the island after a long journey. Level 7-9 pregenerated characters provided. *Astonishing Swordsmen & Sorcerers of Hyperborea* (4-6 Players) (Friday 7p-11p)

R45 The Thing in the Pit (GM: Brad Younie, Carnivore Games Room: *Snowshed*) Your team is called to the home of Edward Derby in one of Boston's old districts to investigate strange noises and occurrences. But your ghost hunt goes awry when you first discover that the "haunting" is not likely caused by ghosts, and that the esteemed Mr. Derby is more than a little insane. Beginners welcome, characters provided. *The Unexplained* (3-6 Players) (Friday 7p-11p)

R46 The Trouble with Sector ILA-NO-BLR (GM: Roy Larsen Room: *Snowshed*) Attention Citizens! You have been selected as troubleshooters for an exciting mission! HPD&MC have been working on a new amusement for Alpha Complex citizens and something has gone wrong. We have lost contact with this sector. The Computer needs braves citizens to find out what happened. Mission Success will be rewarded with increased security clearance and an increase in Happy Fun-Time Pill allotment. Stay Alert! Keep Your Laser Handy! *Paranoia XP* (3-6 Players) (Saturday 1p-5p)

R47 They Who Play God! (GM: James Carpio, TSR Games/Chapter 13 Press Room: *Roundabout*) The crew of the USS Roanoke has been asked to make a detour to Oblik III for a routine medical check-up on the scientists who reside there. The mission becomes a little less routine when the research facility is found empty and no signs of life can be found. Has the colony's genetic experiments gone awry? Will the crew arrive to a horrific scene or have the scientists fled off world? Join in the continuing adventures of the Starship Roanoke. A Carnage-only Star Trek campaign based on J.J. Abrams Trek-Verse. *Decipher Star Trek* (5-7 Players) (Friday 7p-11p)

R48 War of Shadow (GM: Andrew Valkauskas, Pendelhaven Room: *Snowshed*) The Lios and Svard Alfar have grown silent. In the backdrop of Ragnarok, the War of Shadow has been raging. Few have noticed and even fewer are aware that the outcome of the elf-war will have a cataclysmic impact upon Yggdrasil. Join the fellowship of Viking heroes who are inexorably drawn to Helsingland, a kingdom whose population has mysteriously vanished. Take up the runes as you tread where no mortals have ever gone to witness and influence the ghastly War of Shadow. *Fate of the Norns: Ragnarok* (2-6 Players) (Friday 7p-11p)

R49 Dune: the Rock Opera (GM: Tom K. Peryton Publishing Room: *Snowshed*) Set in a feudal interstellar society where noble houses, owe allegiance to the Padishah Emperor. The noble House Atreides accepts the stewardship of the desert planet Arrakis. As this planet is the only source of "Spice," the most important and valuable substance in the universe. Meanwhile all the forces of the empire confront each other in a struggle for the control of Arrakis and its treasure. Singing not required, just good air guitar and pantomime. *Spacers; Universes* (3-6 Players) (Friday 11:30p-onward)

R50 Pathfinder Module: We Be Goblins Free! (GM: PFS Judges Room: *Bakery*) (Level 4) After losing chieftain after chieftain, the Birdcruncher goblin tribe finally found competent leadership in its four goblin "heroes". But it turns out leading a tribe of goblins isn't much fun, and the newest Birdcruncher chieftains are bored. In order to cure their doldrums, the chieftains have issued a new demand—find them some adventure, or else! But trouble arises in the midst of the goblins' feast for their mighty leaders—the goblins who went to harvest truffles for the feast got beat up by some stinky humans! Will the goblin heroes be able to make it to the field, find the treasured fungus, defeat the mean humans, and make it back to the tribe in time to enjoy their well-deserved feast? Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Friday 11:30p-onward)

R51 Pathfinder Module: We Be Goblins! (GM: PFS Judges Room: *Bakery*) By Richard Pett, (Level 1) The Licktoad goblins of Brinestump Marsh have stumbled upon a great treasure—fireworks! In order to prove themselves as the Licktoads' bravest goblins, the PCs must complete a series of dangerous dares. Yet even once they've proven their mettle, the adventure is just beginning. For the ship in question is far from uninhabited, and Vorka the cannibal goblin would like nothing better than a few tasty visitors.... Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Friday 11:30p-onward)

R52 Adventurers League DDEX02-04: Mayhem in the Earthspur Mines (GM: *Dungeon Master* TBD Room: *Ticket Room*) For Levels 5-10: Riddled with veins of precious ore and gem, the Earthspur Mountains to the west have long been a valuable resource for anyone able to mine them. One such mine has gone silent and the only thing more concerning than its long overdue shipment is the fate of the members of the Soldiery sent to discover what has happened to the mine's workers. Though the mine lay in a region of the Mountains once claimed by a clan of reclusive dwarves, the Ludwakazar clan wouldn't be so bold as to violate their long-standing peace with Mulmaster. Or would they? Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Saturday 8a-12p)

R53 Adventurers League DDEX02-14: The Sword of Selfaril (GM: *Dungeon Master* TBD Room: *Ticket Room*) See R2 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Saturday 8a-12p)

R54 Adventurers League DDEX02-15: Black Heart of Vengeance (GM: *Dungeon Master* TBD Room: *Ticket Room*) See R3 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Saturday 8a-12p)

R55 Adventurers League DDEX03-01: Harried in Hillsfar (GM: *Dungeon Master* TBD Room: *Ticket Room*) See R20 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Saturday 8a-12p)

R56 Adventurers League DDEX03-02: Shackles of Blood (GM: *Dungeon Master* TBD Room: *Ticket Room*) For Levels 1-4: The Red Plumes have increased patrols in the region surrounding Hillsfar, and a string of disappearances has followed in their wake. Naturally, this has roused the suspicion of the factions. Join your factions and find out the truth behind the missing farmers. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Saturday 8a-12p)

R57 Adventurers League DDEX03-09: The Waydown (Preview) (GM: *Dungeon Master* TBD Room: *Ticket Room*) See R22 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Saturday 8a-12p)

R58 Kith and Kine (GM: *Daniel Williams* Room: *Snowshed*) A conflict is brewing in the wild hills of southwestern Roman Britannia. The heretofore docile Norduvices are discontent. Rumors abound that they may launch an assault against Roman holdings and allies. Your task is simple - make your way to Fons Argenti, the villa of Titus Flavius Nectopraustus, investigate the rumors, and quell any uprising before it begins. Well, maybe it's not so simple after all. *Call of Cthulhu (Cthulhu Invictus)* (4-6 Players) (Saturday 8a-12p)

R59 Land of the Lost! (GM: *Dr. Nik* Room: *Snowshed*) Marshall, Will and Holly On a routine expedition Met the greatest earthquake ever known High on the rapids It struck their tiny raft And plunged them down a thousand feet below To the Land of the Lost Uncle Jack went searching And found those kids at last Looking for a way to escape From the Land of the Lost Join The Marshall family: Rick, Will, Holly, & Uncle Jack along with Cha-Ka & Enik as they explore and try to escape the Land of the Lost! Each session will feature a different story inspired by the 70s Saturday morning show. *Custom (3-6 Players)* (Saturday 8a-12p)

DR60 No Bones About It (GM: *John LeMaire, Catalyst Demo Team* Room: *Snowshed*) The job sounded simple enough, break into a paleontological research facility and recover a juicy piece of

paydata. Who knew that the facilities system administrator was as obsessed with dinosaurs as the other scientists. "No Bones About It" is a Shadowrun adventure that finds the players dragged deep into the Matrix in a high tech nightmare that only the likes of Jules Verne and Edgar Rice Burroughs would love. Part two of Shadowrun: Sixth World Lost. *Shadowrun 5th (3-6 Players)* (Saturday 8a-12p)

R61 Pathfinder Society #6-14: Scions of the Sky Key, Part 2: Kaava Quarry (GM: *PFS Judges* Room: *Bakery*) See R33 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (Saturday 8a-12p)

R62 Pathfinder Society #6-19: Test of Tar Kuata (GM: *PFS Judges* Room: *Bakery*) By Pedro Coelho, (Levels 3-7) The Iroran monastery of Tar Kuata nestled in Osirion's Barrier Wall Mountains is famous both for its extensive history and its curious order of dwarven monks known as the Ouat. When the Society uncovers a dusty field report that identifies Tar Kuata as the home of a strange, otherworldly relic, Pathfinders set off to recover it. However the Ouat are strict judges of perfection, and the PCs must prove their worth if they are to win the monks' trust and treasure. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (Saturday 8a-12p)

R63 Pathfinder Society #6-20: Returned to Sky (GM: *PFS Judges* Room: *Bakery*) By Anthony Li, (Levels 7-11) Part of a Numerian relic once thought scattered to the winds has found its way back to the savage land of super-science, and the Pathfinder Society must track down the component if they are to unlock the device's secrets. Clues point to the economic hub Chesen, where only the descendants of a shattered clan can share where their revered ancestor buried the strange artifact. Can the PCs brave the troubled city, evade the vigilant agents of the Technic League, and survive a trip into the Numerian wastes? *Pathfinder (Multiple Players)* (Saturday 8a-12p)

R64 Pathfinder Society #7-01: Between the Lines (GM: *PFS Judges* Room: *Bakery*) See R12 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (Saturday 8a-12p)

R65 Pathfinder Society Intro 1: First Steps—Part I: In Service to Lore (GM: *PFS Judges* Room: *Bakery*) See R13 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (Saturday 8a-12p)

DR66 Rescue from the Lost World (GM: *Edwin Nagy* Room: *Snowshed*) A troupe of mercenaries have been sent out into the wilds to find and rescue a young man of royal blood. What strange sites will they come upon as they explore the land and search for clues? Will they succeed? Will they even decide to look for him? The only way to know is to come play one of the adventuresome women as they voyage beyond their homelands and into the mysterious landscape. Pregens will be provided. Knowledge of the rules is not required. *Numenéra (4-6 Players)* (Saturday 8a-12p)

R67 Riding the Northbound (Call of Cthulhu, 1920s) (GM: *Chad Bouchard, Golden Goblin Press* Room: *Snowshed*) A group of hobos, tramps, and bums undertake a journey to celebrate the recent marriage of a fellow hobo to a wealth exotic widow. He's promised hot food, quality hooch, showers, clothing, new shoes, and a warm bed for weekend celebration at his new home, a mansion in upstate New York. However, riding the rails in November is tough going and if something seem too good to be true it usually it usually is. Event brought to you by Golden Goblin Press, maker of fine supplements for the Call of Cthulhu role-playing game. *Call of Cthulhu (3-7 Players)* (Saturday 8a-12p)

R68 Rubicon V (GM: *Alex Jackl* Room: *Snowshed*) You come out of stasis as your ship approaches the colony world. You can't wait to start your new life free from the repression and bigotry of Old Earth. However, something is wrong. The power is out and the servers are down. Something is on the ship with you. A survival horror game set in the late 22nd century. No rules knowledge required. *Call of Cthulhu, 7th ed. (6 Players)* (Saturday 8a-12p)

R69 Running in New Orleans (GM: *Ilya Bossov* Room: *Snowshed*) The year is 2051. Dragons, elves and megacorporations have squandered the land of the free and home of the brave. Welcome to N'awlins, Louisiana, a scenic location in the middle of a sweltering swamp. The good news is, Confederate American States play it fast and loose with gun control. The bad news is, it's 85 degrees out: any kind of body armor will get you a heat stroke in under 15 minutes. The worse news is, you make a living by running the shadows. Bullets are cheap and lives are worthless. So fluff that pink Mohawk, put on your mirror shades and forget about the trench coat. Pregens are available, but character creation in this homebrew system is pretty quick. *Dungeon World / Shadowrun / RINO hack* (2-6 Players) (Saturday 8a-12p)

DR70 Taboo Island (The Isle of Dread) (GM: *Ken Marin* Room: *Snowshed*) You've trekked this far through the Isle of Dread, battling natives, pirates, and other fearsome creatures in search of the Pearl and archaeological discoveries. Now you've come to a plateau where you have found the ruins of an ancient civilization on an island in the central lake. What secrets do these ruins hold? Were they built by humans ... or something else? Is the legendary Pearl to be found within? There's only one way to find out. Oh, and watch out for dinosaurs. Level 5-7 pregens provided. *Basic/Expert D&D* (3-10 Players) (Saturday 8a-12p)

R71 *World Unlimited (GM: *Jason Lutes* Room: *Snowshed*) Curious about the new wave of RPGs powered by the Apocalypse Engine? Want to see what happens when a game is created by players and GM in collaboration, on the fly? The setting could be an old-school dungeon crawl, modern-day Lovecraftian horror, pulp science fiction, or something else entirely. We won't know until we sit down to play together. All that's guaranteed is that an epic tale will unfold, as we play to find out what happens. *Apocalypse World* (3-6 Players) (Saturday 1p-5p)

R72 A Matter of Grave Concern (GM: *Adam Flynn* Room: *Snowshed*) "I write to you now regarding a matter of grave concern to us both. Your brother, Alan, has been missing for three days and I fear the worst. I beg you to come at once to Boston to help me find him." On October 8th, 1934 a search party of the family and friends of Alan Kingsley gathers in Boston to find him. But the roots of past mistakes and dark desires begin to flower under the shadow of the growing horror they uncover. And in finding Alan, will they lose themselves? *Call of Cthulhu (Custom)* (2-4 Players) (Saturday 1p-5p)

R73 Adventurers League DDEX03-01: Harried in Hillsfar (GM: *Dungeon Master TBD* Room: *Ticket Room*) See R20 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Saturday 1p-5p)

R74 Adventurers League DDEX03-03: The Occupation of Szith Morcane (GM: *Dungeon Master TBD* Room: *Ticket Room*) For Levels 5-10: Agents of the fire giants of Maerimydra, a city in the Underdark, have overtaken the drow outpost of Szith Morcane. The factions seek out adventurers to free the outpost's leaders for questioning on the giants' activities. Can you extricate them before it's too late? Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Saturday 1p-5p)

R75 Adventurers League DDEX03-05: Bane of the Tradeways (GM: *Dungeon Master TBD* Room: *Ticket Room*) See R5 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Saturday 1p-5p)

R76 Adventurers League DDEX03-06: No Foolish Matter (GM: *Dungeon Master TBD* Room: *Ticket Room*) See R6 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Saturday 1p-5p)

R77 Adventurers League DDEX03-07: Herald of the Moon (GM: *Dungeon Master TBD* Room: *Ticket Room*) For Levels 5-10: Elanil Elassidil, an elf bard of no small legacy, has put out a call for trustworthy agents. It is time, it seems, for a quietly hidden piece of elven history to become known

to the world. Meira Faerenduil, lost knight of Myth Drannor, has been discovered, and must be brought back to civilization. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Saturday 1p-5p)

R78 Adventurers League DDEX03-08: The Malady of Elventree (Preview) (GM: *Dungeon Master TBD* Room: *Ticket Room*) See R21 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Saturday 1p-5p)

DR79 Airfield Follies (GM: *James Carpio, TSR Games/Chapter 13 Press* Room: *Snowshed*) A film crew heading back to wrap up a film shoot discovers an odd passenger aboard their flight back to LA. Mix this with an odd tome, a beautiful blonde bombshell actress, and the worse lightning storm in years and you have quite the unexpected journey. Set in the tense and tumultuous 1930s, the action-filled Hollow Earth Expedition is inspired by the literary works of genre giants Edgar Rice Burroughs, Jules Verne, and Sir Arthur Conan Doyle. *Hollow Earth Expedition* (4-6 Players) (Saturday 1p-5p)

R80 Atomic Robo and the Helsingard Dossier (GM: *Daniel Williams* Room: *Snowshed*) The confidential diaries of Baron Heinrich von Helsingard have been put up for auction in Trieste! Suspecting that something hinky's in the air, Atomic Robo and the fightin' scientists of Tesladyne take the first flight out. Get the diaries, avoid whatever Nazis, hoods, biomega, or Majestic-12 agents try to snatch them, and get out of town and back to Tesladyne Island. Watch out for Dr. Dinosaur and whatever you do - keep away from the vampire dimension. *Atomic Robo (FATE)* (4-6 Players) (Saturday 1p-5p)

R81 Bloodlines (Call of Cthulhu, 1920's) (GM: *Sean Foster, Golden Goblin Press* Room: *Snowshed*) The investigators find themselves researching an ancient family, once prosperous, but now in decline. Their investigation leads them to a track of undeveloped swampland, a sinister developer, and a reclusive Indian tribe. The fetid swamps of Louisiana hide many things, like family secrets and deadly predators. Event brought to you by Golden Goblin Press, maker of fine supplements for the Call of Cthulhu role-playing game. *Call of Cthulhu* (3-6 Players) (Saturday 1p-5p)

R82 Golem of Antioch (Cthulhu Invictus) (GM: *Oscar Rios, Golden Goblin Press* Room: *Snowshed*) In the city of Antioch, twelve years after the Bar Kokhba Revolt, tensions are running high. The investigators are called to look into a string of brutal murders and rumors of an unstoppable assassin from Jewish folklore, a merciless brute with the strength of twenty men. But what is the connection between the murders and who is behind them? Investigators face magic, monsters, murder, and madness as they face that will has no soul and will not die. Event brought to you by Golden Goblin Press, maker of fine supplements for the Call of Cthulhu role-playing game. *Cthulhu Invictus* (3-6 Players) (Saturday 1p-5p)

R83 HYPERBOREA - The Anthropophagi of Xamboola (GM: *Jeffrey Talanian, North Wind Adventures* Room: *Snowshed*) Visitors to the desert city of Xamboola beware! Demoniaca l cachinnations and dull totemic drumbeats sound nocturnal from the outskirts of the city. Too, vile shrieks echo in response to the nightmarish noises, making even those of heroic aspect shudder in repulsion. Residents do not tarry to lock themselves in their homes at night, for something sinister lingers in the fringes of the black night. *Astonishing Swordsman & Sorcerers of Hyperborea* (4-7 Players) (Saturday 1p-5p)

R84 In Search Of: Sea Monsters (GM: *Brad Younie, Carnivore Games* Room: *Snowshed*) What do you do when you go monster hunting and you find what you're looking for? Your FPI team goes on an expedition 500 miles east of New Zealand in search of a supposed Mosasaur. Out in the ocean, far from help, you find a creature more dangerous than the one you were searching for. But the water below the ship is not the only threat! Part 1 of a story that is continued in Mysterious Island. You can play just this event, or both. Beginners welcome. Characters provided. *The Unexplained* (3-6 Players) (Saturday 1p-5p)

R85 Mysteria Matris Oblitae (GM: *Andre Kruppa* Room: *Snowshed-Gateway*) This Call of Cthulhu scenario is written by Dennis Detweiler and presented by Andre Kruppa. (This scenario was run at Carnage in 2012!) No rules knowledge is required, but skilled roleplaying is a must. A theatrical-style tabletop game using lights and sound, Mysteria Matris Oblitae is a scenario intended for mature players only. (Please no players familiar with the scenario.) This session may be recorded for podcasting and/or video and players may be asked to sign a release. It is the summer of 1929 and a letter and a truly odd photograph from 48 Tula, Mexico has arrived at the University sent by the village priest. The photo shows a bizarre pale and misshapen multi-limbed crustacean-like creature clearly dead from gunfire surrounded by a group

of Mexicans and Indians. It is clearly a new species that must be examined and its origin must be investigated. The university is sending a handpicked team to have a look. As the team prepares, giddy with excitement, horror and madness await. *Call of Cthulhu* (4-6 Players) (Saturday 1p-5p)

R86 Pathfinder Society #5-08: The Confirmation (GM: *PFS Judges Room: Bakery*) See R31 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (Saturday 1p-5p)

R87 Pathfinder Society #6-16: Scions of the Sky Key, Part 3: The Golden Guardian (GM: *PFS Judges Room: Bakery*) By Mikko Kallio (Levels 1-5) Having bested the Aspis Consortium and recovered a powerful weapon, the PCs return to the Bandu Hills to delve into its ruins, confront the ancient guardian within, and find their missing venture-captain. Even greater secrets lie below, and the Pathfinders soon find that there is more to the so-called Golden Guardian than legends suggest. Are the PCs resourceful enough to survive the mounting danger and find Nieford Sharrowsmith? Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (Saturday 1p-5p)

R88 Pathfinder Society #6-21: Tapestry's Toil (GM: *PFS Judges Room: Bakery*) By Steven Helt (Levels 5-9) A simple retrieval mission takes an unexpected turn when the Pathfinder Society learns a valuable treasure was under its nose—within the curious demiplane connected to the Hao Jin Tapestry. The descendants of the original owners have changed in the centuries since their sequestration, though, and initial attempts to parley have ended in failure. Can the PCs discover what became of this lost people and secure the relic they guard? Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (Saturday 1p-5p)

R89 Pathfinder Society #7-03: The Bronze House Reprisal (GM: *PFS Judges Room: Bakery*) By Matt Duval (Levels 5-9) A recent assault on the Pathfinder Society has renewed hostilities with the Aspis Consortium, and clues left behind point to one of its masterminds: the gold agent Maiveer Sloan. By infiltrating one of the Consortium's artifact-smuggling operations, the PCs can sabotage their rivals' criminal operations and send a clear message: No attack will go unanswered. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (Saturday 1p-5p)

R90 Pathfinder Society Special: Ruins of Bone Keep-Level 1: The Silent Grave (GM: *PFS Judges Room: Bakery*) See R35 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (Saturday 1p-5p)

DR91 Return to the Isle of Dread (GM: *Ian Eller Room: Snowshed*) See DR14 for details This adventure runs multiple slots. Each slot is a continuation of the last, but playing in earlier slots is not required for this hex crawl adventure. Pregenerated PCs provided. *Dungeons & Dragons 5th Ed.* (4-8 Players) (Saturday 1p-5p)

R92 Sherlock's Irregulars: "The Mummy's Curse" (GM: *Stephen Tracy Room: Snowshed*) r *Fate Core System* (3-5 Players) (Saturday 1p-5p)

R93 Spirit of The Century - The Race for the Moon Portal (GM: *Michael Polletta Room: Snowshed*) Spirit of the Century is a FATE system set in the era of High Pulp, and is the realm of heroes like the Rocketeer, the Shadow, Flash Gordon, and Indiana Jones. Heroes are Centurions, members of the Century Club who were born on the first day of the new century, imbued with the strength, will, and drive to protect their century. This session will be an introduction to the system, with pre-generated characters to be played. It's June 1923 and Barcelona is a beautiful city of lights. In the middle of one of the can't miss social events of the year an unexpected party crasher reveals long hidden secrets, and starts a mad dash towards another city filled with history, and danger, as the calendar counts down to a cataclysmic lunar end-date! *FATE (4-6 Players)* (Saturday 1p-5p)

R94 The Fire Within (GM: *Robin Lea, Peryton Publishing Room: Snowshed*) A fallen star, a dead mayor, villagers scouring the hills for an unknown prize, and a mysterious prisoner that no one has seen. *13th Age* (3-6 Players) (Saturday 1p-5p)

R95 The Istari Pact (GM: *Ken Marin Room: Snowshed*) The Ring has been destroyed, the threat of Mordor has ended, and Gondor rejoices for its new King. Yet what are these reports of disturbances at the ruins of Dol Guldur? And what does the White Wizard, the head of his Order, make of the defiance of his call to summons by the Blue Wizards? Gandalf and King Elessar and their friends will soon find out, as they ride out to Dol Guldur to untangle the mystery of the Istari Pact. Play Gandalf, Aragorn (King Elessar), Gimli, Legolas, Frodo, Radagast the Brown, Glorfindel, and Elrond in this sequel to Lord of the Rings (the novel, not the movie). A high-level AD&D adventure. *Advanced Dungeons & Dragons (4-8 Players)* (Saturday 1p-5p)

R96 The Sands of Vegas (GM: *Tom K, Peryton Publishing Room: Snowshed*) In the olden days, there was a city in these sands. One of flashing lights and glittering gold and silver. Where one could walk all day and never be without food or water, nor adult company. Now there is only dunes, but where did all that gold and silver go? *Glow* (2-8 Players) (Saturday 1p-5p)

DR97 The Stranger (GM: *Sean Murphy Room: Snowshed*) As your copter sets down, you think for the hundredth time that you should have read the fine print when those men in black showed up at your door saying "Your country needs you." Funny they never mentioned you'd be joining a top secret organization dedicated to fighting dinosaurs – dinosaurs! – and other deadly visitors from the past and future that are spilling into our time. Yet here you are in Los Angeles because of an outbreak of creatures at... a sci-fi convention? This game uses the Primeval RPG rules, based on the television show (through Season 3) of the same name. Pre-generated characters will be provided but if you want to bring your own that's fine. Knowledge of the rules is not required. *Primeval (1-6 Players)* (Saturday 1p-5p)

R98 Welcome to the Jungle (GM: *Thomas Augstein, Catalyst Demo Team Room: Snowshed*) The paydata package is waiting at the base camp to pickup for delivery. Should be a milk run, after all what could happen deep in the jungle in the middle of nowhere near a mysterious research facility that just had a security incident? Part three of Shadowrun: Sixth World Lost. *Shadowrun 5th (3-6 Players)* (Saturday 1p-5p)

R99 "What Lies Beneath" Da Bar Room Brawl (GM: *James Doyle Room: Escapade*) As the melee subsided last year in Bar Room Brawl Katness Style and Worf dispatched Conan to Krom, the center pillar of the fountain within the Bar mysteriously disappears. Since nothing ever leaves the Bar, Worf and the rest of you are curious as to where the pillar went. Upon investigation, you all discover to your surprise a large passage within the floor of the fountain itself. Finally, a way home? Or perhaps another doorway that should be sealed? Only one way to find out...question is, who else will join you as you descend into the depths of the Bar...After over a decade, Da Bar Room Brawl is going stronger than ever. Join the other victims...err...players in competing in one of the longest running role playing events at Carnage. Prizes will be awarded for "Last Man Standing" and "Most Gruesome Death." This event may run past the schedule time limit. *AD&D 1st Ed. Variant (6-18 Players)* (Saturday 7p-11p)

R100 A Whisper of Crones (Cthulhu Invictus) (GM: *Chad Bouchard, Golden Goblin Press Room: Snowshed*) While the investigators are passing through Syria, they become embroiled in a very dangerous political scandal. The crisis involves the son of a Roman Legate, the daughter of an Emesani priest-king, and a sinister Eastern mystery cult behind it all. Magic, mystery, deception, and betrayal abound as the investigators learn that love is not only blind, but deaf as well. Event brought to you by Golden Goblin Press, maker of fine supplements for the Call of Cthulhu role-playing game. *Cthulhu Invictus* (3-6 Players) (Saturday 7p-11p)

R101 Adventurers League DDEX02-02: Embers of Elmwood (GM: *Dungeon Master TBD Room: Ticket Room*) For Levels 1-4: A derelict raft drifts into Mulmaster's harbor carrying a young woman. Delirious with hunger, the only words she seems able to speak so far have been "ash and fire." The only other clue to her identity is an ornate tattoo. Is the woman insane, or is something nefarious at play? Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Saturday 7p-11p)

R102 Adventurers League DDEX02-03: The Drowned Tower (GM: *Dungeon Master TBD* Room: *Ticket Room*) For Levels 5-10: You are approached by someone claiming to be a member of the Brotherhood of the Cloak investigating unusual incidents involving some of his brethren. Discretion is vital, as there is rumored to be a link between the denizens of the Tower of Arcane Might and one of the elemental cults. Can you uncover the truth? Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Saturday 7p-11p)

R103 Adventurers League DDEX02-16: Boltsmelter's Book (GM: *Dungeon Master TBD* Room: *Ticket Room*) For Levels 1-4: A dwarven expedition has stopped in Mulmaster for much-needed supplies. Furgis Boltsmelter, their founder and leader, is looking for some "no questions asked" protection for the duration of his stay in the city. Whatever he is trying to protect may not stay hidden for long. Can you keep his secret treasure out of the wrong hands? Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Saturday 7p-11p)

R104 Adventurers League DDEX03-02: Shackles of Blood (GM: *Dungeon Master TBD* Room: *Ticket Room*) For Levels 1-4: The Red Plumes have increased patrols in the region surrounding Hillsfar, and a string of disappearances has followed in their wake. Naturally, this has roused the suspicion of the factions. Join your factions and find out the truth behind the missing farmers. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Saturday 7p-11p)

R105 Adventurers League DDEX03-08: The Malady of Elventree (Preview) (GM: *Dungeon Master TBD* Room: *Ticket Room*) See R21 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Saturday 7p-11p)

R106 Adventurers League DDEX03-09: The Waydown (Preview) (GM: *Dungeon Master TBD* Room: *Ticket Room*) See R22 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Saturday 7p-11p)

R107 Carnage on the Mountain (GM: *Benjamin Reyes* Room: *Snowshed*) Players will be encouraged to craft their own persona and pit their characters, and their wits, against the elements in the world of Kajar, a fantasy setting of the DM's devising (no Tolkien races present though). The game will be run using 1st edition AD&D as its engine with a custom chassis detailed with enough dungeon crawling, sandbox real estate, and old school Gygaxian goodness to satisfy most retro gamers. Dice, as well as some tea and light snacks will be provided. However, more is always welcome, as are Led Zeppelin playing music devices. fin *Advanced Dungeons & Dragons* (2-6 Players) (Saturday 7p-11p)

R108 Doctor Who: Out of Joint (GM: *Robin Lea, Peryton Publishing* Room: *Snowshed*) Swept into a twisted branch of the Time Vortex created by the nascent Time War, the Eighth Doctor finds himself surrounded by an impossible assortment of companions in an abandoned Dalek city far in Skaro's future. Or, more precisely, a maze of Skaro's possible futures. *Doctor Who: Adventures in Time & Space* (3-6 Players) (Saturday 7p-11p)

DR109 Escape from Jurassic Park (GM: *Tom Mechler* Room: *Snowshed*) You find yourself on an island inhabited by some of the most dangerous predators in the history of the world. Lights, fences and systems are failing, throwing everything into chaos. This may be the opportunity that you've been looking for. A way to find the children and escape from this crazy, dangerous park that was constructed for entertainment. You must make it through the various exhibits and brave the dangers that lurk at every turn in time to board the ship that will soon leave from the dock. But you do have an advantage... You are a pack of velociraptors! Some of the most intelligent and deadly killing machines ever to walk the earth. An RPG where you play a velociraptor trying to make it off of Isla Nublar. Custom, flexible, story based rule-set will be used. Get revenge upon the cruel keepers and avoid the T-Rex as you try to collect your offspring and sneak aboard the supply boat bound for Costa Rica. *Custom* (3-6 Players) (Saturday 7p-11p)

R110 Freebooters on the Frontier (GM: *Jason Lutes* Room: *Snowshed*) What treasures and dangers await you in the wilderness beyond that keep on the borderlands? Embark on an expedition into a world of your own making, and play to find out! In this adaptation of the Dungeon World rules, players roll up random characters of the four vintage classes (Fighter, Thief, Cleric, Magic-User) before collaborating with everyone else at the table to create the setting in which the adventure will occur. WARNING: it's a brutal world and character death is a real possibility—if you bite the dust, you're out of the game! *Dungeon World* (3-5 Players) (Saturday 7p-11p)

R111 HYPERBOREA - The Beasts of Kraggoth Manor (GM: *Jeffrey Talanian, North Wind Adventures* Room: *Snowshed*) Travelling to the hills north of Khromarium, seeking sanctuary beyond the Lug Wasteland, the party hears word of a place for respite, a small estate known as Kraggoth Manor which had recently been used as a settlement for a band of Pictish adventurers. Yet when they arrive at the shattered walls outside the boarded-up house, the PCs find Kraggoth Manor under siege by a tribe of vicious mountain apes. To gain access to the house, and finally feel the warm comfort of a hearth, the party will have to assist the trapped picts against the mountain apes and their unholy shaman leader. Unfortunately for the PCs, the secrets inside Kraggoth Manor may prove far more dangerous than the beasts outside. *Astonishing Swordsmen & Sorcerers of Hyperborea* (4-7 Players) (Saturday 7p-11p)

R112 Lost Isle of Tanaroa (GM: *Dr. Nik* Room: *Snowshed*) One of the Prime Wizards of Glantri has a daughter, Leiliah, who is coming of age. The wizard council would make a powerful ally to the Grand Duchy of Karameikos should a marriage be secured. In order to secure an audience & consideration, a notable gift must be presented to the Princess. In her youthful exuberance, Princess Leiliah has requested a live dinosaur for her family's menagerie. You are tasked to travel with the Duke's son, capture one of the great beasts, and return home to present the Princess her prize. This will surely give you leverage in arranging a marriage. 1st Edition AD&D characters and adventure provided. *Advanced Dungeons & Dragons 1st Ed.* (4-8 Players) (Saturday 7p-11p)

R113 Pathfinder Society #7-00: The Sky Key Solution (GM: *PFS Judges* Room: *Bakery*) By Crystal Frasier (Levels 1-2) At long last, the Pathfinder Society has reassembled the Numerian device known as the Sky Key. Initial tests suggest it is capable of projecting a location's past into the present, allowing Society agents to peruse books from destroyed libraries and speak with echoes of long-dead heroes. Now that it has perfected the Sky Key's controls, the Pathfinder Society is prepared to extract a slice of Absalom's history and bring it into the present; however, there's no telling what might be waiting inside—or who in the present might wish to wield the same power. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Saturday 7p-11p)

R114 Pathfinder Society #7-00: The Sky Key Solution (GM: *PFS Judges* Room: *Bakery*) See R113 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Saturday 7p-11p)

R115 Pathfinder Society #7-00: The Sky Key Solution (GM: *PFS Judges* Room: *Bakery*) See R113 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Saturday 7p-11p)

R116 Pathfinder Society #7-00: The Sky Key Solution (GM: *PFS Judges* Room: *Bakery*) See R113 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Saturday 7p-11p)

R117 Pathfinder Society #7-00: The Sky Key Solution (GM: *PFS Judges* Room: *Bakery*) See R113 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Saturday 7p-11p)

R118 Return to the Isle of Dread (GM: *Ian Eller* Room: *Snowshed*) See DR14 for details. This adventure runs multiple slots. Each slot is a continuation of the last, but playing in earlier slots is not required for this hexcrawl adventure. Pregenerated PCs provided. *Dungeons & Dragons 5th Ed.* (4-8 Players) (Saturday 7p-11p)

R119 Rubber Bandits (GM: *Benjamin Reyes* Room: *Snowshed*) You are a goon. A knock around guy, and your trade is in the illicit and illegal. In swollen cities all across the world, untold millions of law abiding citizens struggle to do right and contribute something good to society every day. And then there is you. With your black suit, black tie and (insert quirky detail here). In the pulpy and often bizarre underworld of "Rubber Bandits," PCs will eke out a living getting over on society as a mobster (i.e. however they can), while avoiding death, taxes, occasional shenanigans, and most of all the fuzz in the world of vice. D20 Modern character sheets will be provided as well as dice and light refreshments. Mature themes. *d20 Modern* (1-6 Players) (Saturday 7p-11p)

R120 SG-24 Returns to P4X-595 (GM: *Neil Churchill* Room: *Snowshed*) General Hammond orders SG24 to return to P4X-595 to examine two large red crystals to try determine how they produce a laser-like effect and bring back one of those large flying insects. An easy task, right? Pre-generated characters available on request. *Stargate D20* (4-8 Players) (Saturday 7p-11p)

R121 Shadowrun Missions - 05-06 'Take a Chance' (GM: *Todd Stoops, Catalyst Demo Team* Room: *Snowshed*) Sid got a job lined up for ya -- well sorta. Seems other teams are under consideration, so make sure your resume is up to date and your interview skills are up to par, cause this one's goin' deep, chummer. Any player of any familiarity welcome! Pregens will be provided if you don't have your own Shadowrun Missions character. *Shadowrun 5th, Missions* (3-7 Players) (Saturday 7p-11p)

R122 The Keys to Christmas Place (GM: *Tom K, Peryton Publishing* Room: *Snowshed*) You want to be lost to your world? The last chapter of the Castle of Moth cycle. All the horror and trailer park drama one could ever hope for without actually having to call the police. *Crawlspace Deluxe* (2-6 Players) (Saturday 7p-11p)

R123 The Mysterious Island (GM: *Brad Younie, Carnivore Games* Room: *Snowshed*) 500 miles east of New Zealand, your team survives a deadly encounter with sea monsters and runs aground on an island that should not exist. This mysterious island is not on any chart. Compasses go wild, and radios fail. You find yourselves stranded on an island teeming with prehistoric animals. But as you try to survive, you discover a way off the island if you can live long enough to get there! *The Unexplained* (3-6 Players) (Saturday 7p-11p)

R124 Unfinished Business (GM: *Ilya Bossov* Room: *Snowshed*) No sane person would believe the things you know. And if they did, they would put you away, or bargain with you for a taste of your power. There is no middle ground with humans, they either live in denial with the blinders on, or they are too curious and eager for their own good. The mortals just don't get it. These aren't the gifts you have, they are debts, with your soul as collateral. The voices of the fallen will never leave you alone, their whispers demand retribution, and their wails foretell the reckoning. There are fewer of you every day, and that means that every night the survivors grow stronger. There will be no 22nd century. But before the humans go extinct, you have some unfinished business to settle. *Unfinished Business* (2-6 Players) (Saturday 7p-11p)

R125 War of Shadow (GM: *Andrew Valkauskas, Pendelhaven* Room: *Snowshed*) The Lios and Svart Alfar have grown silent. In the backdrop of Ragnarok, the War of Shadow has been raging. Few have noticed and even fewer are aware that the outcome of the elf-war will have a cataclysmic impact upon Yggdrasil. Join the fellowship of Viking heroes who are inexorably drawn to Helsingland, a kingdom whose population has mysteriously vanished. Take up the runes as you tread where no

mortals have ever gone to witness and influence the ghastly War of Shadow. *Fate of the Norns: Ragnarok* (2-6 Players) (Saturday 7p-11p)

R126 Pathfinder Module: We Be Goblins Too! (GM: *PFS Judges* Room: *Bakery*) By Richard Pett, (Levels 2-4) The Licktoads, once the great and fierce goblin tribe in Brinestump Marsh, were defeated by human adventurers! All that remains of the tribe are its four goblin "heroes". Homeless and bored, they left their swampy homeland to join the neighboring goblin tribe, the Birdcrunchers. Before the goblins can join, they'll need to endure a series of dangerous and humiliating tests. Can the four heroes of the now-dead Licktoad tribe save the Birdcrunchers and, in so doing, become their new leaders? Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Saturday 11:30p-onward)

R127 Pathfinder Quest Phantom Phenomena (GM: *PFS Judges* Room: *Bakery*) (Level 1) A series of Pathfinder quests designed for 1st-level characters. These quests are designed for play in the Pathfinder Society Organized Play campaign. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Saturday 11:30p-onward)

R128 Round Midnight (GM: *Tom K, Peryton Publishing* Room: *Snowshed*) Jazz singer Alquin Thom Wankus has gone from singing to being a master pianist. His true fans say that he had said that he needed to say the decades before. His agent says his sister was up to deviltry and wants to get to the bottom of things. Come enjoy a boozy mixture of jazz and horror in this after hours session. *Red Bat: Cthulhu* (2-8 Players) (Saturday 11:30p-onward)

R129 Adventurers League DDEX03-01: Harried in Hillsfar (GM: *Dungeon Master TBD* Room: *Ticket Room*) See R20 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Sunday 8a-12p)

R130 Adventurers League DDEX03-02: Shackles of Blood (GM: *Dungeon Master TBD* Room: *Ticket Room*) See R104 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Sunday 8a-12p)

R131 Adventurers League DDEX03-03: The Occupation of Szith Morcane (GM: *Dungeon Master TBD* Room: *Ticket Room*) See R74 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Sunday 8a-12p)

R132 Adventurers League DDEX03-04: It's all in the Blood - Part I (GM: *Dungeon Master TBD* Room: *Ticket Room*) For Levels 11-15: Rumors of faceless demonic creatures have been steadily rising in the Hillsfar region, and it is said that far below the surface of Faerun, nestled in the bowels of the underdark, ancient terrors are stirring. The imperiled drow of Szith Morcaine have extended an intriguing offer, but can the drow be trusted, and for how long? Please also register for Part 2 in the following session. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Sunday 8a-12p)

R133 Adventurers League DDEX03-07: Herald of the Moon (GM: *Dungeon Master TBD* Room: *Ticket Room*) See R77 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Sunday 8a-12p)

R134 Adventurers League DDEX03-09: The Waydown (Preview) (GM: *Dungeon Master TBD* Room: *Ticket Room*) See R22 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Sunday 8a-12p)

R135 Pathfinder Society #34: Encounter at the Drowning Stones (GM: *PFS Judges* Room: *Bakery*) See R9 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder* (Multiple Players) (Sunday 8a-12p)

R136 Pathfinder Society #6–08: The Segang Expedition (GM: *PFS Judges Room: Bakery*) See R32 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (Sunday 8a-12p)

R137 Pathfinder Society #6–21: Tapestry's Toil (GM: *PFS Judges Room: Bakery*) See R88 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (Sunday 8a-12p)

R138 Pathfinder Society #7–02: Six Seconds to Midnight (GM: *PFS Judges Room: Bakery*) See R34 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (Sunday 8a-12p)

R139 Pathfinder Society Special: Ruins of Bonekeep—Level Two: Maze to the Mind
Slave (GM: *PFS Judges Room: Bakery*) By Jason Bulmahn (Levels 3-7) A group of Pathfinders recently delved into the ruins of Bonekeep, a siege fortress destroyed centuries ago. There they discovered not only terrifying threats but also extraordinary treasures. Warded by the magic of a senior Pathfinder, the party must explore as much of Bonekeep as they can before the spell dissipates, lest they too are enslaved by the enchanted maze that looks hauntingly more familiar with each discovery. *Pathfinder (Multiple Players)* (Sunday 8a-12p)

R140 The Desecrated Graveyard (GM: *Ken Marin Room: Snowshed*) The ruins of Malfin Manor have been shunned by the residents of Blackington since the last Malfin was interred in the family burial vault 20 years ago and the manor house soon after destroyed by arson. But a week ago, someone vandalized the family graveyard adjacent to the ruins, and since then monsters of some sort have been plaguing the countryside, murdering citizens and consuming their corpses. Their tracks lead back to the vicinity of the desecrated graveyard. Can your party put a stop to these marauding creatures? First run at TotalCon 2015 in February, and now slightly revised with even more Lovecraftian goodness added. *Basic/Expert Dungeons & Dragons* (3-10 Players) (Sunday 8a-12p)

R141 The Glowing Jar (GM: *Steven Parenteau, Totalcon Room: Snowshed*) There has been a mysterious disappearance of cadavers from Boston hospital. A call to Miskatonic University has put your group on the case. Everything is provided for this Call of Cthulhu 1936 M.U.S.I.C. event. *Call of Cthulhu* (3-8 Players) (Sunday 8a-12p)

R142 Gloomwood Falls (GM: *Paul Siegel Room: Snowshed*) The crown to the kingdom is under contention and Prince Gwey has vanished in search of a powerful artifact to secure his claim. His supporters have secured the aid of a skilled party of adventurers to find and return the missing prince before his brother claims victory. Will they discover what became of the missing prince before time runs out? A mid-level old school OD&D adventure. *Original Dungeons & Dragons* (4-8 Players) (Sunday 10a-onward)

R143 Shadowrun Missions - 05-02 'Critics Choice' (GM: *John LeMaire, Catalyst Demo Team Room: Snowshed*) Take a run into the Chicago Containment Zone to help a street doc prove ownership of some real estate. Don't mind the gangs, ghouls, or the bugs. Or that guy with the ... battle axe? Any player of any familiarity welcome! Pregens will be provided if you don't have your own Shadowrun Missions character. *Shadowrun 5th, Missions* (3-7 Players) (Sunday 10a-onward)

R144 The Saga of Scaetha Viking Taker of Ships (GM: *David Crowell Room: Snowshed*) It's the End of the World! For three years Fimbulwinter has covered the land in endless dark and snow. Sun, Moon and Stars are gone from the sky. The Nine Worlds of Ygdrasil the great World Ash stand poised on the brink of the final battle between Gods and Jotuns. Men gather to the banners of those they see as strong enough to lead them to victory. In the remote outpost of Evingard a new leader has raised his standard. Scaetha he is called and his standard of a white worm on a black field is drawing more to his cause daily. Rootless drifters, seasoned warriors, the old, the halt, the lame. All seem to find a place of welcome. Tales are spreading

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of great wonders performed by Scaetha swallower of ships, devoured of men. Who is this man and are the wonders claimed for him true? You have journeyed to Evingard to find out. *Fate of the Norns: Ragnarok* (2-6 Players) (Sunday 10a-onward)

R145 Adventurers League DDEX01-03: Shadow on the Moonsea (GM: *Dungeon Master TBD Room: Ticket Room*) For Levels 1-4: Life on the Moonsea isn't easy. Bandits, pirates, and cruel lords dominate the land, threatening those who make an honest living there. Now, a new scourge is prowling the waters: A ghost ship has been striking small coastal villages, leaving its victims whispering about the "eye of the dracolich." Join the adventure and learn the truth behind this threat! Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Sunday 1p-5p)

R146 Adventurers League DDEX01-04: Dues for the Dead (GM: *Dungeon Master TBD Room: Ticket Room*) For Levels 1-4: For years, the Most Solemn Order of the Silent Shroud has tended the dead at Valinghen graveyard, providing them a peaceful eternal rest. Now, that rest has been disturbed by a necromancer seeking out a key to re-activate the Pool of Radiance. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Sunday 1p-5p)

R147 Adventurers League DDEX03-01: Harried in Hillsfar (GM: *Dungeon Master TBD Room: Ticket Room*) See R20 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Sunday 1p-5p)

R148 Adventurers League DDEX03-04: It's all in the Blood - Part II (GM: *Dungeon Master TBD Room: Ticket Room*) For Levels 11-15: Rumors of faceless demonic creatures have been steadily rising in the Hillsfar region, and it is said that far below the surface of Faerun, nestled in the bowels of the underdark, ancient terrors are stirring. The imperiled drow of Szith Morcaine have extended an intriguing offer, but can the drow be trusted, and for how long? Please also register for Part 1 in the previous session. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Sunday 1p-5p)

R149 Adventurers League DDEX03-06: No Foolish Matter (GM: *Dungeon Master TBD Room: Ticket Room*) See R6 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Sunday 1p-5p)

R150 Adventurers League DDEX03-08: The Malady of Elmtree (Preview) (GM: *Dungeon Master TBD Room: Ticket Room*) See R21 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Dungeons & Dragons 5th Ed.* (3-7 Players) (Sunday 1p-5p)

R151 Don't Leave The Path (GM: *Frank J. Perricone Room: Snowshed*) An introductory adventure for The One Ring (no experience necessary, pregens and dice will be provided, familiarity with Middle-earth is expected). It's five years since Bilbo and the Dwarves reclaimed the Lonely Mountain, and after the Battle of the Five Armies, Wilderland prospers. But there are whispers of a darkness growing once more, just out of sight. What seems like a harmless task, helping a young boy rescue his father from brigands, is just the start of a journey and the first hints of a rising threat. (Note: Players who attend my Friday night session The Marsh Bell can continue the story of the same character if desired, but the two adventures are wholly independent.) *The One Ring* (3-6 Players) (Sunday 1p-5p)

R152 Land of the Lost! (GM: *Dr. Nik Room: Snowshed*) See R59 for full details. Join The Marshall family: Rick, Will, Holly, & Uncle Jack along with Cha-Ka & Enik as they explore and try to escape the Land of the Lost! Each session will feature a different story inspired by the 70s Saturday morning show. *Custom* (3-6 Players) (Sunday 1p-5p)

R153 Pathfinder Society #6–99: True Dragons of Absalom (GM: *PFS Judges Room: Bakery*) By Thurston Hillman (Level 4) For several years, the Pathfinder Society has enjoyed a mutually beneficial alliance with the Sewer Dragons, the dominant tribe of kobolds living beneath Absalom. When an elite patrol discovers a wounded member of the Society with a desperate message, the Sewer Dragons must move quickly intercept an extraordinary threat from seizing their territory—if not Absalom itself! In this special adventure the players portray kobolds as unlikely defenders of the City at the Center of the World using 4th-level pregenerated characters. Short scenario, so players can leave early. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (**Sunday 1p-5p**)

R154 Pathfinder Society #7–03: The Bronze House Reprisal (GM: *PFS Judges Room: Bakery*) See R89 for details. Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (**Sunday 1p-5p**)

R155 Pathfinder Society Demo Goblin 3D Invasion (GM: *PFS Judges Room: Bakery*) Come demo Goblin 3D Invasion! Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (**Sunday 1p-5p**)

R156 Pathfinder Society TBA (GM: *PFS Judges Room: Bakery*) Sign up to play and as a group you decide which scenario to play! Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (**Sunday 1p-5p**)

R157 Pathfinder Society TBA (GM: *PFS Judges Room: Bakery*) Sign up to play and as a group you decide which scenario to play! Pre-register BOTH via the form in the Carnage booklet AND via Warhorn. *Pathfinder (Multiple Players)* (**Sunday 1p-5p**)

DR158 Return to the Isle of Dread (GM: *Ian Eller Room: Snowshed*) See DR14 for full details. This adventure runs multiple slots. Each slot is a continuation of the last, but playing in earlier slots is not required for this hexcrawl adventure. Pregenerated PCs provided. *Dungeons & Dragons 5th Ed.* (**4-8 Players**) (**Sunday 1p-5p**)

R159 The Horror of Mount Washington (GM: *Brad Younie, Carnivore Games Room: Snowshed*) On October 10, you get a call from someone at the Mount Washington State Park. Rangers at the summit have seen a strange creature up there that they believe to be ghosts of those that died there. They were really shaken up. They have asked you to bring your team and equipment to the summit to investigate for several days. But the real mystery begins when the phenomenon doesn't appear to be ghosts or cryptids! Beginners welcome, characters provided. *The Unexplained* (**3-6 Players**) (**Sunday 1p-5p**)

SPECIAL EVENTS

S1 Beginners' Line Dance Class (GM: *Jeannie Compter Room: Escapade*) First time ever at Carnage: Beginners' Line Dance Class! Have you ever wanted to learn to line dance? Then come to this introductory workshop. Our professional line dance instructor Jeannie Compter will teach you some basic steps and techniques to have you dancing with the pros across the floor. No partner and no experience necessary! The class will start with basic techniques. Jeannie will teach up to 4 dances. We will start with the Electric Slide, the Bird Feet Heel, the County Line Cha Cha and the Cupid Shuffle; perhaps more as time permits. This session will be fun for all ages 13 and up. Line dancing has been around since the 1950's and is one of the most fun styles of social dance around. You can Line Dance to all kinds of music, so come check it out. (**2-12 Players**) (**Friday 7p-11p**)

S2 D&D Seminar 101: Managing a Table of Players (GM: *Cindy Moore, Baldman Games Room: Roundabout*) In this Beginner-level seminar, we will talk about the basics of managing a table of D&D players. The seminar focuses on game flow, DM decision making, determining

outcomes, and handling combat. All of these skills are viewed through the lens of the D&D 5th Edition rules. Completion of this seminar counts toward your DM Ranking Level in the Herald's Guild of DMs, a product of Baldman Games. Seminar runs from 8a - 9a. (**10 Players**) (**Saturday 8a-12p**)

S3 D&D Seminar 102: Storytelling (GM: *Cindy Moore, Baldman Games Room: Roundabout*) In this Beginner-level seminar, we will focus on the craft of storytelling within a game of D&D. The seminar focuses on what makes a good story, how to draw players into the story, and making story elements work for you even in linear adventures. All of these skills are viewed through the lens of the D&D 5th Edition rules. Completion of this seminar counts toward your DM Ranking Level in the Herald's Guild of DMs, a product of Baldman Games. Seminar runs from 9:30a - 10:30a. (**10 Players**) (**Saturday 8a-12p**)

S4 Paint for Fun! Love Birds (GM: *Jeannie Compter Room: Roundabout*) Paint & Sip" parties are all the rage these days. This year at CarnageCon you can grab some of this fun and express your talent by painting a delightful picture of "Love Birds". Grab a glass of wine from the bar and relax as Jeannie teaches you step by step the modern techniques for creating a beautiful painting that you will be proud to hang in your home. This event has an additional cost of \$25.00 pp. Everything you need: canvas, brushes, paint, etc. is included. (**2-12 Players**) (**Saturday 1p-5p**)

S5 Cube of Death!!! (GM: *James Carpio, TSR Games/Chapter 13 Press Room: Northstar*) Cube of Death is a card game that uses geek trivia to resolve actions. This is played with teams generally of two or three players each and a Game Master. Every round the Game Master draws a card and asks one of the teams the question on the card. If they get it right they get to roll 1d6 damage to the opposing team. If they get it wrong, they take damage. Come join us for our 4th Cube of Death tourney at Carnage for fun, prizes, and trivia. Hosted by TSR Games and the TSR Podcasting Network. Check us out on Facebook or at <http://tsrpn.com/> *Cube of Death* (**6-9 Players**) (**Saturday 11:30p-onward**)

S6 D&D Seminar 201: Running D&D Adventurer's League Content (GM: *Cindy Moore, Baldman Games Room: Roundabout*) In this Intermediate-level seminar, we will focus on challenges of running D&D Adventurer's League content in a public setting. The seminar touches on the basics of the Encounters, Expeditions, and Epic programs, and provides tips and strategies for helping players get the most out of the program. Completion of this seminar counts toward your DM Ranking Level in the Herald's Guild of DMs, a product of Baldman Games. Seminar runs from 1p - 2p. (**10 Players**) (**Sunday 1p-5p**)

S7 D&D Seminar 202: Managing Personalities at Your Table (GM: *Cindy Moore, Baldman Games Room: Roundabout*) In this Intermediate-level seminar, we will focus on identifying and managing the different types of D&D players, and how to provide the experiences desired by each player type. Completion of this seminar counts toward your DM Ranking Level in the Herald's Guild of DMs, a product of Baldman Games. Seminar runs from 3p - 4p. (**10 Players**) (**Sunday 1p-5p**)

2015 T-Shirt

S, M, L, XL, (\$20) XXL & 3XL (\$22) (Ladies' V-neck cut) S, M, L, XL, XXL (\$20)



**CARNAGE
THE LOST WORLD**

Complete form and mail to:

Carnage Gaming
64 County Road - Hartland
Windsor, VT 05089

PRE-REGISTRATION FORM

Please pre-register for events. (Must be postmarked by October 31)

Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Telephone: (_____) _____

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

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Windsor, VT 05089

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

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

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

For the Entire Weekend (FRI, SAT, SUN): \$55 _____

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

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

Single Day: \$30 _____

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

Circle size: s m l xl xxl 3xl

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Total Amount Enclosed: _____

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