

SAN JAPAN 17

GAMING DESCRIPTION MENU

Roll for initiative! San Japan 17 GMs are bringing you adventures, dice rolls, and unforgettable stories. Whether you're a veteran player or rolling your first d20, there's a game waiting for you. Grab your dice and join the adventure!

45 games • 22 systems

BATTLESTATIONS

BATTLESTATIONS - THE TABLETOP STARSHIP SIMULATOR!

GM: Philip T

Are you a fan of Star Trek/Star Wars? Galaxy Quest?! FTL or Artemis Bridge Simulator? Or do you just want to be a space trucker and fly by the seat of your pants? Join a team of wacky starship troopers and see if you can complete the mission and get paid! More importantly, can you keep your ship in one piece?!

Sci-fi | Hack and Slash, Mechanics Heavy

Length: 2 hours

Pregens: I will have pregenerated characters at the table

Players: 1-7+

Rating: Everyone - New (You've never played before - rules will be taught)

Warnings: Death, Emergencies, Military Warfare

Player Cutoff: I can take new players the whole game

GAME TIMES: Sat, Sep 5 · 3:00 pm Sat, Sep 5 · 6:00 pm

COSMERE

BRIDGE NINE

GM: Gary D.

When tragedy strikes an expedition a few lucky survivors must make thier way home through the chasms of the Shattered Plains. Can the unlikley crew survive the night, uncover secrets of the Lost Radiants, and return to the warcamps?

High Fantasy | Mechanics Heavy, Mechanics light, Sandbox

Length: 2 hours

Pregens: Pre-generated Characters Provided.

Players: 4-6

Rating: Everyone - Beginner Friendly, Rules Provided

Warnings: Starving, Dehydration, Blood & Gore, potential fantasy racism

Player Cutoff: I can take new players the whole game

GAME TIMES:	Fri, Sep 4 • 2:00 pm	Fri, Sep 4 • 8:30 pm	Sat, Sep 5 • 11:00 am
	Sat, Sep 5 • 6:30 pm	Sun, Sep 6 • 1:30 pm	

CRASH PANDAS

FOOD, FUEL, AND FUR

GM: Mr. Hicks

Some would ask, "Are raccoons capable of running a food truck?"

Others may ask, "Can raccoons race food trucks?"

But as a group of desperate trash pandas there are only 2 things that matter to you: getting enough money to save your home, and speed. Hot, nasty, bad-ass speed.

Slice of Life | Mechanics light | Other: Comedic, Not Serious At All, Possibly Bordering on Parody

Length: 2 hours

Pregens: We will create characters at the table

Players: 3-6

Rating: Everyone - New (You've never played before - rules will be taught)

Warnings: Raccoons May Get Run Over, But They Never Really Die

Player Cutoff: I can take new players the whole game

GAME TIMES:	Fri, Sep 4 • 2:00 pm	Sat, Sep 5 • 1:30 pm	Sat, Sep 5 • 8:00 pm
	Sun, Sep 6 • 10:30 am		

D&D 5.5E (2024)

A MEAL TO REMEMBER

GM: Bryan

(WBW-DC-FDC-07) Dwindle is a domain of loss and loneliness: a vast desert realm where memory and mirage are one and the same. Born out of the desperate wish of a grieving djinni-king, the magic sands of Dwindle give life to the memories of those we have lost. Eidolons of long-dead companions roam the dunes as sandy apparitions, souging with the wind that slowly erodes them. They are called the Departed.

Forough Khanom, an elderly resident of Dwindle, is preparing an elaborate feast for a much anticipated visitor—the memory of her beloved late husband, who visits her once each year around the time of their anniversary. However, she awoke this morning to find her vegetable garden mysteriously trampled! Forough asks the characters to brave the dunes in search of ingredients from an oasis known as the Sabzi Knoll. She fears that if she offers her visitor a meager spread, he may never show.

Length: 2:00

Pregens: See HQ

Players: 2-6

Rating: Teen - New (You've never played before - rules will be taught)

Warnings: Grief, Memory Loss

Player Cutoff: 15 minutes in

GAME TIMES:

Fri, Sep 4 • 11:30 am

Fri, Sep 4 • 5:00 pm

Sat, Sep 5 • 2:00 pm

Sun, Sep 6 • 1:30 pm

A WILD GOOSE CHASE

GM: Josie

An old lady has lost her pet goose and is willing to pay good money to those who can find it. She's not sure where the goose has gone, but there are a few islands he might be on. Travel to various anime-themed islands to bring the goose back to the old lady!

Pirate/Naval,High Fantasy | Mechanics light,Hack and Slash

Length: 3 hours

Pregens: Players will need to bring their own characters

Players: 2-4

Rating: Everyone - New (You've never played before - rules will be taught)

Warnings: Gaggle of Geese

Player Cutoff: I can take new players the whole game

GAME TIMES:	Fri, Sep 4 • 5:00 pm	Sat, Sep 5 • 5:00 pm	Sun, Sep 6 • 2:00 pm
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ADVENTURING THE SOLAR REALM

GM: Alicen

The realm of Solaris faces grave threats to the crown. A usurper's desire for the crown has grown while your city mourns. Your party is sent by the soon-to-be queen to stamp out resistance across the sea. Will you be able to restore balance, not just to your kingdom, but to life itself?

High Fantasy, Political Intrigue | Roleplay Heavy, Sandbox, Mechanics light

Length: 3 hours

Pregens: Players will need to bring their own characters

Players: 2-5

Rating: Mature - New (You've never played before - rules will be taught)

Warnings: Family Death, Parental Death

Player Cutoff: I can take new players the whole game

GAME TIMES: Fri, Sep 4 • 5:00 pm Sun, Sep 6 • 12:00 pm

AWAKENING OF FATES

GM: Gloria

(CCC-TAROT-01-01) The food shortages in Thentia have gotten worse. The crops aren't producing as much, and with the Harvest Festival approaching, the government of Thentia is seeking people to investigate the farmlands to find the cause. Popular belief says that there are monstrous beings rampaging the farms, but other powers are afoot...

High Fantasy | Roleplay Heavy, Hack and Slash | Other: Both combat and role play

Length: 2 hours

Pregens: Players will need to bring their own characters

Players: 3-7

Rating: Mature - Beginner Friendly/ Understand the Basics

Warnings: I don't think there should be any. But maybe potential starvation?

Player Cutoff: As soon as the game starts

GAME TIMES:	Fri, Sep 4 • 12:00 pm	Fri, Sep 4 • 2:30 pm	Sat, Sep 5 • 6:00 pm
	Sat, Sep 5 • 8:30 pm	Sun, Sep 6 • 3:00 pm	

CANDY LAND

GM: Robbie

Taking place in the Domains of Dread, the adventurers encounter a whole kingdom turned to sugary confection. However, after being mistaken for candy as well, they soon find themselves escaping the insatiable hunger of the kingdoms people. Can the players escape before they become food? And why are they starting to smell like candy?

Horror | Roleplay Heavy, Sandbox

Length: 2 hours

Pregens: Players will need to bring their own characters

Players: 2-5

Rating: Mature - Beginner (You've played it a bit and understand the basics)

Warnings: Cannibalism, Gore, Dread, Suspense, Body Horror

Player Cutoff: I can take new players the whole game

GAME TIMES: Fri, Sep 4 · 8:00 pm Sat, Sep 5 · 9:00 pm Sun, Sep 6 · 11:30 am

CIRCLE OF SHROOMS

GM: Matt

Investigate this new spreading cult of mushroom worshippers. They all seem a bit too happy.

Political Intrigue | Mechanics light, Hack and Slash

Length: 2 hours

Pregens: Players will need to bring their own characters

Players: 3-6

Rating: Teen - New (You've never played before - rules will be taught)

Warnings: Cult

Player Cutoff: 15 minutes in

GAME TIMES: Fri, Sep 4 · 4:00 pm Sat, Sep 5 · 5:00 pm

FANTASY FOODCOURT FOOLERY

GM: Joseph

The Basalisk Plaza Mall has opened! People have been raving about it's food court, but rumors are circulating around the businesses. Delicious or dastardly? Marinade malpractice? Exquisite or extermination? All will be answered in this FANTASY FOODCOURT FOOLERY!!

Urban Fantasy | Roleplay Heavy,Sandbox,Mechanics light

Length: 2 hours

Pregens: Players will need to bring their own characters

Players: 4-7+

Rating: Everyone - Veteran (You play it regularly and know the rules)

Warnings: Gore, Crude Humor

Player Cutoff: I can take new players the whole game

GAME TIMES:	Fri, Sep 4 · 1:00 pm	Fri, Sep 4 · 4:30 pm	Sat, Sep 5 · 12:00 pm
	Sat, Sep 5 · 3:00 pm	Sun, Sep 6 · 12:30 pm	

GO BIG OR GOURD HOME

GM: Xavier

The party finds themselves in a small village that will soon be hosting their annual baking contest, and are quickly tasked with helping one of the bakers with their entry. He may have bitten off more than he can chew with his chosen recipe.

High Fantasy | Hack and Slash

Length: 2 hours

Pregens: Players will need to bring their own characters

Players: 1-6

Rating: Teen - New (You've never played before - rules will be taught)

Warnings: N/A

Player Cutoff: 15 minutes in

GAME TIMES:	Fri, Sep 4 • 2:00 pm	Sat, Sep 5 • 6:30 pm	Sun, Sep 6 • 1:30 pm
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OBOJIMA: MAYHEM AT THE TRUFFLE FESTIVAL

GM: April

You have joined the annual Truffle Hunt at Matango Village with little time to prepare. You must quickly gather your gear, avoid the conniving truffle hunter Ebrus Bellerose and start your search for the rarest of fungi this side of the mountain. To find these elusive mushrooms, you must work as a team to scour the forest floor.

But that's not the only thing you'll need to worry about - a group of Yokario are heading to the village and if they arrive, they're sure to ruin the festival!

Urban Fantasy, Slice of Life | Roleplay Heavy, Mechanics light

Length: 2 hours

Pregens: Pre-generated Characters Provided.

Players: 2-5

Rating: Everyone - New (You've never played before - rules will be taught)

Warnings: Fungi, Pigs

Player Cutoff: 15 minutes in

GAME TIMES:	Fri, Sep 4 • 11:00 am	Fri, Sep 4 • 6:30 pm	Sat, Sep 5 • 11:00 am
	Sat, Sep 5 • 6:30 pm	Sun, Sep 6 • 10:30 am	

RAVENLOFT THE HORRORS WITHIN

GM: Matt

Travel the mists into new horrors

Grimdark,Horror | Dungeon Crawl,Mechanics light,Hack and Slash

Length: 2 hours

Pregens: Players will need to bring their own characters

Players: 3-6

Rating: Mature - New (You've never played before - rules will be taught)

Warnings: Eldrich Horrors

Player Cutoff: I can take new players the whole game

GAME TIMES: Fri, Sep 4 • 6:30 pm Sat, Sep 5 • 8:00 pm Sun, Sep 6 • 12:00 pm

THE ADVENTURE TO FUND YOUR FIRST ADVENTURE!

GM: Kevin

You and your buddies want to leave your island village and become great adventurers! But ya'll are broke AF! Go and loot the nearest dungeon so you will have enough gold to buy new equipment and tickets to the mainland!

High Fantasy | Dungeon Crawl

Length: 2 hours

Pregens: Players will need to bring their own characters

Players: 2-6

Rating: Everyone - Beginner (You've played it a bit and understand the basics)

Warnings: Possible Death

Player Cutoff: As soon as the game starts

GAME TIMES: Fri, Sep 4 • 4:00 pm Fri, Sep 4 • 6:30 pm Sat, Sep 5 • 4:00 pm
Sat, Sep 5 • 6:30 pm Sun, Sep 6 • 3:00 pm

THE DEAD RISING

GM: Alicen

It's a normal Monday like any other week, except today's morning traffic comes from people fleeing the city. Everywhere on the roads there's hordes of people who seem to be eating each other. You just hope this store you found to hide in holds till help comes.

But what's that tapping noise you hear?

Apocalyptic, Horror | Roleplay Heavy

Length: 2 hours

Pregens: Players will need to bring their own characters

Players: 2-5

Rating: Mature - New (You've never played before - rules will be taught)

Warnings: Death, Gore

Player Cutoff: 15 minutes in

GAME TIMES: Sat, Sep 5 · 5:00 pm Sat, Sep 5 · 8:00 pm

THE GOAT MAYOR

GM: Bryan

(CCC-UCON02-01) You visit the peculiar village of Basht expecting a pleasant evening filled with good food and drink, and a chance to learn their strange customs and superstitions. Your evening is interrupted when you are asked to rescue their mayor. Their mayor? A goat that lives in the center of town. Why is he so vital, and why is this a job for adventurers?

Dark Fairy Tales

Length: 2:00

Pregens: See HQ

Players: 2-6

Rating: Teen - New (You've never played before - rules will be taught)

Warnings: Implied Child Death

Player Cutoff: 15 minutes in

GAME TIMES:	Fri, Sep 4 · 2:30 pm	Fri, Sep 4 · 8:00 pm	Sat, Sep 5 · 8:00 pm
	Sun, Sep 6 · 10:30 am		

THE GREAT KALISTAR BREWHAHA

GM: Scott

"Hello I am most pleased that you and your fellow comrades have chosen to help bring glorious victory to the North Nevilleian juicing conglomerate. With a cold bitter heart just like my home land we shall sweep the competition and bring ruin amongst the dastardly abominable rutabaga ruffians. Ah but I get ahead of my self, oh who am I ?? Why I am the legendary most outstanding 'self appointed' leader of the spudnick comrades, Mordiki Witherhoof at your service."

You and your fellow "comrades" have been hired to help Mordiki win the Kalistar Summer Festival Brew off. Whether you choose Legitimate means and help create an outstanding product, or other more nefarious means is up to you and your "comrades" to choose.

Urban Fantasy, High Fantasy | Mechanics light

Length: 3 hours

Pregens: I will have pregenerated characters at the table

Players: 2-7

Rating: Everyone - New (You've never played before - rules will be taught)

Warnings: Innuendos & Alcohol References

Player Cutoff: I can take new players the whole game

GAME TIMES:	Fri, Sep 4 • 12:00 pm	Sat, Sep 5 • 12:00 pm	Sun, Sep 6 • 10:00 am
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TOMB OF DIDERIOUS

GM: Yates

You come upon an ancient tomb filled with forgotten arcane knowledge.

Dungeon Crawl

Length: 3 hours

Pregens: Yes if needed.

Players: 4-7

Rating: Everyone - N/A

Warnings: None

GAME TIMES: Sat, Sep 5 • 1:00 pm

WEDDING CRASHERS

GM: Chris

You will be crashing the biggest wedding in the city to save the bride and her father from her future husband.

Political Intrigue | Hack and Slash, Roleplay Heavy

Length: 3 hours

Pregens: We will create characters at the table

Players: 6-7+

Rating: Everyone - New (You've never played before - rules will be taught)

Warnings: Language

Player Cutoff: I can take new players the whole game

GAME TIMES: Fri, Sep 4 • 12:00 pm Fri, Sep 4 • 5:00 pm Sat, Sep 5 • 12:00 pm
Sat, Sep 5 • 5:00 pm Sun, Sep 6 • 11:00 am

D&D 5E (2014)

GRANNY'S COUNTRY APPLE PIE - D&D FOR KIDS AND FAMILIES!

GM: Mari

An elderly wizard asks your team to fulfill his dying wish - a taste of his granny's homemade pie. Sure, Granny may have died and the recipe is being held hostage by group of sweets-loving monsters - but you can get it back, right?

This game is specifically tailored to children and families!

Slice of Life, High Fantasy | Sandbox

Length: 2 hours

Pregens: I will have pregenerated characters at the table

Players: 2-6

Rating: Everyone - New (You've never played before - rules will be taught)

Warnings: None

Player Cutoff: 15 minutes in

GAME TIMES: Fri, Sep 4 • 4:30 pm Sat, Sep 5 • 7:30 pm

TEATIME TROUBLE

GM: Paul

The Earl of Grey is hosting a grand tea party, but the guests have shown up to find the host missing and monsters roaming his mansion! Even worse, there's no tea or cakes! Our brave guests must put this place to rights, or tea time will be ruined!

High Fantasy | Dungeon Crawl

Length: 2 hours

Pregens: Pre-generated Characters Provided.

Players: 3-5

Rating: Everyone - Beginner Friendly/ Understand the Basics

Warnings: Depictions of non-kosher, non-halal food

Player Cutoff: 15 minutes in

GAME TIMES:	Fri, Sep 4 • 1:30 pm	Fri, Sep 4 • 4:00 pm	Fri, Sep 4 • 7:00 pm
	Sat, Sep 5 • 1:30 pm	Sat, Sep 5 • 4:00 pm	Sat, Sep 5 • 7:00 pm
	Sun, Sep 6 • 11:00 am	Sun, Sep 6 • 2:00 pm	

THE ENIGMATIC SODALITY OF AENAON

GM: Andy F

A guild in the Kingdom of Aenaon attracts adventurers with unique quests, where success means notoriety within the guild. This is part of an all-convention long campaign, sign-up for one or multiple sessions; milestones awarded for character level-up. Scenarios will be unique for this convention.

High Fantasy | Sandbox

Length: Other (a manager will reach out)

Pregens: Players will need to bring their own characters

Players: 3-6

Rating: Mature - Veteran (You play it regularly and know the rules)

Warnings: N/A

Player Cutoff: 15 minutes in

GAME TIMES:	Fri, Sep 4 • 11:00 am	Fri, Sep 4 • 5:00 pm	Sat, Sep 5 • 11:00 am
	Sat, Sep 5 • 5:00 pm	Sun, Sep 6 • 10:00 am	Sun, Sep 6 • 2:00 pm

TWISTED TALES: CANDY ACADEMY

GM: ABon

Dear Sweeties,

As you may be aware, our academy has experienced multiple missing students. We ask that you do not go out to find them. During this dangerous time, there will be a strict curfew until the matter is looked into.

Headmistress Pollox

Grimdark, High Fantasy | Roleplay Heavy, Sandbox, Mechanics light, Puzzle Heavy

Length: 2 hours

Pregens: Pre-generated Characters Provided.

Players: 2-6

Rating: Teen - New (You've never played before - rules will be taught)

Warnings: Implied Cannibalism, Implied Toxic Parenting, Implied Child Death

Player Cutoff: I can take new players the whole game

GAME TIMES:	Fri, Sep 4 • 1:30 pm	Sat, Sep 5 • 7:00 pm	Sun, Sep 6 • 2:30 pm
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TWISTED TALES: HONEYPOT

GM: ABon

The town of Snickerwick has experienced a very peculiar and ongoing flood of sweet mush. We need adventurers willing to investigate to find out why and help the town out while sloshing through some unsavory terrain... oh, and be careful of the BEES!

Grimdark,High Fantasy | Roleplay Heavy,Sandbox,Mechanics light,Puzzle Heavy | Other: combat light, combat optional, cooperative/no combat

Length: 2 hours

Pregens: Pre-generated Characters Provided.

Players: 2-6

Rating: Everyone - New (You've never played before - rules will be taught)

Warnings: Religious Cult

Player Cutoff: I can take new players the whole game

GAME TIMES:	Fri, Sep 4 · 7:00 pm	Sat, Sep 5 · 4:00 pm	Sun, Sep 6 · 11:00 am
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TWISTED TALES: JEWEL OF APPLE

GM: ABon

The Queen wants you to deliver a delectable smelling package to her daughters in their summer home. YOU MUST NOT OPEN IT and keep it safe. Be sure to travel with haste for the treat may rot and the forest creatures may take interest.

Grimdark,High Fantasy | Roleplay Heavy,Sandbox,Mechanics light,Puzzle Heavy

Length: 2 hours

Pregens: Pre-generated Characters Provided.

Players: 2-6

Rating: Everyone - New (You've never played before - rules will be taught)

Warnings: Fantasy Racism, Animal Violence (Dogs Not Harmed)

Player Cutoff: I can take new players the whole game

GAME TIMES: Fri, Sep 4 • 4:00 pm Sat, Sep 5 • 1:30 pm

DAGGERHEART

DESTRO'S DEATH GAMES

GM: Darin

"Welcome to the Games!"

You wake up under the bright lights of an arena, to a roaring crowd, and a massive, twisted smile glaring down at you. "Welcome to my masterpiece! Can you solve the puzzles? Will you be able to trust the people around you? What are the odds you will make it to the end? Come find out at Destro's Death Games!!"

High Fantasy | Mechanics light,Puzzle Heavy,Dungeon Crawl | Other: Combative- Players are allowed to fight each other as it relates to the nature of the games

Length: 3 hours

Pregens: Pre-generated Characters Provided & Character Creation at Table

Players: 3-6

Rating: Teen - New (You've never played before - rules will be taught)

Warnings: Mild Blood & Gore, Cartoon Antics, Betrayal, Distrust

Player Cutoff: 15 minutes in

GAME TIMES: Fri, Sep 4 • 12:00 pm Sat, Sep 5 • 10:30 am Sun, Sep 6 • 11:00 am

THE HOLLOW FEAST

GM: Gary D.

The frontier village of Grainfall is starving. Crops have withered, animals have fled, and hunting grounds are empty, something beneath the earth is disturbing the natural balance. An entrance to a forgotten ruin recently opened after a landslide. A fortnight ago a party of adventurers went into the entrance but none returned, are you brave enough to find the remains of the party?

The dungeon rule is you eat what you kill, just like Delicious in Dungeon!!!

High Fantasy | Dungeon Crawl, Mechanics Heavy

Length: 2 hours

Pregens: Pre-generated Characters Provided & Character Creation at Table

Players: 5-6

Rating: Everyone - Beginner Friendly, At Table Tutorial Provided

Warnings: Blood & Gore, Consumption of Intelligent Beings

Player Cutoff: I can take new players the whole game

GAME TIMES:	Fri, Sep 4 • 11:00 am	Fri, Sep 4 • 6:00 pm	Sat, Sep 5 • 2:00 pm
	Sun, Sep 6 • 10:30 am		

DCC

DCC FUNNEL QUEST

GM: Raintaster

You ever wonder what it's like to start a character at truly Level 0? What about four at the same time? You and others will command a group of regular townspeople who find themselves caught up in adventure. All you need to do is roll the dice while you focus on RPing the character.

Dungeon Crawl

Length: 1 hour

Pregens: We will create characters at the table

Players: 3-7+

Rating: Everyone - New (You've never played before - rules will be taught)

Warnings: None

Player Cutoff: I can take new players the whole game

GAME TIMES:	Fri, Sep 4 • 4:00 pm	Sat, Sep 5 • 3:00 pm	Sun, Sep 6 • 2:30 pm
	Sun, Sep 6 • 4:00 pm		

FOR THE DUNGEON!

OPERATION: BIRTHDAY CAKE

GM: Kati

Your dark master is nearly 10,000 years old, and the whole dungeon is preparing for his birthday!
Play as loyal minions who have been entrusted with venturing out to collect ingredients to prepare the BEST birthday cake this dungeon has ever seen!

High Fantasy | Roleplay Heavy, Mechanics light | Other: Fantasy comedy

Length: 2 hours

Pregens: We will create characters at the table

Players: 1-6

Rating: Everyone - New (You've never played before - rules will be taught)

Warnings: N/A

Player Cutoff: I can take new players the whole game

GAME TIMES:	Fri, Sep 4 • 4:00 pm	Sat, Sep 5 • 1:30 pm	Sat, Sep 5 • 7:00 pm
	Sun, Sep 6 • 2:30 pm		

GENERAL

GAME MASTER WORKSHOP

GM: Darin

Curious about getting starting on your Game Master journey? Have questions about how to develop a story idea you have? Want to discuss tools and resources for beginner Game Masters? Come talk to one of our experienced Game Masters in a Roundtable style event. Drop in and out at any time during the hour.

Length: 1 hour

Pregens: No

Players: 1-7+

Rating: Everyone - Beginner Friendly, Workshop

GAME TIMES: Fri, Sep 4 • 6:00 pm

I AM MINOTAUR

I AM MINOTAUR ADVENTURE

GM: Paul

In the new fantasy tabletop role playing game I Am Minotaur, you are a Minotaur – the fearsome beast of legend. Fight your enemies with enhanced strength and power, but beware! You may go berserk at the slightest provocation, attacking friend and foe alike.

With a brand-new combat and skills system, you may choose from 11 classes and over 100 unique spells. From traitorous Sorcerers to valiant Warriors, many favorite archetypes are here – and they're all Minotaur.

So, take arms against the Minotaur's traditional enemies, explore the dying Minotaur empire, and learn what it's like to be a BEAST!

Length: 3 hours

Players: 3-6

Rating: Mature - Beginner Friendly, At Table Tutorial Provided

Warnings: Blood, violence, gore

GAME TIMES: Fri, Sep 4 • 12:30 pm Sat, Sep 5 • 12:30 pm

KNOCK OFF MASCOTS

CEREAL KILLERS

GM: Jei

Jimmy the Jaguar, the mascot for Frosty Flecks, has run this town for too long. You love cereal, you would be a great mascot if only given the chance. The only way to get that chance: Jimmy the Jaguar must die.

Urban Fantasy | Roleplay Heavy

Length: 2 hours

Pregens: We will create characters at the table

Players: 3-6

Rating: Teen - New (You've never played before - rules will be taught)

Warnings: Mascot Murder

GAME TIMES: Sun, Sep 6 • 2:00 pm

LEGEND OF THE FIVE RINGS 5TH ED (FF/EDGE) - HEROES OF ROKUGAN LIVING CAMPAIGN

LEARN TO PLAY: DO YOU HAVE WHAT IT TAKES TO BE A SAMURAI?!

GM: Philip T

Learn to play a samurai in Legend of the Five Rings (L5R)! Disaster rocks the Empire of Rokugan, forcing the surviving samurai to find a new way forward. How will you make your mark? Heroes of Rokugan (HoR) is an L5R living campaign set in an oriental fantasy world.

High Fantasy, Political Intrigue | Roleplay Heavy, Hack and Slash

Length: 2 hours

Pregens: I will have pregenerated characters at the table

Players: 1-7

Rating: Everyone - New (You've never played before - rules will be taught)

Warnings: Blood, Death, War, Disaster/Recovery

Player Cutoff: I can take new players the whole game

GAME TIMES:	Fri, Sep 4 • 6:30 pm	Fri, Sep 4 • 9:00 pm	Sun, Sep 6 • 12:30 pm
	Sun, Sep 6 • 3:00 pm		

PATHFINDER 2E

HARVEST MOON BLUES

GM: John

A "funny looking dog" has been spotted raiding stores as a small town prepares for its harvest festival. Find the dog and put its shenanigans to a stop!

Urban Fantasy | Hack and Slash, Roleplay Heavy

Length: 2 hours

Pregens: Pre-generated Characters Provided.

Players: 3-7

Rating: Teen - Beginner Friendly, Rules Provided

Warnings: Animal Death

Player Cutoff: 15 minutes in

GAME TIMES: Fri, Sep 4 • 3:00 pm Sat, Sep 5 • 3:00 pm

HEAVY METAL HOOLIGANS

GM: John

In rural Arakel, a band of ogres has kidnapped the mayor's family and threatening to eat them.
Defeat the ogres in cooking and combat to save the day!

High Fantasy, Slice of Life | Roleplay Heavy, Hack and Slash

Length: 3 hours

Pregens: Pre-generated Characters Provided.

Players: 3-6

Rating: Teen - Beginner Friendly/ Understand the Basics

Warnings: Cannibalism, Strong Language, Kidnapping

Player Cutoff: 15 minutes in

GAME TIMES: Sun, Sep 6 · 1:30 pm

SEWER PUNK FUNK

GM: John

The Rat "Lord" is stealing cheese from every restaurant and cheese shop in a downtown neighborhood. The local temple has hired you to track him down and stop him.

Urban Fantasy | Roleplay Heavy, Dungeon Crawl

Length: 2 hours

Pregens: Pre-generated Characters Provided.

Players: 3-6

Rating: Mature - Beginner Friendly, Rules Provided

Warnings: Drug Abuse, Descriptions of Filth, Animal Death

Player Cutoff: 15 minutes in

GAME TIMES: Fri, Sep 4 · 6:00 pm Sat, Sep 5 · 6:00 pm

PATHFINDER FIRST EDITION

WE BE GOBLINS!

GM: Mason T

Be goblins! Set out on a hilariously chaotic quest to recover stolen fireworks and prove you're the toughest, sneakiest, and most gloriously reckless goblins in the tribe. Mischief, mayhem, and plenty of explosions await!

High Fantasy | Mechanics light,Dungeon Crawl,Hack and Slash

Length: 3 hours

Pregens: I will have pregenerated characters at the table

Players: 4-7

Rating: Teen - New (You've never played before - rules will be taught)

Warnings: Cartoon violence, Fantasy Explosions & Fire, Reckless Goblin Behavior, Loud noises/Chaos, Mild Gross Humor

Player Cutoff: 15 minutes in

GAME TIMES:	Fri, Sep 4 • 12:00 pm	Sat, Sep 5 • 11:00 am	Sat, Sep 5 • 3:00 pm
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PIRATE BORG

TRAPPED IN THE TROPICS

GM: Bill

You have been hired by the Spanish Inquisition to investigate a shipwreck in the jungles of Eel Island. You've been told it's filled with treasure, and possibly part of a map that leads to nearby Pelican Island and more treasure. There is also a newly awakened volcano on the island.

Apocalyptic,Pirate/Naval,Horror | Roleplay Heavy,Mechanics light | Other: Lighthearted Swashbuckling

Length: 2 hours

Pregens: We will create characters at the table

Players: 3-5

Rating: Mature - New (You've never played before - rules will be taught)

Warnings: Undead-derived substances, Recreational Drug Use

Player Cutoff: I can take new players the whole game

GAME TIMES:	Fri, Sep 4 • 4:00 pm	Fri, Sep 4 • 7:00 pm	Sat, Sep 5 • 4:00 pm
	Sat, Sep 5 • 6:30 pm	Sun, Sep 6 • 3:00 pm	

SAVAGE WORLDS ADVENTURE EDITION (SWADE)

DEEP FRIED RATTLER

GM: April

You thought signing up for a DSS unit of the J.O.E.S would be an easy way into the elite anti-terrorist division. Your squad works undercover security at numerous events under the threat of the Serpent Society that have all been suspiciously quiet. Your latest detail has you working the omelet station at a tech and trade conference at the Lucky Eagle Casino when Dr. Venom walks in the door. Maybe your luck has changed.

Mechanics light | Other: 50% setup/investigation then chase or fight to end the adventure

Length: 3 hours

Pregens: Pre-generated Characters Provided.

Players: 2-5

Rating: Teen - New (You've never played before - rules will be taught)

Warnings: Military, Terrorists, Cartoon/Comic Violence

Player Cutoff: 15 minutes in

GAME TIMES:	Fri, Sep 4 • 2:00 pm	Sat, Sep 5 • 2:00 pm	Sun, Sep 6 • 1:30 pm
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SENTINELS COMICS RPG

MARVEL UNITED

GM: Tyler

Players will choose from a variety of Marvel superheroes to answer a distress call from S.H.I.E.L.D as a robotic legion of jury rigged automatons assault their headquarters!

Other (fill in) | Other: Superhero with narrative mechanics combined with action scenes

Length: 1 hour

Pregens: Yes, provided

Players: 3-6

Rating: Everyone - Beginner Friendly, At Table Tutorial Provided

Warnings: Robot violence

GAME TIMES: Sat, Sep 5 • 11:00 am Sat, Sep 5 • 1:00 pm

STEW POT

STEW POT: TALES FROM A FANTASY TAVERN

GM: Philip T

Stewpot is a collection of slice-of-life mini-games where you and your friends tell the story of a cozy tavern run by retired adventurers. Gather your dice, pick up a deck of cards, set aside a shiny coin, and get ready for a new set of challenges. Only this time... your adventures start behind the bar.

Slice of Life | Mechanics light, Roleplay Heavy

Length: 2 hours

Pregens: We will create characters at the table

Players: 1-7+

Rating: Everyone - New (You've never played before - rules will be taught)

Warnings: None

Player Cutoff: I can take new players the whole game

GAME TIMES: Fri, Sep 4 • 2:30 pm Sat, Sep 5 • 9:00 pm Sun, Sep 6 • 10:00 am

SWORD WORLD 2.5

DUNGEON GOURMAND!

GM: Irys

A silly, lighthearted adventure loosely inspired by Delicious in Dungeon where players will be hunting and cooking the monsters!

High Fantasy | Dungeon Crawl, Hack and Slash

Length: 2 hours

Pregens: Pre-generated Characters Provided.

Players: 2-5

Rating: Everyone - Beginner Friendly, Rules Provided

Warnings: Hunting & Cooking Creatures

Player Cutoff: I can take new players the whole game

GAME TIMES:	Fri, Sep 4 • 6:00 pm	Fri, Sep 4 • 8:30 pm	Sat, Sep 5 • 5:00 pm
	Sat, Sep 5 • 8:30 pm	Sun, Sep 6 • 3:00 pm	

TACTICAL WAIFU

KITCHEN WARS

GM: Mr. Hicks

The Food Network has gone and kidnap the head chef of the restaurant you and your semi-attractive colleagues work at. Are you a bad enough waifu to face a variety of kick-ass chefs in culinary combat and rescue the person you have a deep laden, possibly unexplainable attraction for?

Slice of Life | Other: Shoot and Loot, Cooperative but also Competitive, Highly Satirical

Length: 2 hours

Pregens: We will create characters at the table

Players: 2-7

Rating: Teen - New (You've never played before - rules will be taught)

Warnings: Kidnapping, Gun Violence, Occasional Death

Player Cutoff: 15 minutes in

GAME TIMES:	Fri, Sep 4 • 11:00 am	Fri, Sep 4 • 4:30 pm	Sat, Sep 5 • 4:00 pm
	Sun, Sep 6 • 2:00 pm		

TRASH PALS

JOURNEY THROUGH THE SKOOL

GM: Kati

A rag-tag group of adorable urban scavengers have just learned of the haul of a lifetime! The treasure can be found deep within the human dungeon of 'Skool'. Will their trash-delving skills be enough to claim the prize and get out without being caught?

Slice of Life | Mechanics light | Other: Modern, comedy

Length: 2 hours

Pregens: I will have pregenerated characters at the table

Players: 1-6

Rating: Everyone - New (You've never played before - rules will be taught)

Warnings: N/A

Player Cutoff: I can take new players the whole game

GAME TIMES:	Fri, Sep 4 • 1:30 pm	Fri, Sep 4 • 7:00 pm	Sat, Sep 5 • 4:00 pm
	Sun, Sep 6 • 11:00 am		

YOU AWAKEN IN A STRANGE PLACE

YOU AWAKEN IN A STRANGE PLACE

GM: Decavolty

This is a game that utilizes the power of imagination, as well as two six sided dice. We create the world, the rules within the world, and then the GM gets the story going. Past games have gone from everything to a Haunted Starbucks to a Space Heist! This system gives players some control over what kind of story we're telling at the table.

Apocalyptic, Urban Fantasy, Grimdark, Sci-fi, Pirate/Naval, Horror, High Fantasy, Slice of Life, Political Intrigue | Sandbox | Other: ""Sandbox"" is truly the best way to describe this system and adventure."

Length: 2 hours

Pregens: We will create characters at the table

Players: 1-3

Rating: Everyone - Beginner Friendly, Rules Provided

Warnings: Varies, depending on the table.

Player Cutoff: As soon as the game starts

GAME TIMES:	Fri, Sep 4 • 1:00 pm	Fri, Sep 4 • 3:30 pm	Fri, Sep 4 • 8:00 pm
	Sat, Sep 5 • 1:00 pm	Sat, Sep 5 • 3:30 pm	Sat, Sep 5 • 6:30 pm
	Sat, Sep 5 • 9:00 pm	Sun, Sep 6 • 10:30 am	Sun, Sep 6 • 2:00 pm