

# Fiasco!

<b>Event Number</b>	12	<b>Hosts</b>	Jeff Messina (12)
<b>Event Type</b>	Roleplaying Games	<b>Max Tickets</b>	5
<b>Start Time</b>	Friday at 6:00 PM	<b>Room</b>	Blue Room (left side top of stairs)
<b>Duration</b>	4 hours	<b>Space</b>	General Admission

<b>Attendees</b>	1) Charles Saint Pe	2) Mason Alexander
	3) _____	4) _____
	5) _____	
<b>Waiting List</b>	6) _____	7) _____
	8) _____	9) _____

In the event that there are more players registered than the event allows, the players that registered first receive priority.

## Description

We will pick a playset(theme) together and then jump into a fiasco of some sort. Narrative, very rules lite system based around collaborative story telling.

Note: possible adult content

# Eberron AL - MURDER IN SKYWAY

<b>Event Number</b>	10	<b>Hosts</b>	Alex Camacho (2)
<b>Event Type</b>	Roleplaying Games	<b>Max Tickets</b>	6
<b>Start Time</b>	Friday at 6:00 PM	<b>Room</b>	Main Game Room (main large room upstairs)
<b>Duration</b>	4 hours	<b>Space</b>	General Admission

<b>Attendees</b>	1) <u>John Shultz</u>	2) <u>Stan Shinn</u>
	3) <u>Robert Armbruster</u>	4) <u>Paul Kensler</u>
	5) <u>Chris Ellis</u>	6) <u>Derek isacson</u>
<b>Waiting List</b>	7) _____	8) _____
	9) _____	10) _____

In the event that there are more players registered than the event allows, the players that registered first receive priority.

## Description

On a dark and stormy night, the characters discover a dead body in Sharn's wealthiest district... just as the Sharn Watch arrives! To clear their names, the characters must hunt the real killer through the mean streets of the City of Towers.

# Eberron AL - Boromar Ball

<b>Event Number</b>	9	<b>Hosts</b>	Alex Camacho (2)
<b>Event Type</b>	Roleplaying Games	<b>Max Tickets</b>	6
<b>Start Time</b>	Saturday at 9:00 AM	<b>Room</b>	Main Game Room (main large room upstairs)
<b>Duration</b>	4 hours	<b>Space</b>	General Admission

<b>Attendees</b>	1) Mason Alexander	2) Jeff Messina
	3) Stan Shinn	4) Derek isacson
	5) Cole Mooney	6) Curt Mooney
<b>Waiting List</b>	7) _____	8) _____
	9) _____	10) _____

In the event that there are more players registered than the event allows, the players that registered first receive priority.

## Description

The trail of a stolen letter leads the characters to an extravagant party thrown by Sharn's most powerful criminal family. At this ball, the wrong dance step means death!

# No Small Crimes in Lankhmar (DCC RPG)

<b>Event Number</b>	13	<b>Hosts</b>	Chris Ellis (13)
<b>Event Type</b>	Roleplaying Games	<b>Max Tickets</b>	6
<b>Start Time</b>	Saturday at 9:00 AM	<b>Room</b>	Blue Room (left side top of stairs)
<b>Duration</b>	4 hours	<b>Space</b>	General Admission

<b>Attendees</b>	1) Paul Kensler	2) Charles Saint Pe
	3) Dylan Bushong	4) John Bailey
	5) _____	6) _____
<b>Waiting List</b>	7) _____	8) _____
	9) _____	10) _____

In the event that there are more players registered than the event allows, the players that registered first receive priority.

## Description

Old Thieves' Guild proverb: "There are no small crimes in Lankhmar, just small thieves." By the Behemoth, are they wrong! When the adventurers explore an abandoned house on a forgotten street in the city, they find themselves plunged into an alien world where even the everyday can kill them.

# Defenders of Greyhawk - Intro the Dark Knights

<b>Event Number</b>	8	<b>Hosts</b>	John Shultz (7)
<b>Event Type</b>	Roleplaying Games	<b>Max Tickets</b>	6
<b>Start Time</b>	Saturday at 5:00 PM	<b>Room</b>	Main Game Room (main large room upstairs)
<b>Duration</b>	4 hours	<b>Space</b>	General Admission

<b>Attendees</b>	1) <u>Mason Alexander</u>	2) <u>Robert Armbruster</u>
	3) <u>Jeff Messina</u>	4) <u>Todd Saint Pe</u>
	5) _____	6) _____
<b>Waiting List</b>	7) _____	8) _____
	9) _____	10) _____

In the event that there are more players registered than the event allows, the players that registered first receive priority.

## Description

This 5e D&D Game is set in the World of Greyhawk. You are defenders of the realm, part of the secret society of "The Dark Knights". Working for the Circle of Eight, as a special agent you are called upon to don the Dark Knight armor and protect the realm from Darkness. (Read more below)

# Merciless (Firefly RPG)

<b>Event Number</b>	14	<b>Hosts</b>	Stan Shinn (8)
<b>Event Type</b>	Roleplaying Games	<b>Max Tickets</b>	5
<b>Start Time</b>	Saturday at 5:00 PM	<b>Room</b>	Blue Room (left side top of stairs)
<b>Duration</b>	4 hours	<b>Space</b>	General Admission

<b>Attendees</b>	1) Alex Camacho	2) Derek isacson
	3) Charles Saint Pe	4) Chris Ellis
	5) _____	
<b>Waiting List</b>	6) _____	7) _____
	8) _____	9) _____

In the event that there are more players registered than the event allows, the players that registered first receive priority.

## Description

This game uses the Firefly RPG which uses the Cortex RPG rules. Pre-gens will be provided; no prior experience necessary, although having watched the series is a big plus! (Read more below).

# Fallout (Closed Game)

<b>Event Number</b>	6	<b>Hosts</b>	Mason Alexander (1)
<b>Event Type</b>	Roleplaying Games	<b>Max Tickets</b>	4
<b>Start Time</b>	Sunday at 9:00 AM	<b>Room</b>	Main Game Room (main large room upstairs)
<b>Duration</b>	4 hours	<b>Space</b>	General Admission

**Attendees** 1) Jeff Messina 2) Cole Mooney

3) Todd Saint Pe 4) Curt Mooney

**Waiting List** 5) \_\_\_\_\_ 6) \_\_\_\_\_

In the event that there are more players registered than the event allows, the players that registered first receive priority.

## Description

\*\*\*IMPORTANT NOTE\*\*\* - This is part of an ongoing campaign. So the slots are reserved for players that are already in it. Namely, Todd, Curt, Jeff, and Cole.