

Memphis Comic and Fantasy Convention Gaming

VENUE - BALLROOM C/D • NOVEMBER 17 • FRIDAY

B Board Game **R** RPG **E** Event

NOVEMBER 17 • FRIDAY

5:00pm – 6:00pm	R SFS Quests 1-1 Into the Unknown <i>MCFC Gaming Schedule 2017: FORGE</i> Table 1 Starfinder, Starfinder Society, character level 1 A series of five Starfinder Quests designed for 1st-level characters. When a mysterious visitor comes to Absalom Station selling items belonging to a lost Starfinder team, the Starfinder Society takes note. The PCs are dispatched to discover how the recent arrival found these items, leading them on a series of quests beyond the Pact Worlds and into the stars. Into the Unknown includes five 1-hour adventures that take the PCs from exploring Absalom Station, to partaking in starship combat, to exploring an alien world. The fifth adventure in the series provides a stunning conclusion that takes the PCs' previous accomplishments into account for a climactic final showdown against an enemy starship.	Ballroom C/D
5:00pm – 9:00pm	R PFS 7-10 The Consortium Compact <i>MCFC Gaming Schedule 2017: FORGE</i> Table 2 Pathfinder RPG, Pathfinder Society, character levels 1-2 The Aspis Consortium pays well, but few can stand its underhanded tactics for long. One operative fed up with the Consortium's practices has contacted the Pathfinder Society with a tempting offer: assist her in leaving the organization, and she will supply the Society with years of insider intelligence about their longstanding rival. It's up to the PCs to navigate Diobel—a proud town run by cutthroat smugglers—earn the defector's trust, and deal a telling blow to their Aspis foes. "The Consortium Compact" is an evergreen, replayable scenario designed to help introduce players to the Pathfinder Society, the Isle of Kortos, and one of the Society's longstanding rivals.	Ballroom C/D
7:00pm – 9:00pm	B Chez Geek <i>MCFC Gaming Schedule 2017: Trevor Rush</i> Tables 7 & 8 In this light, humorous, and fast-paced card game that parodies geek culture and co-habitation, players are roommates just trying to get through life with as little work as possible.	Ballroom C/D
7:00pm – 9:00pm	B Learn to Play: Bang! The Dice Game <i>MCFC Gaming Schedule 2017: Michelle Doole</i> Table 10 Have you always wanted to get into board games, but didn't know where to start? We at MCFC would love to help you get started. We have selected a wide variety of staple games that we will teach and play with you! Both beginners and veteran players are welcome to join in on the fun. Come learn to play your new favorite game. In the U.S. wild west, the eternal battle between the law and the outlaws keeps heating up. Suddenly, a rain of arrows darken the sky: It's an Indian attack! Are you bold enough to keep up with the Indians? Do you have the courage to challenge your fate? Can you expose and defeat the ruthless gunmen around you?	Ballroom C/D

7:00pm – 11:00pm	<p>B Learn to Play: Betrayal at House on the Hill <i>MCFC Gaming Schedule 2017: Dalton Carver</i> Table 9 Have you always wanted to get into board games, but didn't know where to start? We at MCFC would love to help you get started. We have selected a wide variety of staple games that we will teach and play with you! Both beginners and veteran players are welcome to join in on the fun. Come learn to play your new favorite game. Betrayal at House on the Hill quickly builds suspense and excitement as players explore a haunted mansion of their own design, encountering spirits and frightening omens that foretell their fate. With an estimated one hour playing time, Betrayal at House on the Hill is ideal for parties, family gatherings or casual fun with friends.</p>	Ballroom C/D
7:00pm – 11:00pm	<p>R The Ruins of Ur <i>MCFC Gaming Schedule 2017: Alan Alexander</i> Table 4 Beneath the deserts of Iraq, among the ruins of the ancient Babylonian civilization, lie terrible secrets. And when a squad of U.S. soldiers escorting an archaeologist is thrown into the maw of these ancient secrets, they must fend for themselves against an ancient horror beyond their understanding. But survival is not enough, for deep in the ruins of Ur the very tools of their salvation could cost them their souls.</p> <p>Chronicles of Darkness (with some house rules to be explained at the game) Up to 6 players, age 17+. Pregenerated Mortal Characters will be provided.</p>	Ballroom C/D
7:00pm – 11:00pm	<p>R Vampire: 2112 <i>MCFC Gaming Schedule 2017: Garwyn Maxwell</i> Table 5 In the year 2112, the Kindred of the Camarilla cling to the Masquerade which hides them from humanity. The boom of technology in the past century has brought the Masquerade to the point of collapse. How can vampires hide when a human augmented with Thermographic Cybereyes passes them on the street and discovers them to be room temperature? It becomes much more difficult to acquire property when the requisite DNA test would reveal you to be 300 years dead? In their last effort to hold the Masquerade together, the new CamCorp assembles coterie of Kindred with the skills necessary to defend the Masquerade at all costs.</p>	Ballroom C/D
9:00pm – 1:00am	<p>R PFS 5-08 The Confirmation <i>MCFC Gaming Schedule 2017: FORGE</i> Table 2 Pathfinder RPG, Pathfinder Society, character 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, a special research project that involves considerable fieldwork and is designed to simulate the initiates' future work as a Pathfinder. Even the noteworthy field commissioned agents sometimes participate in such trials as a way to familiarize themselves with the Pathfinder Society's rules and expectations. 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. Successfully uncovering this site's secrets will not only contribute to the society's body of knowledge but shape the exciting careers ahead for each of the prospective agents.</p>	Ballroom C/D
9:00pm – 1:00am	<p>R San Diego By Night - FBI Special Affairs <i>MCFC Gaming Schedule 2017: FORGE</i> Table 3 Vampire the Masquerade Anniversary Edition (PREGEN ONLY) By day, San Diego is known as the "City of the Sun", but at night, it has become a haven for the strange. A group of investigators from the FBI Special Affairs division has been called in to investigate a kidnapping ring whose crimes span two countries, and potentially dozens of victims. Is this a case of the supernatural, or just another sick freak? FBI Special Affairs Pregens provided.</p>	Ballroom C/D

9:00pm – 1:00am

R **SFS 1-01 The Commencement**

Ballroom C/D

MCFC Gaming Schedule 2017: FORGE

Table1

Starfinder, Starfinder Society, character levels 1-2

All Starfinders complete their training by conferring with Guidance—a network of uploaded personalities embodying paragons from the Starfinder Society's history. Before receiving the blessing of Guidance, the PCs must meet with and assist critical missions on behalf of key leaders of the Society's leading factions. With the events of the Scoured Stars Incident still fresh in everyone's memory, there's plenty that needs doing to set the Society back on track.

The Commencement is a replayable scenario designed to help introduce players to the factions of the Starfinder Society and areas of importance on Absalom Station.

B Board Game **R** RPG **E** Event

NOVEMBER 18 • SATURDAY

10:00am – 2:00pm **B** **Learn to Play: Ascension** Ballroom C/D

MCFC Gaming Schedule 2017: David Glore

Table 7

Have you always wanted to get into board games, but didn't know where to start? We at MCFC would love to help you get started. We have selected a wide variety of staple games that we will teach and play with you! Both beginners and veteran players are welcome to join in on the fun. Come learn to play your new favorite game.

Ascension: Deckbuilding Game— originally released as *Ascension: Chronicle of the Godslayer*— is a fast-paced deck-building game designed by *Magic: The Gathering* Pro Tour champions Justin Gary, Rob Dougherty, and Brian Kibler, with artwork by Eric Sabee.

Ascension is a deck-building game in which players spend Runes to acquire more powerful cards for their deck. It offers a dynamic play experience where players have to react and adjust their strategy accordingly. Each player starts with a small deck of cards, and uses those cards to acquire more and better cards for their deck, with the goal of earning the most Honor Points by gaining cards and defeating monsters.

10:00am – 2:00pm **B** **Learn to Play: King of Tokyo** Ballroom C/D

MCFC Gaming Schedule 2017: Caitlin Glore

Table 8

Have you always wanted to get into board games, but didn't know where to start? We at MCFC would love to help you get started. We have selected a wide variety of staple games that we will teach and play with you! Both beginners and veteran players are welcome to join in on the fun. Come learn to play your new favorite game.

In **King of Tokyo**, you play mutant monsters, gigantic robots, and strange aliens—all of whom are destroying Tokyo and whacking each other in order to become the one and only King of Tokyo.

10:00am – 2:00pm **R** **PFS Mod: We Be4 Goblins** Ballroom C/D

MCFC Gaming Schedule 2017: FORGE

Table 2

Pathfinder RPG, Pathfinder Society, character levels 1 (PREGEN ONLY)

The Licktoad goblins of Brinestump Marsh have stumbled upon a great treasure—fireworks! Yet unfortunately for them, the tribe member responsible for the discovery has already been exiled for the abhorrent crime of writing (which every goblin knows steals words from your head). To remedy this situation, the Licktoads' leader, His Mighty Girthness Chief Rendwattle Gutwad, has declared that the greatest heroes of the tribe must venture forth to retrieve the rest of the fireworks from a derelict ship stranded in the marsh. In order to prove themselves as the Licktoads' bravest goblins, the PCs must complete a series of dangerous dares, from swallowing bull slugs and braving the dreaded Earbiter to dancing with Squealy Nord himself. 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....

10:00am – 2:00pm	<p>R PS Quest - Honor's Echo</p> <p><i>MCFC Gaming Schedule 2017: FORGE</i></p> <p>Table 3</p> <p>Pathfinder RPG, Pathfinder Society, character level 1</p> <p>A series of six Quests designed for 1st-level characters.</p> <p>The grand Taldan Empire once controlled half of Avistan, but during the Even-Tongued Conquest, it could not manage an ongoing war with both its neighbor Qadira and the secessionist rebels in its outer provinces. As Taldor struggled to control its crumbling territories, its monarchs sought scapegoats for its failures, including the righteous war hero Countess Honaria Alcasti. Stripped of its nobility, her family has survived in obscurity for seven hundred years. However, her descendant Remaio has identified evidence that might redeem the Alcasti name and his ancestor's honor. Can the PCs help exonerate her name and bring glory to Taldor once more?</p> <p>"Honor's Echo" includes six, 1-hour adventures that take the PCs from the verdant wilds of Andoran to the arid wastes of Qadira to the cultural heart of Taldor itself. Experience the adventures in any order to create a unique story. Tables of this quest will be running multiple slots during the convention. Players are welcome to join multiple times, whether just coming for a 1 hour quest, or attempting to complete the full set of 6 during the course of the weekend.</p>	Ballroom C/D
10:00am – 2:00pm	<p>R SFS Quests 1-1 Into the Unknown</p> <p><i>MCFC Gaming Schedule 2017: FORGE</i></p> <p>Table 3</p> <p>Starfinder, Starfinder Society, character level 1</p> <p>A series of five Starfinder Quests designed for 1st-level characters.</p> <p>When a mysterious visitor comes to Absalom Station selling items belonging to a lost Starfinder team, the Starfinder Society takes note. The PCs are dispatched to discover how the recent arrival found these items, leading them on a series of quests beyond the Pact Worlds and into the stars.</p> <p>Into the Unknown includes five 1-hour adventures that take the PCs from exploring Absalom Station, to partaking in starship combat, to exploring an alien world. The fifth adventure in the series provides a stunning conclusion that takes the PCs' previous accomplishments into account for a climactic final showdown against an enemy starship.</p>	Ballroom C/D
10:00am – 2:00pm	<p>R Shadows of Esteren RPG: Poison</p> <p><i>MCFC Gaming Schedule 2017: Cynthia Jerkins</i></p> <p>Table 4</p> <p>The people of Dearg's sister-village Melwan are slowly being infected by a deadly illness. While some seem able to survive the infection, most are falling, and some- the rumors have it- are changing. Charged with bringing aid from Dearg back to their home and kin, your party stumbles upon evidence that this sickness is of an unnatural origin. Could it be a poison leeching from some corrupted Feond's lair? The work of a rogue Magientist? Or, as the Demorthen sometimes whisper, is the land itself turning against its people, for their sins against it?</p> <p>Shadows of Esteren is a widely acclaimed low-fantasy, medieval RPG which Cynthia likes to describe as "Toss Westeros and Ravenloft in a blender, and top it with Cthulhu sprinkles." Drawing inspiration from Celtic myths, this universe blends the elements of horror, manapunk, and survivalist fantasy seamlessly into one dark, realistic setting. Focused on investigation and survivalist scenarios with a hint of the Lovecraftian, Shadows of Esteren is a game in which the atmosphere and the interactions among the players are paramount.</p> <p>Players need: D10s and a pencil</p>	Ballroom C/D

<p>10:00am – 2:00pm</p>	<p>R The House of Shadows <i>MCFC Gaming Schedule 2017: Alan Alexander</i> Table 5 A group of bored college freshmen in search of something to do discover an underground magic show called "The House of Shadows." But they will learn to their horror that some shadows should not be peered into too deeply ... because the abyss always stares back. A night on the town becomes a terrifying introduction into the hidden world of monsters that lurks in the shadows around us, a world in which these young people must fight to survive.</p> <p>Chronicles of Darkness (with some house rules to be explained at the game) Up to 6 players, age 17+. Pregenerated Mortal Characters will be provided.</p>	<p>Ballroom C/D</p>
<p>12:00pm – 2:00pm</p>	<p>B Learn to Play: Monarch <i>MCFC Gaming Schedule 2017: Michelle Doole</i> Table 9 Have you always wanted to get into board games, but didn't know where to start? We at MCFC would love to help you get started. We have selected a wide variety of staple games that we will teach and play with you! Both beginners and veteran players are welcome to join in on the fun. Come learn to play your new favorite game. 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. There are many paths to choose from, but only one will become the next monarch. Who will reign?</p>	<p>Ballroom C/D</p>
<p>12:00pm – 2:00pm</p>	<p>B Munchkin Demo <i>MCFC Gaming Schedule 2017: Trevor Rush</i> Tables 7 & 8 Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run.</p> <p>Admit it. You love it.</p> <p>This award-winning card game, designed by Steve Jackson, captures the essence of the dungeon experience... with none of that stupid roleplaying stuff. You and your friends compete to kill monsters and grab magic items. And what magic items! Don the Horny Helmet and the Boots of Butt-Kicking. Wield the Staff of Napalm... or maybe the Chainsaw of Bloody Dismemberment. Start by slaughtering the Potted Plant and the Drooling Slime, and work your way up to the Plutonium Dragon...</p>	<p>Ballroom C/D</p>
<p>2:00pm – 3:00pm</p>	<p>E Amtgard Demo <i>MCFC Gaming Schedule 2017: Amtgard</i></p>	
<p>2:00pm – 4:00pm</p>	<p>B Learn to Play: The Resistance <i>MCFC Gaming Schedule 2017: Caitlin Gloré</i> Table 9 Have you always wanted to get into board games, but didn't know where to start? We at MCFC would love to help you get started. We have selected a wide variety of staple games that we will teach and play with you! Both beginners and veteran players are welcome to join in on the fun. Come learn to play your new favorite game. The Empire must fall. Our mission must succeed. By destroying their key bases, we will shatter Imperial strength and liberate our people. Yet spies have infiltrated our ranks, ready for sabotage. We must unmask them. In five nights we reshape destiny or die trying. We are the Resistance!</p>	<p>Ballroom C/D</p>

2:00pm – 4:00pm **B Learn to Play: Ticket to Ride** Ballroom C/D
MCFC Gaming Schedule 2017: David Glore
 Table 10
 Have you always wanted to get into board games, but didn't know where to start? We at MCFC would love to help you get started. We have selected a wide variety of staple games that we will teach and play with you! Both beginners and veteran players are welcome to join in on the fun. Come learn to play your new favorite game. With elegantly simple gameplay, **Ticket to Ride** can be learned in under 15 minutes, while providing players with intense strategic and tactical decisions every turn. Players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets – goal cards that connect distant cities; and to the player who builds the longest continuous route.

2:00pm – 6:00pm **R PFS Mod: We Be Goblins** Ballroom C/D
MCFC Gaming Schedule 2017: FORGE
 Table 2
 Pathfinder RPG, Pathfinder Society, character level 1 (PREGEN ONLY)
 All goblins have to start somewhere!
 As whelps of the Licktoad tribe just out of their swaddling cages, the goblins Chuffy, Mogmurch, Poog, and Reta must prove themselves by undergoing a series of challenges, from tying a string to a large spider and shouting insults with hot rocks in their mouths to facing off against a goblin bully and his dimwitted minions. As a final test of their mettle, they must make a dangerous (and smelly) trek to claim a toad from the nearby swamp and present it to the terrifying presence that lurks within the Cave of Darkfear, only after which can they truly call themselves goblins!
 But as the goblins return to the Licktoad village, they come across a brightly colored, jingling human carrying a map to a small farm up the river where a family of halflings are celebrating a wedding—the perfect setup for a goblin raid! Will the heroes acquit themselves in the finest goblin fashion by wreaking havoc upon the nuptials? Or will they be bitten by ferocious dogs and smashed by frying pans?
 We B4 Goblins is an adventure for four goblin characters just beginning their careers of mischief and mayhem, written for the award-winning Pathfinder Roleplaying Game. The adventure takes place in Brinestump Marsh and the surrounding areas of Varisia in the Pathfinder campaign setting, and serves as a prequel to *We Be Goblins!*, *We Be Goblins Too!*, and *We Be Goblins Free!*, Paizo's popular 2011, 2013, and 2015 Free RPG Day adventures!

2:00pm – 6:00pm **R PS Quest - Honor's Echo** Ballroom C/D
MCFC Gaming Schedule 2017: FORGE
 Table 3
 Pathfinder RPG, Pathfinder Society, character level 1
 A series of six Quests designed for 1st-level characters.
 The grand Taldan Empire once controlled half of Avistan, but during the Even-Tongued Conquest, it could not manage an ongoing war with both its neighbor Qadira and the secessionist rebels in its outer provinces. As Taldor struggled to control its crumbling territories, its monarchs sought scapegoats for its failures, including the righteous war hero Countess Honaria Alcasti. Stripped of its nobility, her family has survived in obscurity for seven hundred years. However, her descendant Remaio has identified evidence that might redeem the Alcasti name and his ancestor's honor. Can the PCs help exonerate her name and bring glory to Taldor once more?

 "Honor's Echo" includes six, 1-hour adventures that take the PCs from the verdant wilds of Andoran to the arid wastes of Qadira to the cultural heart of Taldor itself. Experience the adventures in any order to create a unique story. Tables of this quest will be running multiple slots during the convention. Players are welcome to join multiple times, whether just coming for a 1 hour quest, or attempting to complete the full set of 6 during the course of the weekend.

2:00pm – 6:00pm	<p>R SFS 1-01 The Commencement Ballroom C/D <i>MCFC Gaming Schedule 2017: FORGE</i> Table 1 Starfinder, Starfinder Society, character levels 1-2 All Starfinders complete their training by conferring with Guidance—a network of uploaded personalities embodying paragons from the Starfinder Society's history. Before receiving the blessing of Guidance, the PCs must meet with and assist critical missions on behalf of key leaders of the Society's leading factions. With the events of the Scoured Stars Incident still fresh in everyone's memory, there's plenty that needs doing to set the Society back on track. The Commencement is a replayable scenario designed to help introduce players to the factions of the Starfinder Society and areas of importance on Absalom Station.</p>
4:00pm – 6:00pm	<p>B Learn to Play: Catan Ballroom C/D <i>MCFC Gaming Schedule 2017: Dalton Carver</i> Table 9 Have you always wanted to get into board games, but didn't know where to start? We at MCFC would love to help you get started. We have selected a wide variety of staple games that we will teach and play with you! Both beginners and veteran players are welcome to join in on the fun. Come learn to play your new favorite game. In Catan (formerly The Settlers of Catan), players try to be the dominant force on the island of Catan by building settlements, cities, and roads. On each turn dice are rolled to determine what resources the island produces. Players collect these resources (cards)—wood, grain, brick, sheep, or stone—to build up their civilizations to get to 10 victory points and win the game.</p>
4:00pm – 6:00pm	<p>B Learn to Play: Splendor Ballroom C/D <i>MCFC Gaming Schedule 2017: Michelle Doole</i> Table 10 Have you always wanted to get into board games, but didn't know where to start? We at MCFC would love to help you get started. We have selected a wide variety of staple games that we will teach and play with you! Both beginners and veteran players are welcome to join in on the fun. Come learn to play your new favorite game. 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.</p>
7:00pm – 11:00pm	<p>B Munchkin Tournament Ballroom C/D <i>MCFC Gaming Schedule 2017: Trevor Rush</i> Tables 7 & 8 Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Admit it. You love it. This award-winning card game, designed by Steve Jackson, captures the essence of the dungeon experience... with none of that stupid roleplaying stuff. You and your friends compete to kill monsters and grab magic items. And what magic items! Don the Horny Helmet and the Boots of Butt-Kicking. Wield the Staff of Napalm... or maybe the Chainsaw of Bloody Dismemberment. Start by slaughtering the Potted Plant and the Drooling Slime, and work your way up to the Plutonium Dragon...</p>

Ballroom C/D

7:00pm – 11:00pm

R **PFS8-99A The Solstice Scar***MCFC Gaming Schedule 2017: FORGE*

Ballroom C/D

Tables 1-4

Pathfinder RPG, Pathfinder Society, character levels 1-11 (3-4 tables will be run of this scenario)

The world-renowned Blakros Museum has outdone itself, gathering an unrivaled collection of relics from the Shining Crusade, a holy coalition that felled the greatest lich to threaten Golarion. When trouble befalls the exhibit mere days before its debut, the Pathfinders intervene, only to discover that one of the relics is key to averting a far greater disaster that has laid in wait for a millennium.

The Solstice Scar is a multi-table interactive adventure in which each group's actions can affect neighboring groups and contribute to the entire room's success. This is an ongoing adventure that will be updated and rereleased incrementally several times each season, collectively telling a longer story while also presenting exciting stand-alone chapters.

7:00pm – 11:00pm

R **Pixels & Papers: Let's Play a Campaign***MCFC Gaming Schedule 2017: Ernie Carothers, Derek McElroy*

Ballroom C/D

Table 5

Derek & Ernie have made campaign settings and stories on the Pixels & Papers podcast before, but at this year's Memphis Comics & Fantasy Convention we will be making them before a live audience. And if that is not enough, we will then run a game in that very setting! Whether you're already a fan, or never heard of us -- come hang out with the P&P guys and lets play a campaign!

11:30pm – 3:30am

R **PFS 6-10 The Wounded Wisp***MCFC Gaming Schedule 2017: FORGE*

Ballroom C/D

Table 1

Pathfinder RPG, Pathfinder Society, character levels 1-2

More than 400 years have transpired since the Pathfinder Society began in a humble tavern that has quietly weathered the centuries without incident. When a routine errand there uncovers a clue left behind by one of the founding Pathfinders, it's up to the PCs to solve a puzzle whose pieces are scattered across Absalom—and whose prize dates back to the Society's darkest years.

"The Wounded Wisp" is an evergreen, replayable scenario designed to help introduce players to the history of the Pathfinder Society and Absalom's greatest sites.

11:30pm – 3:30am

R **San Diego By Night - A Night in Tijuana***MCFC Gaming Schedule 2017: FORGE*

Ballroom C/D

Table 2

Vampire the Masquerade Anniversary Edition (PREGEN ONLY)

By day, San Diego is known as the "City of the Sun", not what would be considered an ideal place for Kindred. The nights are possibly less forgiving as San Diego wages a shadow war between the anarchs, the Camarilla, the Sabbat, and the mysterious kindred from the east. The Prince of the City, the former anarch baron needs a job done across the border in Tijuana, right in the middle of Sabbat territory, and she's told you to do it. It's an opportunity to gain influence or wind up dead...

Anarch Vampire Pregens provided.

NOVEMBER 19 • SUNDAY

-
- 10:00am – 2:00pm **B Munchkin Quest** Ballroom C/D
- MCFC Gaming Schedule 2017: Trevor Rush*
- Tables 7 & 8.
- Kill the monster, grab the treasure, stab your buddy. That's what it's all about. Now, Munchkin comes to the boardgame.
- Cooperate with the whole group, adventure with a partner, or strike out on your own. You don't know what's behind a door until you open it . . . then another tile is added to the dungeon. Battle monsters for power and treasure, or send them after your friends. Reach Level 10, and then get out alive if you can!
-
- 10:00am – 2:00pm **R Kindred of the Wasteland** Ballroom C/D
- MCFC Gaming Schedule 2017: Garwyn Maxwell*
- Table 4
- Pathfinder RPG, Pathfinder Society, character levels 3-7
- When the necromancer-king Tar-Baphon rose as a lich and threatened to conquer all of Avistan, Taldor rallied its A decade after a virus has destroyed almost all of the humans on the earth, the Kindred must survive in the wasteland of humanity's passing. Now outnumbering their prey 3 to 1, the vampires struggle to find Vitae on which to feed. Wights, vampires who've succumbed to hunger-induced frenzy, hunt Kindred and Kine alike. The players play a coterie of Kindred, thrust together by circumstance and a common need for survival. Survival soon becomes their second priority, as a centuries old plot begins to stir.
-
- 10:00am – 2:00pm **R PFS 8-07 The Tome of Righteous Repose** Ballroom C/D
- MCFC Gaming Schedule 2017: FORGE*
- Table 2
- Pathfinder RPG, Pathfinder Society, character levels 3-7
- When the necromancer-king Tar-Baphon rose as a lich and threatened to conquer all of Avistan, Taldor rallied its neighbors and led the Shining Crusade, a glorious campaign that defeated the Whispering Tyrant's armies and sealed him away. For the better part of a millennium, Lastwall has guarded Tar-Baphon's prison and fended off the orc tribes to the north, rarely sparing a second thought to the rich archaeological secrets that lie just below the soil. A local venture-captain has found a lost chapter to the Tome of Righteous Repose, which chronicles the demise of countless heroes of the Shining Crusade. At long last, this has earned the Society Lastwall's blessing to uncover these lost sites, lay to rest the fallen crusaders, and repatriate the family heirlooms they carried to battle.
- "From the Tome of Righteous Repose" is an evergreen, replayable scenario designed to provide a flexible adventure that confronts the PCs with a variety of threats more common to higher-level characters—all while uncovering the history of one of Avistan's greatest conflicts. Depending on which lead the PCs take, they might explore the proud crusader nation of Lastwall, travel into the gloom-shrouded mountains of Ustalav, or risk an expedition into the orc-ruled wastes of Belkzen in pursuit of lost history.
-
- 10:00am – 2:00pm **R PS Quest - Honor's Echo** Ballroom C/D
- MCFC Gaming Schedule 2017: FORGE*
- Table 3
- Pathfinder RPG, Pathfinder Society, character level 1
- A series of six Quests designed for 1st-level characters.
- The grand Taldan Empire once controlled half of Avistan, but during the Even-Tongued Conquest, it could not manage an ongoing war with both its neighbor Qadira and the secessionist rebels in its outer provinces. As Taldor struggled to control its crumbling territories, its monarchs sought scapegoats for its failures, including the righteous war hero Countess Honaria Alcasti. Stripped of its nobility, her family has survived in obscurity for seven hundred years. However, her descendant Remaio has identified evidence that might redeem the Alcasti name and his ancestor's honor. Can the PCs help exonerate her name and bring glory to Taldor once more?
- "Honor's Echo" includes six, 1-hour adventures that take the PCs from the verdant wilds of Andoran to the arid wastes of Qadira to the cultural heart of Taldor itself. Experience the adventures in any order to create a unique

story. Tables of this quest will be running multiple slots during the convention. Players are welcome to join multiple times, whether just coming for a 1 hour quest, or attempting to complete the full set of 6 during the course of the weekend.

10:00am – 2:00pm R **SFS Quests 1-1 Into the Unknown** Ballroom C/D

MCFC Gaming Schedule 2017: FORGE

Table 1

Starfinder, Starfinder Society, character level 1

A series of five Starfinder Quests designed for 1st-level characters.

When a mysterious visitor comes to Absalom Station selling items belonging to a lost Starfinder team, the Starfinder Society takes note. The PCs are dispatched to discover how the recent arrival found these items, leading them on a series of quests beyond the Pact Worlds and into the stars.

Into the Unknown includes five 1-hour adventures that take the PCs from exploring Absalom Station, to partaking in starship combat, to exploring an alien world. The fifth adventure in the series provides a stunning conclusion that takes the PCs' previous accomplishments into account for a climactic final showdown against an enemy starship.

10:00am – 2:00pm R **Tales from House on the Hill,** Ballroom C/D

MCFC Gaming Schedule 2017: Sara Shugart

Table 5

In 2007, the oversight board shut down St. Andrew's House for Children. Now it's been purchased, and the land is set to be redeveloped, but you can't shake the feeling that you need to go back just one more time before it's gone for good. The only question is, will it survive longer than you?

Play a custom scenario of "Betrayal at House on the Hill" with four other players, each with a specific goal in mind, but remember, sometimes betrayal is the only way to survive.

12:00pm – 1:00pm E **Amtgard Demo**

MCFC Gaming Schedule 2017: Amtgard.

