

MCFC 2016 Programming Schedule

Southeast Ballrooms A,B,C

Friday, Nov. 18

6:00pm: Live Cartoon

7:30pm: Kazha Concert

8:30pm - 11:00pm Piranha Room Gothic Ball

12:00am: Rocky Horror Shadow Cast

Southeast Ballrooms A & B

Saturday, Nov. 19

9:00am - 12:00pm Jedi Training or Fencing

1:00pm - 2:00pm Geek Tank Radio Live Recording

3:00pm - 4:30pm Hostage Crisis - The MCFC Staff have taken talented people and are holding them hostage until such time as they perform for the masses.

Southeast Ballroom C

SATURDAY, Nov. 19

10:00am - 2:00pm TBA

3:00pm - 4:45pm Costume Contest Prejudging

Southeast Ballrooms A,B,C

5:00pm Let's Make a Deal

6:00pm Sound Check for Kazha (Closed to Attendees)

7:00pm Costume Contest

8:30 pm Kazha Concert

9:30 pm MCFC Rave

RIDGELAKE Room (UPSTAIRS)

FRIDAY, Nov. 18

5:00 pm Chainmail 101

Materials and tools are provided for you to learn foundation techniques for making your own chainmail jewelry and armor! In this class we will be learning to make a spiral chain. If you have your own pliers, please bring them as we run out quickly! **Hosted by Back to Earth Creations**

6:00 pm "Gnome your Garden" All levels discussion group for the nerdy gardener. **Back to Earth Creations**

10:00 pm - "Bad Fanfic Theater" Josh Lincoln

11:00 pm - "CineMasoCast Live" The CineMasoCast

12:00 pm - "Horror.City Live Reading" Horror City

SATURDAY, Nov. 19

10:00 am - Premium Class: SPFX Basics - Putty and Wax A.G. Howard

12:00 pm - Who's Your Joker? Town Hall Debate Andy Lockley, Nicholas Roylance, Wes Yahola, Chris Jowers and Allan Gilbreath

1:00 pm - New Pulp Town Hall Discussion Tommy Hancock

2:00 pm -

3:00 pm - So You Want to Be a Zombie? Cynthia Bonner

4:00 pm - Premium Class: SPFX Basics - Makeup Mayhem: Paints A.G. Howard

7:00 pm - Riverside Opera: UPRISING

DIRECTORS ROW 1

Friday, Nov. 18

4:00 pm: TBA

5:00 pm: "Attack on Titan, and Deathnote Town Hall Discussion" Alexis Williams, Anna Grubbs

6:00 pm: "Black Eyed Kids" Josh Plock

7:00 pm: "Haunted Doll Collector" Tanya Vandesteeg, Kevin Cain

8:00 pm: "Everyday Hogwarts" Emily Fulghum, Sarah Osborne

9:00 pm: SPECIAL EVENT, "Haunted Doll Investigation" Tanya Vandesteeg, Kevin Cain

10:00 pm: SPECIAL EVENT, "Haunted Doll Investigation" Tanya Vandesteeg, Kevin Cain

SATURDAY, Nov. 19

11:00 am: "Ghost Hunting Stories & Evidence" Stephen Guenther, Tanya Vandesteeg, Frank Tuttle, Sid Patrick

12:00 pm: "Writing Paranormal & Fringe Science Fiction" Steve Bradshaw, Frank Tuttle, Kimberly Richardson

1:00 pm: "Everyday Hogwarts" Emily Fulghum, Sarah Osborne

2:00 pm: "Remote Viewing & Underground Government" Steve Bradshaw

3:00 pm: "Haunted Doll Collector" Tanya Vandesteeg, Kevin Cain

4:00 pm: "Tarot & Divination Discussion" Sarah Osborne, Emily Fulghum, Kalila Smith

5:00 pm: "Cryptozoology" Josh Plock, Steve Bradshaw, Frank Tuttle

6:00pm: "Sitting with Spirit – Tales from the Séance Room" Kalila Smith, Sid Patrick

7:00 pm: "Weapons and Warfare of the Lord of the Rings" Hosted by the SCA

8:00 pm: SPECIAL EVENT "Gallery Reading" Kalila Smith, Sid Patrick

9:00 pm: SPECIAL EVENT "Gallery Reading" Kalila Smith, Sid Patrick

SUNDAY, Nov. 20

10:00 am:

11:00 am: "A Toast of Ice & Fire – The Gods of GOT" Emily Fulghum

12:00 pm:

1:00 pm:

DIRECTORS ROW 2

FRIDAY Nov. 18

4:00 pm: "Of Myths and Legends"

Gods, it seems, are the new THING in books and movies! Learn why and what to expect from our wonderful panelists! J. L. Mulvihill, Kathryn Hinds(M), Robert Krog, RR Hunsinger

5:00 pm: "HOLLYWOOD'S NEXT BIG THING-PULP!"

Alexander S. Brown, Laurie Bolanos, Jen Mulvihill

With the popularity of superheroes movies, Producers are looking for the next hit, the next pile of ideas to pull from to make millions. From the casting of The Rock as Pulp hero Doc Savage to a variety of other Pulp type characters coming to screens of all sizes, Pulp is a goldmine for film projects. Join some of today's Pulp leading authors as they discuss why this is, what projects, both Classic and New, are ripe for picking, and more.

6:00 pm: "The Book was DEFINITELY Better than the Film!"

Come hear our panelists "discuss" how Hollywood made their hits and misses in turning books into films! Is the book better than the film? Let's find out! Rob Cerio (M), Dawn Held, Alex Brown, JL Mulvihill

7:00 pm: "You Can't Handle the Truth!"

Our panelists will discuss the ins and outs of adding real experiences to their works – and whether or not truth is really stranger than fiction! Herika Raymer (M), RR Hunsinger, Robert Krog

8:00 pm: "Put Up Your Sword and FIGHT!"

There's nothing like reading good action scenes in a book. It's even better when an author wields their words as though preparing for battle. Find out what it takes to make a GREAT action scene!

Jason Fedora (M), Phillip Drayer Duncan, Kathryn Hinds, RR Hunsinger

9:00 pm: "Laugh at Your Pain!"

Sometimes, laughter is the best medicine – these panelists have just what the doctor ordered!

Rob Cerio, Eris Walsh, Scott Carroll

10:00 pm: TBA

11:00 pm: TBA

12:00 am: TBA

SATURDAY, Nov. 19

10:00 am: TBA

11:00 am: "GENRE FICTION TOP FIVES!"

Tommy Hancock, Alexander S. Brown, Jen Mulvihill

Join some of Genre Fiction's best as they share their top five favorites in multiple categories! Favorite action character, favorite author, favorite monster, and more! Listen to who and what the authors you love to read like and find out why!

12:00 pm: "Obsession in Fiction"

Like Captain Ahab and Moby Dick, Van Helsing and Dracula, and the Phantom and Christine, why do obsessed characters both frighten and fascinate us so? Laurie Bolanos(M), Dawn Held, Jason Fedora, Robert Krog

1:00 pm: "How to Write Right with Tea AND Cookies!"

Come enjoy a lovely snack of tea and cookies during a writing workshop

J. L. Mulvihill(M), Kimberly Richardson, Phillip Drayer Duncan, Jason Fedora

Directors Row 2 (Continued)

SATURDAY, Nov. 19

2:00 pm: "HOW TO WRITE GENRE FICTION- A One Hour Workshop with Tommy Hancock"

Have a science fiction tale ready to blast off? Want to weave words while fighting dragons, outlaws, or thugs in dark city streets? Then Genre Fiction is what You want to write and Tommy Hancock can show you how! Do's and Don'ts, How to Plot, How to Pants even (Have to attend to find out what that means), how to develop and balance character and plot, all of this and more in a two fist panel with a Pulp Writer!

3:00 pm: "The Adventures of Scott Bunny and Erisaurus!"

Come meet the creators of ScottBunny and Erisaurus as they talk about their experiences and shenanigans at conventions! Eris Walsh, Scott Carroll, Rob Cerio

4:00 pm: "CREATE A PULP HERO!"

Tommy Hancock, Jason Fedora, HC Playa, Dawn Held

Want to be in on the ground level of creating a new Genre Fiction hero to right wrongs in the Pulpiest of ways. Then join Today's best creators as they build a character from the ground up, start to finish, and make it ready to be in a story or novel published by Pro Se Productions in 2017! All who participate actively in this panel will get a creator credit! Have some fun! Make a hero with us!

5:00 pm: "Black Butler" Town Hall Discussion Alexis Williams, Anna Grubbs

6:00 pm: "The Week In Geek"

Come learn all about the hit radio show from New Orleans, plus enjoy a good laugh as Dave and Brian tell some of their favorite con stories! Brian Held Jr. and Dave Ducorbier

7:00 pm "Monsters and Their Appeal"

Why do monsters no longer inspire fear and horror these days – do readers and moviegoers have sympathy for the creatures and their predicament?

Herika Raymer, Alex Brown, Laurie Bolanos (M)

8:00 pm: "DARK WORLDS, DARKER HEROES-WHY THE GOOD GUYS GET GRITTY"

Tracy Adkins, Tommy Hancock, Laurie Bolanos, HC Playa

The time of the hero wearing the white hat and having a soul to match has passed. Readers of Pulp and Genre Fiction demand an edge to their good guys, something flawed, something raw, even something bloodthirsty. Discuss with Pulp Writers known for writing their heroics hard boiled and even nasty why this is and what makes these stories important to readers today!

9:00 pm: "Improv and Comedy Time!"

Come enjoy a fun filled hour with Eris, Scott, and Rob as they dish out their best for your amusement – what could POSSIBLY go wrong???

Eris Walsh, Scott Carroll, Rob Cerio

10:00 pm: Chainmail 101

Materials and tools are provided for you to learn foundation techniques for making your own chainmail jewelry and armor! In this class we will be learning to make a spiral chain. If you have your own pliers, please bring them as we run out quickly! Hosted by Back to Earth Creations

11:00 pm: TBA

12:00 am: TBA

Directors Row 2 (Continued)

SUNDAY, Nov. 20

10:00 am: "The Week In Geek"

Come learn all about the hit radio show from New Orleans, plus enjoy a good laugh as Dave and Brian tell some of their favorite con stories!

Brian Held Jr. and Dave Ducorbier

11:00 am: "BETTER TOMORROWS-Hope in Genre Fiction"

Kathryn Hinds, Robert Krog, Phillip Drayer Duncan, Herika Raymer

With violence and uncertainty growing in the world daily, it's often hard to remember that writers and creators have been looking for brighter futures in Genre Fiction for decades, even by glancing into the past. Star Trek is just one example of how Genre Fiction shows a different path, suggests other ways to live. Listen as Genre Fiction creators discuss the effect stories can have on the world around us and how some of the best Genre Fiction has already influenced the world for the better.

12:00 pm: "A Book is a Book is a Book"

Thanks to technology, there are many ways of getting published, making it easier (or harder) than ever. Learn the ins and outs of the many publishing techniques!

Dawn Held, Rob Cerio, RR Hunsinger, Phillip Drayer Duncan

1:00 pm: "A Whole New World – World Building in Speculative Fiction"

Writers will take a seed of an idea and turn it into a whole new world for their readers. Our panelists are masters of world building and are ready to share the dos and don'ts of such a process.

Phillip Drayer Duncan (M), Jason Fedora, Kathryn Hinds,

2:00 pm

DIRECTORS ROW 3

FRIDAY, Nov. 18

4:00 "Promoting Your Brand" Nicholas Roylance, Allan Gilbreath

5:00 "World of Warcraft" John Fairchild

6:00 "Supernatural" Chase Harmon, Brittany Bailey

7:00 "Makeup Effects 101" AG Howard, Duane P Craig

8:00 "Marvel Cinematic Universe" Malcolm Wright

9:00 "Tales from the Haunt" Brittany Bailey

10:00 "House of Gray's Interactive RPG"

Come watch DM Doug Gray run his players through a typical D&D session, only this time, YOU are part of the game. Prize opportunities possible for participants!

SATURDAY, Nov. 19

10:00am "Gotham Connections: Batman's Sidekicks" James Weakley, Siri Eroom

11:00am "Doctor Who" Town Hall Discussion Laura Sellers

12:00am "The Magical World of JK Rowling." Town Hall Discussion Laura Sellers

1:00pm "Girl Gamers" Sissy Orr

2:00pm "Star Wars" Town Hall Discussion Andy Lockley, Robert Brogden

3:00pm "Shelby County Star Trek Day" Town Hall Discussion Steve Mulroy

4:00pm "Ponyville" Town Hall Discussion, Kelly Brogden, Brittany Bailey

5:00pm "Prof Lockley's Batman Symposium" Andy Lockley

6:00pm "Dan Baker Q&A for Suicide Squad film" with Dan Baker & Nicholas Roylance

7:00pm "Scare Actor Workshop" Wayne Camp and Lexi Pretznaw

8:00pm "Gnome your Garden" All levels discussion group for the nerdy gardener. Back to Earth Creations

9:00pm "Diversity in Fandom" Brandon Olmstead, Malcolm Wright

10:00pm "All Things DC" Frank, Malcolm Wright, Ryan M

11:00pm "Point of View Horror" Brandon Olmstead, Wayne Camp

12:00pm "Campfire Tales"

SUNDAY, Nov. 20

10:00am Mandi George Sewing Class

11:00am Wire Wrapping: Beginners and Beyond

Free workshop to learn hands on techniques for working with wire to create whatever you can imagine! Tools and materials provided, but you are welcome to bring your own! Hosted by Back to Earth Creations

12:00pm Exploring the Walking Dead Chase Harman, Robert Brogden

1:00pm Sewing 101 Kelly Brogden, Amanda Walker

2:00pm TBA

MGX Gaming Panels

All of the Gaming panels are in Promenade 1.

Making Someone Else's World Yours: Running Tabletop RPGs in Existing Settings

Friday, November 18th – 6 PM – Promenade 1

Panelists: Ernie Carothers, David Glore, Geoff Harris

Have you ever wanted to run a game in the Harry Potter universe? Or maybe run your very own edition of the Hunger Games? We all fall in loves with worlds in fiction that don't have a corresponding game system (or have one that isn't very good), so sometimes we have to adapt those worlds to fit existing game systems. In this panel, our team of experts will do just that.

The Language of Politics: A Riverside Opera How-To Guide

Friday, November 18th – 7 PM – Promenade 1

Panelists: Amy Banker, Patrick Chipman, Jeremy Garver, Caitlin Glore, David Glore

The world of Vampire: the Masquerade is rife with political backstabbery and intrigue, and sometimes it can be difficult to get involved. It can even be intimidating to consider getting involved. How do you know whether the Toreador who complimented you on your attire really intended to compliment you (spoiler alert: they probably didn't). On this panel, the staff of Riverside Opera will guide you through how to unravel and understand the vocabulary of politics. If you're currently playing in the LARP or have ever wanted to try it out, this panel is for you.

Lots of World to Choose: The Varying Styles of MMORPGs

Friday, November 18th – 8 PM – Promenade 1

Panelists: Amy Banker, Patrick Chipman, Jeremy Garver, Kristin Warner

Since the advent of the internet, people have been looking for ways to play roleplaying games with each other, and since their inception, they have been growing ever more complex and intricate. From MUSHes to Everquest to World of Warcraft and beyond, our panelists have been playing in massively multiplayer online games for decades. Come with us as we explore the history of MMOs, the reasons people are so drawn to them, and where the industry is headed in the future.

The Hearthstone Problem: Balance and Randomness in CCGs

Saturday, November 19th – 12 PM – Promenade 1

Panelists: Will Blanton, Marty Freeland, David Glore

Since the late 1990s, various companies have tried to compete with Wizards of the Coast in the CCG market, but only two games really seem to have stuck with it for any length of time—Pokemon and Yu-Gi-Oh. Recently, Blizzard's foray into the market with Hearthstone has some people saying that it is the next big thing. Some people think that it might even eclipse Magic as the top dog in the CCG market. Our panelists will discuss what challenges and pitfalls Hearthstone might face going forward and how Hearthstone might yet succeed in their quest to topple (or at least coexist with) Magic as the world's best card game.

Critical Failure: Allowing the Party to Lose

Saturday, November 19th – 1 PM – Promenade 1

Panelists: Ernie Carothers, Doug Grey, Geoff Harris, Cynthia Jerkins

It's an awesome feeling to tackle a problem head on with swords and shields and come out victorious. When we play RPGs, we are able to get that feeling through the deeds and exploits of our characters. But what happens when success becomes a given? What happens when players sit down at a table and feel *entitled* to beat the monsters and collect the treasure? If failure never happens, it takes some of the sweetness out of victory. On this panel, our experts will discuss how to let players lose during tabletop RPGs—both with and without total party kill.

MGX Gaming Panels (Continued)

All of the Gaming panels are in Promenade 1.

Culture and Community: How to Stop Toxicity in your Gaming Group

Saturday, November 19th – 2 PM – Promenade 1

Panelists: Amy Banker, Cynthia Jerkins, Kristin Warner

In every gaming group, there is going to be conflict, so being able to solve conflicts and compromise is key to their long-term success. But sometimes, conflict goes beyond disagreements and minor spats. Sometimes, you will have players who cause your group to turn on itself, whether they be sexists, racists, bullies, or just plain jerks. Our panelists will discuss what you can do to stop such toxicity from developing at your table and how you can fix it if the problems still arise.

Battle Dot Net: The Wide World of Blizzard's Varying Titles

Saturday, November 19th – 3 PM – Promenade 1

Panelists: Randy Allen, Marty Freeland, Caitlin Glore, David Glore

Blizzard Entertainment has made some fantastic games throughout the years. Ever since their breakout hit Warcraft: Orcs & Humans, Blizzard has been on a tear. Now, they have one of the largest gaming publishing houses in the industry with hits ranging from the insanely popular World of Warcraft to first-person-shooter Overwatch and even its CCG, Hearthstone. What makes their games so good, and where are they going from here? Our panelists discuss!

Roll It: Not Letting the System Break Your Narrative

Saturday, November 19th – 4 PM – Promenade 1

Panelists: Patrick Chipman, Caitlin Glore, Cynthia Jerkins, Kristin Warner

When it comes to running roleplaying games, whatever system you're using is crucial. The system makes sure that everything is fair and balanced. But what happens when the story is rolling along and the system gets in the way? What do you do when there's a tense bit of roleplaying or someone makes a brilliant move and the system bogs down your momentum? Our panelists will talk about how to manage the balance between fairness and the Rule of Cool and how your story should never suffer because of mechanics.

Riverside Opera: Uprising (Vampire LARP)

Saturday, November 19th – 7 PM – Ridgelake

GMs: Amy Banker, Patrick Chipman, Jeremy Garver, Caitlin Glore, David Glore

MCFC 2016 GAMING SCHEDULE

Friday 5 PM – 9PM:

Munchkin Tournament

GM: Josh Perry

Tennessee Ballrooms D&E, Tables 1 & 2

The Lost Mission – A Sorcerer Character Has Warrior Adventure campaign for up to 6 players

GM: Matthew Kendall

Tennessee Ballrooms D&E, Table 6

No word has come from the Mission of St. Undile, the Un-Pained for over a year. No word has come from the group of young priests who went to investigate a month ago. Now the Church Elders have asked you to investigate the disappearance of the investigators and find out what happened to the Lost Mission.

Throughout history there have been certain events and innovations that irrevocably altered the course of human development: the taming of fire, cultivation, animal husbandry, the wheel, the printed word, splitting the atom, sliced bread. Sorcerer Character Has Warrior Adventure is not one of these things; it's just a game that uses funny dice.

The Empty Room – A new World of Darkness adventure for up to 5 players

GM: Alan Alexander

Tennessee Ballrooms D&E, Table 7

A group of college students perform a minor favor for an Art professor to get extra credit. Then, the screaming starts. Prepare Mortal characters for a horror game.

PF Mod – We Be 4 Goblins – A Pathfinder Society Game

GM: Mike Beauchamp

Promenade 2, Table 1

A prequel to the We Be Goblin Series. Play as goblins coming of age to take their place in their tribe. Pregens provided.

The Derelict – A Call of Cthulu Game

GM: Eddie Overstreet

Promenade 2, Table 2

An introductory game for Call of Cthulu. Pregens will be provided.

PFS Quest – The Silverhex Chronicles – A Pathfinder Society Game

GM: Michael Curnutt

Promenade 3, Table 1

The River Kingdoms is a tumultuous land of bloodthirsty bandits, treasure-laden ruins, and self-proclaimed kings, and for years it has been the subject of study for Ulisha, a curious and capable half-orc explorer. Shortly after performing a heist that enraged the local nobility, she came across a collapsing stone circle and discovered Silverhex, an enchanted sickle used by druids millennia before. She did not have long to admire her find, though, for the nobles had posted a bounty to end her meddling for good.

Unable to deal with her pursuers on her own, she has contacted you. If you can raise enough money, she's willing to sell Silverhex to you at a steep discount and then pay off her bounty.

The Silverhex Chronicles is a series of six Quests, short adventures that take you to a graveyard in Galton, a mist-choked forest in Ustalav, a brainwashed village in Razmiran, an ancient crash site in Numeria, and finally to a city of assassins in Daggermark.

MCFC 2016 GAMING SCHEDULE (CONTINUED)

[PFS Intro: First Steps, Part 1: In Service to the Lore](#) – A Pathfinder Society Game

GM: Jeff Greene

Promenade 3, Table 2

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.

Friday 9PM – 1AM:

[Fluxx](#)

GM: Danny Chamberlin

Tennessee Ballrooms D&E, Table 1

[Welcome to Hadleyville](#) – A new World of Darkness adventure for up to 5 players

GM: Alan Alexander

Tennessee Ballrooms D&E, Table 7

Your trip from St. Louis to Colorado got delayed by a sudden blizzard and a road detour. Luckily, the kindly folks of Hadleyville, Kansas are always happy to see new faces, especially on this cold winter night, for some reason. Pregen Mortal characters for a horror game.

[PF Mod: We Be Goblins!](#) – A Pathfinder Society Game

GM: Mike Beauchamp

Promenade 2, Table 1

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....

[PFS #5-08 – Confirmation](#) – A Pathfinder Society Game

GM: Michael Curnutt

Promenade 3, Table 1

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.

MCFC 2016 GAMING SCHEDULE (CONTINUED)

Saturday 10AM – 2PM:

Steve Jackson Kid's Gaming

GM: Josh Perry

Tennessee Ballrooms D&E, Tables 1 & 2

Imperial Settlers

GM: Keith Butler

Tennessee Ballrooms D&E, Table 3

Imperial Settlers is a card game that lets players lead one of the four factions and build empires by placing buildings, then sending workers to those buildings to acquire new resources and abilities. The game is played over five rounds during which players take various actions in order to explore new lands, build buildings, trade resources, conquer enemies, and thus score victory points.

PF Mod – We Be 4 Goblins – A Pathfinder Society Game

GM: Harrison Wise

Promenade 2, Table 1

A prequel to the We Be Goblin Series. Play as goblins coming of age to take their place in their tribe. Pregens provided.

Breakout – A Marvel Heroic Roleplaying Game

GM: Jeff Greene

Promenade 2, Table 2

An introduction to Marvel Heroic Roleplaying. Play a superhero. Pregens Provided.

PFS Quest – The Phantom Phenomenon – A Pathfinder Society Game

GM: John Mayes

Promenade 3, Table 1

Bizarre phenomena have tormented the people of southeastern Ustalav for decades, and these events become stronger and more dangerous every year. Hoping to uncover the origins of these flashes of red lightning and spectral hauntings, Dr. Quolorum from the Sincomakti School of Sciences has set out with a team of able-bodied assistants. Can the PCs help the professor unlock the secret that dwells above Lantern Lake?

Phantom Phenomena includes six, 1-hour adventures that take the PCs to a superstitious village, a lightning-scarred woodland, an ancient Kellid monolith, a haunted manor, an occult university, and finally into the storm-choked mountains. Experience the adventures in any order to create a unique story.

PFS #6-10 – The Wounded Wisp – A Pathfinder Society Game

GM: Jerry Hamra

Promenade 3, Table 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.

MCFC 2016 GAMING SCHEDULE (CONTINUED)

Saturday 2PM – 6PM:

War of the Ring: 2nd Edition

GM: Vincent DiCello

Tennessee Ballrooms D&E, Table 1

The War of The Ring is a grand strategy board game that allows 2 to 4 players to immerse themselves in the world of J.R.R. Tolkien's The Lord of The Rings (tm) and experience its epic action, dramatic conflict, and memorable characters. This time slot is designed for those who have never played the game before and would like to check it out.

As the Free Peoples player you command the proud hosts of the most important kingdoms of the Third Age. From the horse-lords of Rohan to the soldiers of Gondor and the Elven lords of Rivendell, you lead the defense of the last free realms of Middle-earth. Face the evil minions of Sauron on the field of battle in a desperate attempt to delay their onslaught, while you lead the Fellowship of the Ring in the Quest for Mount Doom.

As the Shadow player you lead the hordes of the Dark Lord and his most powerful minions as they try to bring darkness to Middle-earth. Legions of Orcs, Trolls, Wolfriders and the dreadful Ringwraiths await your command. Hunt the Ring-bearer and bring the precious Ring to his Master, or crush your enemies with your unstoppable armies. This is your chance to forge the destiny of an age.

Nefarious

GM: Keith Butler

Tennessee Ballrooms D&E, Table 2

Your genius could have been such a boon to humanity. Your death ray had wonderful pest control applications, and your volcano activator was perfect for fighting global warming. But the fools at the institute, they wouldn't listen. They called you mad! You built a monster to rend them limb from limb, which your minions assured you was the very worst way to be rended. When it became clear that the only hope for the world was your own benign leadership, you took control of TV to announce this fact. But your broadcast was interrupted by someone else taking control of TV and announcing his own plan for world domination – and then that broadcast was interrupted by yet another interloper. So. Competition. Well, the world will never be as scared of these upstarts as it will be of you. Archimedes once said, "Give me a long enough lever and a place to stand, and I will move the world." You will be the most terrifying lever the world has ever seen.

Nefarious is a quick-playing game in which the players race to build inventions like a freeze ray, cloaking device, or robotic pet before their opponents can do the same.

Dread – A Dread game for 4 players

GM: Derek McElroy

Tennessee Ballrooms D&E, Table 6

The game will be a horror situation set in a rainforest where the players will stumble upon an ancient myth come to life.

The Lost Tomb – A Sorcerer Character has Warrior Adventure game for up to 6 players

GM: Matthew Kendall

Tennessee Ballrooms D&E, Table 7

After the revelations revealed at the Lost Mission, you have been tasked to retrieve the holy peg-leg of Saint Randall the Long-Suffering, buried centuries ago in the Lost Tomb.

MCFC 2016 GAMING SCHEDULE (CONTINUED)

[The House of Shadows](#) – A new World of Darkness adventure for up to 5 players

GM: Alan Alexander

Tennessee Ballrooms D&E, Table 8

You and your friends have heard all about the new underground magic club that's opened up in the French Quarter. Street magic in a sketchy club set up in an abandoned warehouse off Bourbon Street. How cool is that?!? Yeah, how cool indeed. Pregen Mortal characters (who may not *stay* mortal) for a horror game.

[PF Mod – We Be Goblins!](#) – A Pathfinder Society Game

GM: Harrison Wise

Promenade 2, Table 1

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....

[Splintered State](#) – A Shadowrun Game

GM: Phil Loyer

Promenade 2, Table 2

An introductory game for Shadowrun. Pregens will be provided.

[PFS Quest: Honors Echo](#) – A Pathfinder Society Game

GM: Michael Curnutt

Promenade 3, Table 1

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.

[PFs #7-10: The Consortium Compact](#) – A Pathfinder Society Game

GM: Jerry Hamra

Promenade 3, Table 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.

MCFC 2016 GAMING SCHEDULE (CONTINUED)

Saturday 7PM – 11PM:

[Fluxx](#)

GM: Danny Chamberlin

Tennessee Ballrooms D&E, Table 1

[Race to Adventure: The Spirit of the Century Exploration Game](#)

GM: Keith Butler

Tennessee Ballrooms D&E, Table 2

The Spirit of the Century setting blasts its way into the world of board games, riding a jetpack and armed with a lightning gun, in Race to Adventure: The Spirit of the Century Exploration Game!

Race to Adventure! is a fun, family-friendly board game for ages 8 and up that can be played in about half an hour. Fans of pulp will love the brightly-colored world of talking apes and flying jet-men, and busy families can have an evening of fun that doesn't take over the whole night.

[PF Mod: We Be Goblins Too – A Pathfinder Society Game](#)

GM: Mike Beauchamp

Promenade 2, Table 1

A module for 3rd level goblin characters (Pregens Provided).

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"—Reta Bigbad the fighter, Chuffy Lickwound the rogue, Poog the cleric of Zarongel, and Mogmurch the alchemist. Homeless and bored, they left their swampy homeland to join the neighboring goblin tribe, the Birdcrunchers.

The good news is that the Birdcrunchers are willing to let the goblin heroes join their tribe.

The better news is that the Birdcrunchers have heard of these four, and want one of them to become their new chieftain.

The bad news is that before the goblins can join, they'll need to endure a series of dangerous and humiliating tests. Very dangerous. Very humiliating.

The worse news is that lately Birdcruncher chieftains have had really short lifespans—they're being killed by the pet fire-breathing boar of a local ogre who wants the Birdcruncher land as his own.

Can the four heroes of the now-dead Licktoad tribe save the Birdcrunchers and, in so doing, become their new leaders?

[The Derelict – A Call of Cthulu Game](#)

GM: Eddie Overstreet

Promenade 2, Table 2

An introductory game for Call of Cthulu. Pregens will be provided.

MCFC 2016 GAMING SCHEDULE (CONTINUED)

[PFS Quest: Honors Echo](#) – A Pathfinder Society Game

GM: John Mayes

Promenade 3, Table 1

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.

[PF Mod: Crypt of the Everflame Pt1](#) – A Pathfinder Society Game

GM: James Daniels

Promenade 3, Table 2

The young heroes of the town of Kassen are ready for their coming-of-age ceremony, an old tradition in which they retrieve a piece of the eternal flame burning in the tomb of the town's founder. Yet when they arrive there, they find only the corpses of their fellow townsfolk, dead bandits, and mysterious animated skeletons. The novice heroes must brave the traps and perils of the Crypt of the Everflame, discover the source of the corruption that has awakened an ancient evil, and defeat a menace that seeks vengeance against Kassen and its people.

Crypt of the Everflame is a dungeon adventure for 1st-level characters.

This game will run 2 sessions.

Saturday 7PM – 12PM:

[Riverside Opera: Uprising](#) – A Vampire: The Masquerade LARP for up to 70 players

GMs: David Glore, Caitlin Glore, Patrick Chipman, Amy Banker, and Jeremy Garver

Ridgelake Ballroom

Memphis looks to have been saved. Newly crowned Prince Phoenix has invited Prince Avery Blake of Chicago to send an emissary to collect Andrea Scott, the former Nosferatu Primogen of Memphis who is guilty of violating Avery's Domain. Emperor Frank Overwater might finally have his hands full enough running two cities to trifle with Memphis anymore. The Sabbat seems all but gone.

But just as the Kindred of Memphis might be thinking that things have quieted down or that the Mad City might be becoming sane, dark clouds billow on the horizon. The damage done in the wake of Prince Mouse's death might be irreparable. Kindred across the country have heard that Memphis's political structure is tenuous at best, and they're all licking their chops for a piece of the action.

Whispers of something called the Syndicate have filtered through the Kindred and Kine alike already. Who else might be coming to town to take advantage of the unsteady city of Memphis? Where is Andrea Scott? Is Frank Overwater really staying out of the way? Who is this Syndicate?

Find out at Riverside Opera: Uprising, only at Memphis Comic and Fantasy Convention!

MCFC 2016 GAMING SCHEDULE (CONTINUED)

Saturday 11PM – 3AM:

[PF Mod: We Be Goblins Free](#) – A Pathfinder Society Game

GM: Jerry Hamra

Promenade 2, Table 1

After losing chieftain after chieftain, the Birdcruncher goblin tribe finally found competent leadership in its four goblin "heroes"—Reta Bigbad the fighter, Chuffy Lickwound the rogue, Poog the cleric of Zarongel, and Mogmurch the alchemist. 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!

Eager to please their great chieftains, the Birdcruncher goblins frantically try to whip up all sorts of amusements, including goblin games, feats of skill, and a grand feast. 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! Now the Birdcruncher chieftains find themselves getting more adventure than they bargained for as they venture to the Bestest Truffle Field to pick up the slack for their bumbling minions. 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?

[PF Mod: Crypt of the Everflame Pt2](#) – A Pathfinder Society Game

GM: James Daniels

Promenade 3, Table 2

The young heroes of the town of Kassen are ready for their coming-of-age ceremony, an old tradition in which they retrieve a piece of the eternal flame burning in the tomb of the town's founder. Yet when they arrive there, they find only the corpses of their fellow townsfolk, dead bandits, and mysterious animated skeletons. The novice heroes must brave the traps and perils of the Crypt of the Everflame, discover the source of the corruption that has awakened an ancient evil, and defeat a menace that seeks vengeance against Kassen and its people.

Crypt of the Everflame is a dungeon adventure for 1st-level characters.

This game is the second 2 sessions to complete this full-length module.

Sunday 10AM – 2PM:

[Pools of Radiance Playtest](#)

GM: Matthew Kendall

Tennessee Ballrooms D&E, Table 6

From the idiot who brought you Θ (Sorcerer Character Has Warrior Adventure) comes proof he has no idea when to quit. This is a playtest of the system, not an adventure. Players will be taught the rules, then put through various scenarios to test the different mechanics. Dice will be available but players are recommended to bring their own. The system uses the typical polyhedral dice from four-sided to twelve-sided (tetrahedrons through dodecahedrons). While it is possible to play with a single set, at least five sets will make the game move more quickly.

MCFC 2016 GAMING SCHEDULE (CONTINUED)

[Rise of Argenterra](#) – A Mage: The Awakening Game for up to 5 players

GM: David Glore

Tennessee Ballrooms D&E, Table 7

Rise of Argenterra is a Mage: the Awakening adventure set in the custom-built, Steampunk world of Argenterra. Magic is hidden in plain sight right under the common people's noses, but who gets to use magic is tightly controlled by a mysterious group known as the Consilium. Our heroes are five seemingly normal people who awaken to a world of magic and horror and find out that their comfortable lives are far more complicated than they realize—and do so without the Consilium's permission or knowledge.

Can they find a way to survive? Will they be able to protect their homes and families? What of the strange new person who came to town, babbling about the evils of magic? Find out in Rise of Argenterra!

[PFS Quest: Honors Echo](#) – A Pathfinder Society Game

GM: John Mayes

Promenade 2, Table 1

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.

[Breakout](#) – A Marvel Heroic Roleplaying Game

GM: Jeff Greene

Promenade 2, Table 2

An introduction to Marvel Heroic Roleplaying. Play a superhero. Pregens Provided.

[PFS #5-08 – Confirmation](#) – A Pathfinder Society Game

GM: Harrison Wise

Promenade 3, Table 1

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.

MCFC 2016 GAMING SCHEDULE (CONTINUED)

[PF Mod: We Be Goblins Free](#) – A Pathfinder Society Game

GM: James Daniels

Promenade 3, Table 2

After losing chieftain after chieftain, the Birdcruncher goblin tribe finally found competent leadership in its four goblin "heroes"—Reta Bigbad the fighter, Chuffy Lickwound the rogue, Poog the cleric of Zarongel, and Mogmurch the alchemist. 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!

Eager to please their great chieftains, the Birdcruncher goblins frantically try to whip up all sorts of amusements, including goblin games, feats of skill, and a grand feast. 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! Now the Birdcruncher chieftains find themselves getting more adventure than they bargained for as they venture to the Bestest Truffle Field to pick up the slack for their bumbling minions. 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?

Sunday 12PM – 4PM:

[Steve Jackson Open Play](#)

GM: Josh Perry

Tennessee Ballrooms D&E, Tables 1 & 2

[Velociraptor Cannibalism!](#)

GM: Caitlin Glore

Tennessee Ballrooms D&E, Table 3

Velociraptor! Cannibalism! is a card game of survival, mutation, and the occasional volcano.

Based on a crude understanding of natural selection, *Velociraptor! Cannibalism!* puts you in the role of a young, eager, and bright-eyed heartless killer. As a velociraptor, you must find prey, survive environmental disaster, mutate, and steal the bodies of your enemies.

You play a velociraptor that grafts new body parts onto itself, mutating your creature in bizarre, horrifying, and hilarious ways. New body parts increase your food requirements, better parts costing more calories. Explore the jungle to find food, and reproduce or mutate further in times of plenty. Attack your opponents to steal their parts or children. Avoid going hungry at all costs.

The most fruitful Velociraptor will win the day.

