SATURDAY AM
Seolhwa Hakdang

SUNDAY AM
All Us Gamers
Inner Core Rules
All Us Gamers
unpublished horror supplement

SUNDAY AM
Dagger Heart
Learn-To-Play
&
mini-one shot
adventure

SATURDAY AM
DUNGEONS & DRAGONS

Roleplaying games
Eventbrite: SpringCon

SATURDAY PM
Paranoia
Red Sector Riot

SATURDAY PM
Mage to Order

SATURDAY PM
KINGDOM HEARTS
CHAOS IN THE RUINS

SATURDAY PM
One Ring
Old Bones and Skin

Timetable			
Saturday AM	Saturday PM	Sunday AM	Sunday PM
	Trystan, Kingdom Hearts	Rowan, Daggerheart	Keelan, Mage to Order
Scott, D&D	Bernie, The One Ring	Adam, D&D	Adam, D&D
Yuhno, Seolhwa Hakdang	Keelan, Mage to Order	Danny, All US Gamers	
	Dave B ,Paranoia		

Saturday AM

Game	GM	Number of Players	Art
Seolhwa Hakdang

Step into the world of Seolhwa Hakdang with our special session, 'School of Tales: International Exchange Student Program'.

As new exchange students, you've lost your student IDs on the very first day! To get them back, you must dive into the city's hidden corners, | Yuhno | 4 | |

where Korean folklore and modern life intertwine. Solve strange mysteries, uncover magical secrets, and prove yourselves worthy members of this mystical academy. Whether you're new to TRPGs or an experienced player, this fast-paced, story-driven adventure promises fun, teamwork, and discovery.			
# Dungeons and dragons 5e It the user friendly version of the classic fantasy roleplaying game	Scott	5	

Saturday PM

# Kingdom Hearts *Chaos in The Ruins* Step into the world between light and darkness in this Kingdom Hearts RPG session! Wield your own Keyblade, learn magica, unlock hidden powers with throughout your travels, and team up with fellow adventurers as you travel through iconic Disney worlds and original realms. Whether you're facing off against swarms of Heartless, unraveling mysteries of the Keyblade War, or forging bonds with your party, every choice you make shapes the fate of the worlds. Perfect for fans of Kingdom Hearts and RPG newcomers alike or letting your inner child be free — your story begins here. Play Kingdom Hearts:Chaos in The Ruins today!	Trystan	4	

# Mage to Order Mage to Order is a game about playing the magical maintenance workers of M.O.T.E who keep the sprawling, techomantic city, Thelema in working condition. In Thelema magic and technology go hand in hand in this art-deco city of bright light and intrigue. Spells, enchantments, and artifacts are a part of daily life. And it's the Municipal Order of Techomantic Engineers (M.O.T.E) jobs to keep the city running. The workers of M.O.T.E are the unsung heroes of this mess. The first to fix the problem and the last to receive thanks. Recently more and more problems have been arising. Acidic oozes rising from the sewers, golems no longer holding up Gateway Bridge, chaos in the Floating Library and the trains are no longer on time. Clea Dyer, the Director of M.O.T.E, has put together your team to get to the bottom of why all this is happening at once.	Keelan	4	
# One Ring *Old Bones and Skin* "If your bottom's finally tired of polishing brambles, drag it to Bree and lend an old friend a hand. There's meat and drink in it for you and that lot you travel with, on the house. "Timeas' funeral's tomorrow, and Tom's stirred half the town. Folk expect the secret of Timeas' fortune at the wake, and strange folk been nosing about besides. Last thing we need is a drunken treasure hunt in the dark. That's qualified Ranger business, yeah?. Storm's rolling in, and ill news with it. I'll keep a table clear, and be expecting your sour face brooding over it."	Jack	4	

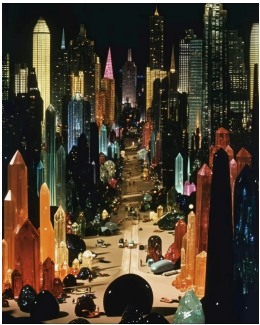|			
—Barnabas Butterbur, The Prancing Pony			
## Paranoia *Red Sector Riot - Paranoia* New player friendly, Teen friendly! Welcome to Alpha Complex! You have been assigned a designation Use-R-Guide, and have been promoted to the role of troubleshooter. As a troubleshooter, you will be required to shoot trouble... many times, with big guns, until it is dead. Trouble comes in many forms... mutants, traitors, your teammates, people who look at you funny. Oh, the life of a troubleshooter is one of computer allocated riches and glory (and dying... lots of dying... I mean heaps...) Lasers are never set to stunning, but fortunately you have plenty of clones in the bank! Paranoia is a silly TTRPG that sets players against each other in a computer controlled bureaucratic dystopia. Come along, backstab your friends, cheat the system, and enjoy some dumb jokes.	Dave B	6	 Troubleshooters work hard to keep us safe. Thank one today!

Sunday AM

Game	GM	Number of Players	Art

Dagger Heart Drop in for a quick Learn-To-Play followed by a mini-one shot adventure as you deliver a top-secret object into the heart of the infamous Sablewood. Enjoy the collaborative story-making and cinematic combat of DAGGERHEART, the new TTRPG from Darrington Press from the minds of Spencer Starke, Matt Mercer and Rowan Hall. This is a system that is extremely beginner friendly, so this session is more suited to those newer to TTRPG's as well as anyone interested in the accessible and narrative-centered design of the Daggerheart system.	Rowan	4	
D&D 5e *Outpost* You have been hired to deliver goods to a far remote outpost of the behest of the local duke. The Caravan is heavily loaded with supplies to last the outpost for a good couple months. Your team is providing protection to the caravan as it does have to pass various spots that have been known to be attacked by monsters and brigands to eventually drop the goods at this outpost. This will be the last caravan run before the winter comes and makes the passes unapproachable. This is a lvl 3 campaign, Please provide your own characters. No Homebrew allowed only Wizards of the Coast official races and classes	Adam	6	

All Us Gamers	Danny	4	
An All Us Gamers horror and mystery adventure. You live at Hobb's End in London, close to the Thames and Greenwich, a place with cheap rents and poor phone reception. Five days ago Cathy vanished. Local police gave you no help. Her boyfriend, Benford Drumtop the Second, drove up in his Lamborghini, to find her. As the landlord for the tenements over the road he stomps off to grill his renters. The car is still there, but no Benford. Time to do something before its too late? No rules knowledge required. Mobile phone with internet essential.			

Sunday PM

Game	GM	Number of Players	Art
Mage to Order	Keelan	4	
Mage to Order is a game about playing the magical maintenance workers of M.O.T.E who keep the sprawling, techomantic city, Thelema in working condition. In Thelema magic and technology go hand in hand in this art-deco city of bright light and intrigue. Spells, enchantments, and artifacts are a part of daily life. And it's the Municipal Order of Techomantic Engineers (M.O.T.E) jobs to keep the city running. The workers of M.O.T.E are the unsung heroes of this mess. The first to fix the problem and the last to receive thanks.			

Recently more and more problems have been arising. Acidic oozes rising from the sewers, golems no longer holding up Gateway Bridge, chaos in the Floating Library and the trains are no longer on time. Clea Dyer, the Director of M.O.T.E, has put together your team to get to the bottom of why all this is happening at once.			
## Dungeons & Dragons ## Outpost You have been hired to deliver goods to a far remote outpost of the behest of the local duke. The Caravan is heavily loaded with supplies to last the outpost for a good couple months. Your team is providing protection to the caravan as it does have to pass various spots that have been known to be attacked by monsters and brigands to eventually drop the goods at this outpost. This will be the last caravan run before the winter comes and makes the passes unapproachable. This is a lvl 3 campaign, Please provide your own characters. No Homebrew allowed only Wizards of the Coast official races and classes	Adam	6	