THE PENTACLAGON
BURNING CON 2013

HOSTED BY

JASON MORNINGSTAR
JARED SORENSEN
JOHN HARPER
VINCENT BAKER
LUKE CRANE
**Small Lives**

**System:** Apocalypse World  
**Players:** 4  
**Hack:** No

Life on The Sliver is tough. Between the frozen sea to the West and the depths of the forest to the East, you keep what friends, what trust, what love, what happiness you can. Now, as winter comes in hard, someone has come preaching that you should all leave to prostrate yourself in awe before the leviathan creatures of the forest. You have never seen one. They are so much bigger.

**Beginner's Track Seminar**

**System:** Lady Blackbird, Apocalypse World and Burning Wheel  
**Players:** 6  
**Hack:** No

Beginner GMs sit down with Vincent and John and receive advice on how to best run a session!

**Mc Sasquatch & The Ocarinas**

**System:** Inspectres  
**Players:** 6  
**Hack:** No

The perfect-bound version of Inspectres turned 10 years old this year. Celebrate by rolling some dice and talking in funny voices.

**Battle of the Bands**

**System:** Burning Wheel  
**Players:** 4  
**Hack:** No

With every last one of the King’s Minstrels dead in a tragic pyromagics accident, hordes of starving artists have descended upon his court to try to take their place. The competition is cutthroat, so your travelling band will have to do whatever it takes. Sing, Stab, Strum...Profit?

**Under the House of Three Squires**

**System:** Torchbearer  
**Players:** 6  
**Hack:** No

This is a wild and dangerous land, filled with forbidding forests and savage monsters. Along the lonely roads that bind civilization together can be found wayhouses—fortified inns where travelers may rest behind stout walls and have a hot meal before venturing forth once more into the unknown.

The House of Three Squires is such a wayhouse. Situated on a lonely stretch of the Post Road, it’s an easy day’s travel from the nearest town. Something is amiss at this humble wayhouse. The stockade gate stands open and unattended, occasionally slamming home with a great thud when the wind catches it just right. The house itself is deserted.

**Invasion of the Mega Giants**

**System:** Danger Patrol  
**Players:** 4  
**Hack:** No

Just another leisurely day at Danger Patrol headquarters in Rocket City, when suddenly a never-before-seen spacecraft appears in orbit. As the patrol gears up to investigate the craft alerts start coming in about some sort of attack on the outskirts of the city. Another routine day for the heroes of Danger Patrol!

**Lasers & Feelings: The Doubleclicks Tribute RPG**

**System:** Lasers & Feelings  
**Players:** 5  
**Hack:** No

A free one page feelgood sci-fi RPG for (but not limited to) fans of Star Trek, the music of the Doubleclicks, and/or anyone who wants to navigate complicated space problems with only their lasers and feelings to guide them.
**JaSmine Noor**  
**HEROES OF PINNACLE CITY**  
*System: Fiasco*  
*Players: 4*  
*Hack: No*  
The world teeters on the brink of disaster! Madmen with doomsday devices, countless alien races poised to invade, meddlesome time-travellers, interdimensional conquerors, vampires in government, and demons in coffee shops. The superpowered heroes of Pinnacle City are all that stands between the earth and total annihilation. Now if only they would do something about it instead of arguing with each other and hiding behind their secret identities.

**Chris Bergstresser**  
**THE PEMBERTON HORROR**.  
*System: Shab-al-Hiri Roach:*  
*Players: 6*  
*Hack: No*  
The Shab-al-Hiri Roach is a dark comedy of manners, lampooning academia and asking players to answer a difficult question—are you willing to swallow a soul-eating telepathic insect bent on destroying human civilization?  

No?  
Even if it will get you tenure?

**Christian Wanamaker**  
**THE TOMB OF THE MOUNTAIN KING**  
*System: Torchbearer*  
*Players: 5*  
*Hack: No*  
The party has just found a treasure map to the long lost Tomb of the Mountain King on the body of a bandit! Many league of untamed wilderness and wasteland lie between here and there, and the tomb is likely to be lousy with traps, but the treasure rumored to lie within make any adventurers mouth water with avarice.

**Dwight Frohaug**  
**NIGHTSHIFT AT THE STUFFER SHACK**  
*System: Burning Wheel*  
*Players: 5*  
*Hack: Yes*  
A romp through Shadowrun inspired Miami. You are member of a loosely associated group of part-timers, with only one foot in the shadows. This was a simple job, provide the client with protection over his meat body while he uses the public terminal at the local StufferShack as anonymous Matrix access-point. Frankly it strikes you as an over-dramatic request … until the slugs start ripping through the front window. Now it has turned deadly serious and threatens to bring your whole life crashing down. What went wrong? Is there a traitor in your group that isn’t who they seem to be? How are you going to get out of this mess?

**Meg McGinley**  
**GHOSTS AND A PLAYSET...AND BITS**  
*System: InSpectres*  
*Players: 4*  
*Hack: yes*  
Come play Inspectres in a slightly new way, incorporating some minor, but favorite, elements from Burning Wheel and Fiasco.

Inspectres is a game of paranormal investigation and elimination service dedicated to safeguarding the human race from extra-dimensional hazards and supernatural...
manifestations. InSpectres: Because it’s not just a vampiric infestation, it’s your vampiric infestation!

Game creation has been hacked in that players will make characters using Burning Wheel BITS (Beliefs, Instincts and Traits) and form their franchise using Fiasco’s Playset rules.

Don’t worry, the ghosts haunt themselves. Just remember to work together...as an Inspectres Team!

**Ben KaSer**

**THE VOID**

**System:** Lacuna  
**Players:** 4  
**Hack:** No

Sinister secret agents with shadowy employers and mysterious pasts. A bizarre landscape built from seven-billion human minds. Arachnid-headed beings that guard a war-torn border zone. And all the worst that humankind has to offer, stalking the alleys and crumbling buildings of a place called Blue City.

**Steve SeGeDy**

**CAROLINA DEATH CRAWL**

**System:** Carolina Death Crawl  
**Players:** 4  
**Hack:** No

CAROLINA DEATH CRAWL is a swampy, Southern Gothic roleplaying card game for three or more players. At the height of the American Civil War, your characters have been abandoned deep behind Confederate lines. Can they fight their way through enemy territory and treacherous terrain back to safety? For all but one, the answer is “no!”, but the dark story you tell in trying will be memorable and thrilling. Fun and competitive, CAROLINA DEATH CRAWL gives you all the history you need—you supply the desperation, depravity, and destruction.

**Michael S. Miller**

**DEATH AMONG THE DRIFTS**

**System:** Mouse Guard  
**Players:** 5  
**Hack:** No

A deep snow has fallen over the Mouse Territories. The scent border has failed, and hungry predators ravage the isolated settlement of Wolfpointe. Can our brave mice get the refugees to safety when the bitter wind of the road is just as deadly as the jaws in pursuit?
DUSTIN L. HODGE

THE BOWL

System: Apocalypse World
Players: 8
Hack: No

Man. The world’s been through some shit. Days and nights have been gettin’ longer for … who the fuck even knows how long. We keep expecting each one that comes to be the last but… the world somehow keeps on turnin’. Mother’s stubborn like that, I guess. ‘Round here is what once was a large, sprawling metropolis, but there’s a collapsed section about... I dunno, 2? 3 miles across? What the city used to be called, we don’t know. We just call it The Bowl.

Us in The Bowl live pretty well - at least for now. We got water, shelter. Still some gas n’ bullets left. Hell, we can even grow a little food thanks to all the shadows and shit made by the jigsaw of tangled buildings. We still have to ration sometimes - hell, “most” times - but it’s better than the Flats, that’s for damn sure. Life’s hard out there. Nothing but salt flats spreading out from this place as far as the eye can see. Some of us that was from out there tell about smatterings of ghost towns if you wander far enough. They also tell about folks on The Flats resorting to plundering for survival (and recreation, if they’re honest) and getting caught up in crazy cults and shit.

Turns out those stories were pretty true. Some Flatlanders found The Bowl yesterday and they want in... but if we let ‘em we won’t have enough to go around. I guess life’s about to get a whole lot more interesting.

JONATHAN WHITE

TAKE THE POWER BACK

System: Burning Empires
Players: 4
Hack: No

The worm owns the planet, and a last vestige of freedom fighters posing as Vaylen have a plan to take it back—or destroy it trying. The roles are switched in this endgame conflict. Gundalas Vert is a garden planet controlled by the Vaylen and their hold is strong. You thought you’d found the weakness in their defenses but new intelligence has revealed they’ve been on to you this whole time, playing with you as a child would a toy. Can you find the strength inside yourself to pull off the plan despite the odds or will you flee the planet to save your own ass? Maybe you’ll end up just another victim of the worm, strapped down to an operating table, waiting to be hulled. May Ahmilak guide you to your destiny.

BRIAN FRANK

LOST IN THE WOODS

System: Burning Wheel
Players: 5
Hack: No

It’s getting dark, and one thing is certain. You are lost. It certainly wasn’t your fault; you just came along to prove that you’re not scared of the ancient woods bordering the small village of Glover. While the adults were busy preparing for the festival, the “children” were told to stay out of the way. Someone mentioned the woods being home to terrifying monsters, and one thing lead to another, and now you are pretty sure you can’t make it back to the village before nightfall.

Game is for up to 5 players, Characters will be provided. No previous experience with Burning Wheel is needed. Just bring a desire to role-play as a child lost in a deep dark forest.

HAYES EDEGWORTH

BROTHERS BETRAYED

System: Burning Wheel
Players: 4
Hack: No

There has been trouble between the races for ages, and their respective leaders have decided that something must be done. They will go together to commune with the gods, using the living vessel that dwells deep within the heart of the mountains. Unbeknownst to them, one of their brothers believes peace can only be achieved through domination. He will steal the power of the gods to make it happen.

JONAS LOWERY

DEMONOLOGY 101

System: Burning Wheel
Players: 5
Hack: No

Finals are fast approaching, you are sure you will fail unless you go to the study group. It’s too bad you don’t get along with many of the other students there, or the librarian, or the TA. But you need that passing grade, so you will muster through, or you might just burn down the school by accident.
**Shane King**

**The Signal**

**System:** Burning Wheel

**Players:** 5

**Hack:** No

The masters told you to wait for the signal. They’d go into the mountain to conquer the beast. Blue for victory—wait for their return. Red for trouble—go tell King Rhaman to send his army lest all hope be abandoned. Huddled at the base camp, you’ve been enduring the squabbling of the other apprentices for forty days. For forty days you’ve been watching, waiting for the signal. Nothing. Nothing at all. Until today.

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**Donny van Zandt**

**Durance**

**System:** Durance

**Players:** 3

**Hack:** No

On a remote planet far from civilization, the worst criminal scum from a dozen star systems have been dumped, charged with building new lives under the watchful eye of Authority. Within a brutal hierarchy of savagery and servility, convicts and guards alike must make hard choices. Every colonist has their own code of conduct and their own aspirations—aspirations that invariably come at the expense of others. This dangerous new world is too small for everyone to succeed. In fact, it may well be too small for anyone to succeed. Only the shrewdest, the toughest and the luckiest will get a chance to find out. Will you be among them?

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**Kristin Firth**

**Camp Death (By James Gabrielsen)**

**System:** Fiasco

**Players:** 4

**Hack:** No

So here’s the deal: Camp Clearwater’s been abandoned since some grisly “unsolved” murder 20 years ago. Or whatever. The new owner probably made that up as some creepy story to tell the campers and scare up some business.

What I know is that we’ve got a couple of weeks to get this place set up before any campers arrive, and most of the hard work is already done. We’ve got enough booze, pot, and distance from authority to make this the greatest summer ever.

What could go wrong?

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**Scott Bennett**

**Another Gear in the Machine**

**System:** Lacuna

**Players:** 4

**Hack:** No

The company is in damage control mode. A dive has gone wrong and a group of new agents are being brought in to clean it up. The fallout from the previous dive haunts the agents as they attempt to neutralize the hostile personality and complete the job.

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**Shervyn von Hoerl**

**Always/Never/Now**

**System:** Lady Blackbird

**Players:** 6

**Hack:** Yes

You were the best. Underground, cyberpunk street samurai, burglars and breakers, agents of a mysterious spymaster with half a name, zero history and a plan. He made the missions and you carried them out. You were the go-to crew for high-stakes break-ins, dangerous ops, and impossible escapes. You fought the megacorps, the tyrants, the killers—all for the sake of making a better future, of beating the Technocrats at their own game of shaping tomorrow. You always won, never quit, lived in the now.

Until, eleven years ago, he disappeared.

Now he’s back—back in trouble—and it’s up to you to find him, to save him, and maybe, along the way save the world.

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**Terry Hope Romero**

**Lasers & Feelings**

**System:** Lasers & Feelings

**Players:** 4

**Hack:** no

You are the crew of the interstellar scout ship Raptor. Your mission is to explore uncharted regions of space, deal with aliens both friendly and deadly, and defend the consortium worlds against space dangers. Captain DarCy has been overcome by the strange psychic entity known as Something Else, leaving you to fend for yourselves while he recovers in a medical pod.
A dark comedy of manners, lampooning academia and asking players to answer a difficult question—are you willing to swallow a soul-eating telepathic insect bent on destroying human civilization?

No?

Even if it will get you tenure?"

Germany, 1631, the Thirty Years’ War. You cannot stop the Swedish army from sacking Karlstadt in three days’ time. But, armed with a spell that will transport you 11,000 years into the past, perhaps you can find and shatter a priceless statue to prevent the revival of a dead Insect God who will devour Europe. Maybe you’ll even make some money in the process!

It is the year 891 of the Imperium that united the shattered isles of the cataclysm under one rule — all glory to his majesty the Immortal Emperor.

You work the ghost lines—the electro-railroad that passes through the ink-dark deadlands between cities. Spirits of the dead, drawn to the vital essence of the living, often get entangled in the powerful electrical field generated by the trains. Line bulls like you walk the length of the cars, magnetized boots clanking and breather-mask hissing, to clear the offending spirits with your lightning-hooks before they do too much damage.

Each city of the Imperium is encircled by crackling lightning-towers to create an electrical shell that spirits cannot penetrate. By law, all corpses are incinerated with lightning-oil (to destroy the spirit essence within) but sometimes, wealthy citizens, heretics of the spirit cults,

or the criminal element arrange for a ghost to escape destruction at the crematorium.

So called “rogue spirits” are also dealt with by bulls like you. For a fee, of course.
AL GORDON
SWORDMOUSE PATROL: A MOUSE GUARD THEMED FIASCO
System: Fiasco
Players: 5
Hack: No
You’re a good mouse in a bad, bad world. Pretty much everything out there is way bigger than you, and is definitely out to get you. If you’re not running from some random hawk or snake, there’s sure to be a pack of rabid weasels on your tail. Oh, and that storm brewing on the horizon is more likely to bring flash floods to your home town rather than relief from the recent drought which has been killing off mice in droves. Add to all of this the fact that you’re not even sure that you trust your patrol mates, and have been given an impossible mission to accomplish by the Matriarch of the Mouse Guard. Did I mention that you’re armed with nothing but a tiny sword and cloak? Good luck, guardmouse!

TRESI ARVIZO
FREEMARKET
System: Freemarket
Players: 4
Hack: No
We are a society of functionally immortal, cybernetically modified, telepathic infovores. Our culture is centered on a reputation-based economy in which all basic needs—sustenance and shelter—are accounted for. If you wish to do more than just survive—if you wish to create, perform, build, or destroy—you must win the approval of your friends and the community at large. There are no laws in our society, yet there is also no crime and no death. So we think we’re doing a fair job. You are now one of us. Welcome to FreeMarket!

TIM RODRIGUEZ
FOUR HOURS ‘TIL QUITTIN’ TIME
System: Ghost Lines
Players: 5
Hack: Yes
You work the ghost lines—the electro-railroad that passes through the ink-dark deadlands between cities. Spirits of the dead, drawn to the vital essence of the living, often get entangled in the powerful electrical field generated by the trains. Line bulls like you walk the length of the cars, magnetized boots clanking and breather-mask hissing, to clear the offending spirits with your lightning-hooks before they do too much damage.
That’s the normal everyday work, but something is off these last few weeks. The spirits are more aggressive than usual and some have even tried to possess your colleagues. The new line boss seems to be taking it in stride, but you’ve overheard him catching a lot of heat from the higher-ups and turnover has been higher than usual. That’s okay, it means that you can catch a lot more overtime. But today you and your squad have been out on a busy triple shift, when a buddy tells you that when you check back in, you’re getting canned. Now what?

DYLAN CLAYTON
APOLCALYPTICA
System: Apocalpyse World
Players: 5
Hack: No
Silo World - For longer than anyone can remember the Silo ran smoothly, keeping us safe from the toxic outside... that was until our ancestors started digging. Bad air and weird fungus warped the minds and bodies of the citizens and the well balanced society started to fracture. Now hardholders war with the levels above and below them, a fungus cult is blooming in the fringes, and mutants and others dance towards the end of civilization.

PAUL BEAKLEY
THE EARLY WORM GETS THE BIRD
System: Burning Empires
Players: 3
Hack: No
You represent the most advanced, progressive civilization in the galaxy. Thousands of worlds lie within your domain. This backwater planet of noble squabbling, intrigues and petty dramas is the next to be lifted up. You are Vaylen, and your arrival is a gift.
Or it should be. The infiltration has taken so very long, many among your number have come to love the true human experience, the families you’ve formed, the causes that matter here and only here.
Others know the only way for this world to find its way out of its dark age is on its way aboard troop transports and gunships. You are Vaylen, and your arrival means nothing will be the same.
One-shot scenario for three players ready to explore Burning Empires from a perspective few have experienced: as Vaylen usurpers and the humans who make the usurpation possible.

**JAHMAL BROWN**  
**OLD DAWGS**  
**System:** Burning Wheel  
**Players:** 5  
**Hack:** No  
It’s been nearly 15 years since your last job. A toast then! You’re still a retired adventurer. A fat, happy, old adventurer.

But someone’s digging up dirty bones from the past and messing with the sleeping dogs of that last job...and you know how that ends!  
Join me in discovering what a bunch of retired, old adventurers do when the dragons come home to roast!

**HARRY LEE**  
**CAROLINA DEATH CRAWL**  
**System:** Carolina Death Crawl  
**Players:** 4  
**Hack:** No  
CAROLINA DEATH CRAWL is a swampy, Southern Gothic roleplaying card game for three or more players. At the height of the American Civil War, your characters have been abandoned deep behind Confederate lines. Can they fight their way through enemy territory and treacherous terrain back to safety? For all but one, the answer is “no!”, but the dark story you tell in trying will be memorable and thrilling. Fun and competitive, CAROLINA DEATH CRAWL gives you all the history you need—you supply the desperation, depravity, and destruction.

**MIKE SERGIO**  
**FIASCO GOES TO BURNING CON**  
**System:** Fiasco  
**Players:** 5  
**Hack:** No  
It’s game night! Put down your torches and pick up the latest edition of [Generic D20] Fantasy®. But when your DM is trying to end the campaign, players are seeking revenge for their character’s untimely demise, and the pizza place closes early, it’s inevitable that your nerdy friends replica swords are going to start coming out.

Using the Dysfunctions And Dragons playset, this is Fiasco goes to Burning Con!

**TOPI MAKONNEN**  
**MILK RUN**  
**System:** Lacuna  
**Players:** 4  
**Hack:** No  
A routine mission to the Blue City. The Mystery Agents are sent in to cure a budding sociopath. Preliminary scans indicate no serious complications. This will be an easy one, right?

**JAMES STUART**  
**THE FIGHTING 588TH NIGHT BOMBERS**  
**System:** Night Witches/Apocalypse World  
**Players:** 3  
**Hack:** Yes  
As a member of the all-female 588th Night Bomber Regiment during the Great Patriotic War, your planes are made of plywood and canvas, you carry no parachutes, you get sent on missions anybody else would call suicide multiple times a night, you fight to get parts, you fight against sexism from your male peers. But you fight the Germans, you fight for Mother Russia, you fight for your crew, and you fight for the people you love.

**JOSEPH GREATHEAD**  
**THE KING OF THE ROACHES**  
**System:** Shab-al-Hiri Roach  
**Players:** 4  
**Hack:** No  
“The King of the Roaches” is a silent film about the infamous death of Pemberton’s own Dr. Apple-Jenkins. It follows the glamorous life and events leading to his penultimate discovery of “Jenkins’ Greasy Roach” as well as his tragic suicide at his home in Pemberton thereafter in 1919. What truly happened in the land of Mesopotamia? How did “Dr. A-J” really die? Was it suicide as the papers claim...or something more sinister?

**RADEK DROZDALSki**  
**THE DREAD CRYPT OF SKOGENBY**  
**System:** Torchbearer  
**Players:** 4  
**Hack:** No  
Horror stalks the ill-fated village of Skogenby. The people of Skogenby are desperate. Perhaps you can
help them appease the ancient evil that stalks them. Or perhaps the lure of treasure is stronger. Whatever your goal, the Dread Crypt of Skogenby awaits.

MIGUEL ZAPICO
THE Tomb of GorK Trag
System: Torchbearer
Players: 6
Hack: No
The doors to Dwimmermount were closed 200 years ago. The rumors say that they are open once more, but no one has come back to confirm it. This may be your chance to be the first, for once.

JACK GRAHAM
Durance
System: Durance
Players: 3
Hack: No
On a remote planet far from civilization, the worst criminal scum from a dozen star systems have been dumped, charged with building new lives under the watchful eye of Authority. Within a brutal hierarchy of savagery and servility, convicts and guards alike must make hard choices. Every colonist has their own code of conduct and their own aspirations—aspirations that invariably come at the expense of others. This dangerous new world is too small for everyone to succeed. In fact, it may well be too small for anyone to succeed. Only the shrewdest, the toughest and the luckiest will get a chance to find out. Will you be among them?

VINCENT BAKER
DREMMER’S BIRTHDAY
System: Apocalypse World
Players: 4
Hack: No
Of course it’s not Dremmer’s actual birthday. Who gives a crap about birthdays in Apocalypse World anyway. But nevertheless, frickin Dremmer’s gotten his hands on something big and now he thinks he’s the birthday boy. He thinks he can own you. He thinks he can give you the spankings and demand your toys as presents. The kick in the head is that he’s absolutely right.

JOHN HARPER
BLADES IN THE DARK
System: Blades in the Dark
Players: 4
Hack: No
You are thieves in the ancient city of Q’sai -- the city of whispers, the city of dark jewels. Form your guild, pick your target, and stay in the shadows, if you can.
BRENDAN CONWAY
HUNGRY EYES AND OPEN HANDS
System: Apocalypse World
Players: 5
Hack: No
The Blanket is coming. When it hits, the world will become mostly unbearable. All that will be left is to hunker down and try to wait it out. But that means getting everything you need to survive before the Blanket makes that impossible. So you scavenge. You hunt. You steal. You take from the weak. And even if you can barely live with yourself afterward, at least you get to live. Right?

RACHEL E.S. WALTON
THE HOUSE OF IRON & GLASS
System: Burning Empires
Players: 4
Hack: No
The serene landscape of Avarine shrouds an intense struggle taking place in her radiant glass palaces and darkened corners. The ruling House is imploding as the Heir attempts to wrest her birthright from the clutches of her father, the Regent. Both seek what they believe is best for their brittle House and troubled planet, so the House is divided. Blood against blood. And through the cracks slips the Worm, poised to devour all of Avarine.

Players take on the roles of members in this powerful House and through diplomacy, deceit, love, blood, self-sacrifice, and personal ambition, they will raze or repair the family just as the greatest threat to Avarine is poised to strike.

JUDD KARLMAN
ELVES V. DWARVES
System: Burning Wheel
Players: 4
Hack: Yes
Some say the war began over a diplomatic incident involving a gift exchange and a mithril shirt. It doesn’t matter now, the dwarven prince and the elven etharch are rallying their people, preparing to march through the humans’ ducal holdings. We will try out a new Burning Wheel system for battles via Bloody Versus, inspired by The Riddle of Steel.

SARA WILLIAMSON
SCIENCE COMICS!
System: Fiasco
Players: 5
Hack: No
Somewhere out there, Solarman is saving the world from an invasive alternate reality full of insect-men. Somewhere else, the Wonder League fights for truth and justice against big name villains like Baron von Violence. And somewhere else, the superscientist Professor Chrysalis is discovering a cure for all known diseases. That’s not here, though. Sure, you work in the same “costumed aggression” industry as those guys. But you aren’t the big name heroes or villains. You aren’t even the henchmen of the top tier villains. You’re down with the dregs. Third rate heroes, has-been villains and
 minions who couldn’t even get hired as cannon fodder. These are a bunch of people with poor social skills, terrible impulse control, giant ambitions and access to deadly superscientific doomsday devices. When their personal lives get all muddled up into their professional hero and villain routine, it’s sure to be a fiasco.

**AJIT GEORGE**

**LADY BLACKBIRD**

**System:** Lady Blackbird  
**Players:** 5  
**Hack:** No
Lady Blackbird is on the run from an arranged marriage to Count Carlowe. She hired a smuggler skyship, The Owl, to take her from her palace on the Imperial world of Ilysium to the far reaches of the Remnants, so she could be with her once secret lover: the pirate king Uriah Flint.

HOWEVER, just before reaching the halfway point of Haven, The Owl was pursued and captured by the Imperial cruiser Hand of Sorrow, under charges of flying a false flag.

EVEN NOW, Lady Blackbird, her bodyguard, and the crew of The Owl are detained in the brig, while the Imperial commander runs the smuggler ship’s registry over the wireless. It’s only a matter of time before they discover the outstanding warrants and learn that The Owl is owned by none other than the infamous outcast, Cyrus Vance.

How will Lady Blackbird and the others escape the Hand of Sorrow?  
What dangers lie in their path?  
Will they be able to find the secret lair of the pirate king?  
if they do, will Uriah Flint accept Lady Blackbird as his bride? By the time they get there, will she want him to?"

**NATHAN BLACK**

**NEW KIDS ON THE CHOPPING BLOCK, OR HOW I LEARNED TO STOP WORRYING AND LOVE POP MUSIC**

**System:** OctaNe  
**Players:** 4  
**Hack:** No
In the Texas Wastes some things just didn’t change too much. Rock and Roll still reigns supreme, although it is beset on all sides by New Country, Southern Rock and Metal. The Flametrick Subs and their go-go dancers

The Satan’s Cheerleaders, have been battling all bands since the bombs fell, but can they survive the resurgence of rock music? An fictionalized semi-autobiographical romp through the Central Texas Wastes, with your host, Nathan Black.

**WILHELM FITZPATRICK**

**THE FORGOTTEN GODS**

**System:** Stranger Things  
**Players:** 3  
**Hack:** No
In the City of the Forgotten Gods, there is talk of creatures that prowl the fog-shrouded streets and rooftops. They are neither man nor demon, but something in-between. You know these rumors to be true for you are one of them, a Stranger. This dense maze of twisting cobblestone streets, hissing gaslights and dreaming canals is not your home, but there is no other place in the world but the City. Here, amidst The Towers of the World’s End

**ROLAND COOKE**

**THE FOREST OF DHUÆM**

**System:** Torchbearer  
**Players:** 5  
**Hack:** No
It had all been going so well. Take out a few of the Clan sentries under the full moon, sneak into the camp, loot the high priest’s stash and get out. What could possibly wrong?

So now we’re running for our lives, and taking the least bad option—escaping through the Forest of Dhüm. The Clan thinks it’s haunted so they won’t pursue us until dawn. Well, we KNOW it’s haunted, but it’s certain death to stand and fight.

What could possibly go wrong?

**THOR OLAVSRUD**

**THE DREAD CRYPT OF SKOGENBY**

**System:** Torchbearer  
**Players:** 4  
**Hack:** No
Horror stalks the ill-fated village of Skogenby. Just a few days past, some youths clearing a new field for planting managed to move a stubborn boulder only to reveal an ancient rune-covered dolmen that framed a narrow tunnel into the earth. Jora, the bravest among them, dared to crawl through the narrow passage and
disappeared down the tunnel, only to return a short time later. From the far side of the narrow passage she excitedly told her friends a tale of moldering crypts rich in grave goods, tossing out a set of fat, heavy silver arm rings as proof. But as she was crawling from the tunnel, she was abruptly pulled back into the crypt with a blood curdling scream.

Jora’s companions fled as quickly as their legs would carry them. But horror followed them, for now some dread thing haunts the village at night, slaying but leaving no marks save a look of terror.

The people of Skogenby are desperate. Perhaps you can help them appease the ancient evil that stalks them. Or perhaps the lure of treasure is stronger. Whatever your goal, the Dread Crypt of Skogenby awaits.

**ALEXANDER NEWMAN**

**THE MAD LADY’S EYE**

**System:** Torchbearer  
**Players:** 4  
**Hack:** No  

Merchants have been going missing, and every report of their disappearance seems to spark a tale of the lost temple of the Mad Lady. So long has the temple been lost that the “Mad Lady’s Eye” has become a byword for rarity...and great wealth.

**TONY HOYT**

**THE SWORD**

**System:** Burning Wheel  
**Players:** 4  
**Hack:** No  

You’ve journeyed long through this crumbling, ancient citadel, down through ruined chambers into muck-filled tubes. You arrive, at last, in the wreckage of this collapsed temple. Laying on the shattered altar, in the chamber before you, is that which you seek: The sword! The question is now, who gets it?

**SCOTT RUBIN**

**A TRUE DUNGEON**

**System:** Burning Wheel  
**Players:** 4  
**Hack:** No  

Four criminals are caught trying to steal from the King’s taxes. He has them all thrown in the actual dungeon! When they arrive any thoughts of escape are immediately replaced with thoughts of survival.
LANCE IVY
LADY BLACKBIRD
System: Lady Blackbird (Beginner’s Track)
Players: 5
Hack: No
Lady Blackbird is on the run from an arranged marriage to Count Carlowe. She hired a smuggler skyship, The Owl, to take her from her palace on the Imperial world of Ilysium to the far reaches of the Remnants, so she could be with her once secret lover: the pirate king Uriah Flint.

HOWEVER, just before reaching the halfway point of Haven, The Owl was pursued and captured by the Imperial cruiser Hand of Sorrow, under charges of flying a false flag.

EVEN NOW, Lady Blackbird, her bodyguard, and the crew of The Owl are detained in the brig, while the Imperial commander runs the smuggler ship’s registry over the wireless. It’s only a matter of time before they discover the outstanding warrants and learn that The Owl is owned by none other than the infamous outcast, Cyrus Vance.

How will Lady Blackbird and the others escape the Hand of Sorrow?
What dangers lie in their path?
Will they be able to find the secret lair of the pirate king? If they do, will Uriah Flint accept Lady Blackbird as his bride? By the time they get there, will she want him to?”

CHRIS BROWN
IN PLACES DEEP, WHERE DARK THINGS SLEEP
System: Torchbearer (Beginner’s Track)
Players: 5
Hack: No
A group of Deep Dwarves must find their way to the surface after their exile. Will they survive?

NATALIE MILLMAN
THE SWORD
System: Burning Wheel (Beginner’s Track)
Players: 4
Hack: No
You’ve journeyed long through this crumbling, ancient citadel, down through ruined chambers into muck-filled tubes. You arrive, at last, in the wreckage of this collapsed temple. Laying on the shattered altar, in the chamber before you, is that which you seek: The sword! The question is now, who gets it?

BRET GILLAN
STRONGHOLD OF THE SKULLSHATTER ORCS
System: Torchbearer
Players: 4
Hack: No
Akershall Castle fell a century ago, absorbed into the ever-growing wasteland called the Orclands. Within the last five it has been claimed by the Skullshatter Clan, a terrible orc tribe who trace their lineage back to Slughig Skullshatter, slayer of King Harold Whitehair, and bear his bones with them into battle. But now they march against Castle Oscarhus, and you’ve heard that their fortress is left largely undefended. Now is your chance! The artifacts of Slughig Skullshatter, the treasures of King Harold Whitehair, and the head of the clan leader Urgran of the Axe could be yours!

MARISSA KELLY
THIS IS THE END
System: Apocalypse World (Beginner’s Track)
Players: 6
Hack: No
The world was beautiful and strong once upon a time. But then it fell, and the luxe eternal and the fat and the joy all melted off it. And what we’ve got now, the burning sands and the concrete and rebar and Hardholders and Brainers and Whackos, it’s all we’ve got left, so get up and get to work if you want to own a piece of it. It’s Apocalypse World, my friend, and you’ve got to take what you want.
snares, and a team of young Crane have come to the festival with the goal of sweeping the contests.

**MARK DIAZ TRUMAN**

**CHARM CITY**

*System: Apocalypse World*

*Players: 5*

*Hack: Yes*

The city of Baltimore has many names: Charm City, Mobtown, The City of Firsts. Yet for the supernatural creatures that haunt The City that Bleeds, B’more is a vibrant ecosystem of debt and violence ruled by The Bird: Ravenstown. Everyone who lives here, every vamp, every wolf, every wizard, owes The Bird... no exceptions. What do you owe him? And what will he demand from you this time?

Urban Shadows is an urban fantasy hack of Apocalypse World in the spirit of the World of Darkness, the Dresden Files, and the Mortal Instruments series.

**BRANDON RYM DECOSTER**

**LET SLEEPING DOGS LIE**

*System: Burning Wheel*

*Players: 4*

*Hack: No*

In a past so distant only the Elves remember, the ark fell from the skies. Its legacy was a litany of obscene horrors. Sealed now and forever, it is the duty of four representatives of the races of the world: an Elf, a Dwarf, and two Men, to bear witness to the seal and the record of what would come to pass ever were it breached. But is all as it seems?

**NATHANIEL EKSTROM**

**A CABIN IN THE WOODS**

*System: Burning Wheel*

*Players: 4*

*Hack: No*

A village located at the edge of a large forest complained about missing livestock over the past few months, but now a shepherd and a barmaid are missing. The local lord has dispatched the party with instructions to find the missing villagers. The forest seems to be the only place people go missing, but legend has it that it is inhabited by creatures not seen for centuries...

**SAM ZEITLIN**

**CAROLINA DEATH CRAWL**

*System: Carolina Death Crawl*

*Players: 4*

*Hack: No*

CAROLINA DEATH CRAWL is a swampy, Southern Gothic roleplaying card game for three or more players. At the height of the American Civil War, your characters have been abandoned deep behind Confederate lines. Can they fight their way through enemy territory and treacherous terrain back to safety? For all but one, the answer is “no!”, but the dark story you tell in trying will be memorable and thrilling. Fun and competitive, CAROLINA DEATH CRAWL gives you all the history you need—you supply the desperation, depravity, and destruction.

**DANIEL EISON**

**SHORTCOATS**

*System: Fiasco*

*Players: 5*

*Hack: No*

Welcome to medical school in the big city! Metropolis Methodist Hospital is the finest in the tri-state area, and in your third year of med school, you'll be working on our wards for the first time. Remember: patient care comes first! Under no circumstances should you perform procedures on your own. Please don’t ask any questions on rounds and restrain yourself from touching anything or breathing too loudly in the OR. If you break the sterile field, we are legally not responsible for any actions, violent or otherwise, the surgeon may take against you. And if you so much as smell the food we put out for the residents at noon conference you'll be getting a “Low Pass” quicker than you can say “starvation ketoacidosis”. And we all know that’s a one way ticket to a career in “shudder” family medicine, probably someplace rural. So keep it together. Do no harm. Metropolis Methodist Hospital: Fantastic things are happening here!™

**COLIN BOOTH**

**WELCOME TO THE FRANCHISE WARS**

*System: InSpectres*

*Players: 4*

*Hack: No*

Do you have what it takes to get ahead in the cut-throat world of franchised paranormal investigation and extermination?
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Players: 5
Hack: No
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Kathryn Rose
Rock of Tahamaat, Space Tyrant
System: Rock of Tahamaat
Players: 6
Hack: No
Oppression! Abuse! Tyranny! The Kaliste is a cruel world, reminiscent of your favorite apocalypse tropes. From his throne on Pium, at its heart, Rock of Tahamaat rules the Kaliste with iron, fire, blood and fear. Will you be the evil ruler, or will you rebel?
**SOME INFORMATION**
**FRIDAY NIGHT PRE-PARTY VENUE:**
**Time:** 8 pm to 12 am  
**Address:** 54 Bleeker Street, Apt. 5, New York, NY 10012  
**NEARBY SUBWAYS: BLEECKER STREET [6]**  
Broadway-Lafayette St [B,D,F,M]

**SATURDAY AND SUNDAY CON VENUE:**
**Time:** Saturday 9:30 am to 11 pm | Sunday 9:30 am to 7 pm  
**Address:** 440 Lafayette Street, 3rd & 4th Floor, New York, NY 10003  
**NEARBY SUBWAYS: ASTOR PLACE [6]**  
8th Street [N,R]

**IMPORTANT CONTACTS**
**Luke:** Burning.Luke@gmail.com  
**Shervyn:** shervyn@gmail.com

**WALKING MAP**
The map shows the location of the party (B) in relation to the venue (A)

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**ABOUT THE HOSTS**

**JARED SORENSEN**
Jared was a vital member of the early indie RPG scene. He has since pushed the boundaries of what are RPGs and published a series of innovative, ground-breaking games.

His games **Inspectres**, **Lacuna** and **OctaNe** are required play for anyone who hopes to understand the magic of game design.

**JASON MORNINGSTAR**
Jason scuttled into the light of RPG-dom in 2006 with the **Shab-al-Hiri Roach**. Since then Jason has made continuous leaps in design, creating stripped down, thematic games that incorporate techniques from RPGs, LARP and card games.

Featured on Will Wheaton’s Tabletop YouTube show, Jason’s darkly comedic game, **Fiasco**, has since taken the gaming world by surprise and held it hostage behind the register of a Gas-n-Go, issuing one ransom demand: Play the damn game and have fun.

**JOHN HARPER**
John made his mark on the RPG scene earlier than he’d care to admit—by publishing a doomed edition of **Talisanta**. Since then, John has been a quiet force, creating games that are intuitive, dripping with atmosphere and quick to play.

John’s free game, **Lady Blackbird**, has proven to be immensely popular with swaths of gamers looking for a surefire way to tell a brilliant story in a few hours.

**VINCENT BAKER**
Vincent signaled his desire to make games when he published his foundational work entitled **Kill Puppies for Satan** for which he received possibly the best hate mail any one has ever received. Since then, Vincent has produced games with compelling themes that seduce the player into making deeply emotional ethical decisions.

Vincent’s game **Apocalypse World** has spoken so deeply to its audience it has spawned innumerable children like **Monster Hearts**, **Dungeon World** and **Saga of the Icelanders**.

**LUKE CRANE**
Every year, Luke promises himself that he’ll never write another skill list or run another con. Yet here we are.

Luke made **Burning Wheel**, **Burning Empires** and **Mouse Guard**. And **FreeMarket** with Jared, and **Torchbearer** with Thor.
**Priorities/Slots**  
<table>
<thead>
<tr>
<th>PRIORITY/SLOTS</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
</tr>
</thead>
<tbody>
<tr>
<td>Swamp Ghosts</td>
<td>1st Choice</td>
<td>2nd Choice</td>
<td>3rd Choice</td>
<td>4th Choice</td>
<td>Run</td>
</tr>
<tr>
<td>Satanists</td>
<td>2nd Choice</td>
<td>3rd Choice</td>
<td>4th Choice</td>
<td>Run</td>
<td>1st Choice</td>
</tr>
<tr>
<td>Daughters of Theseus</td>
<td>3rd Choice</td>
<td>4th Choice</td>
<td>Run</td>
<td>1st Choice</td>
<td>2nd Choice</td>
</tr>
<tr>
<td>Lords-Pilot</td>
<td>4th Choice</td>
<td>Run</td>
<td>1st Choice</td>
<td>2nd Choice</td>
<td>3rd Choice</td>
</tr>
<tr>
<td>Mystery Agents</td>
<td>Run</td>
<td>1st Choice</td>
<td>2nd Choice</td>
<td>3rd Choice</td>
<td>4th Choice</td>
</tr>
</tbody>
</table>

**Game Selection Priority**

**Group:** Each attendee has been randomly assigned to a group—Swamp Ghost, Satanist, Daughter of Theseus, Lord-Pilot and Myster Agent. During the assigning process we took into account each individual schedule as best we could (so it’s not perfectly random).

**First Priority:** Each group has a slot in which they get first pick of events. Thus the Swamp Ghosts, get the first pick of events in slot A, Saturday 10 AM - 2 PM.

**Additional Priorities:** After their first pick, each group is assigned an event priority for each slot. If an attendee has a higher priority than you, you must cede a spot to them for this event.

**Attending Events:** At the start of each game slot, head to the table for the event in which you wish to participate. Check your priority against the other attendees. The attendees with the highest priority get preference. If there’s a “tie” between priorities, the attendee who is running more events wins. If there’s still a tie, negotiate quickly. Bargaining is encouraged.

**Example:** A Swamp Ghost, a Satanist, a Daughter of Theseus and three Lords-Pilot all show up for a Saturday evening 7-11PM (Slot C) event. The game can take five players. The Lords-Pilot have first priority in slot C. They both get seats at the table. The Mystery Agent has second priority in slot C. She gets a seat at the table. The Swamp Ghost has third priority in slot B. He gets a seat at the table. The Satanist has fourth priority in slot C. He does not get a seat at the table because he has lowest priority. Loser.

**Why This Method?** This method ensures that everyone gets first pick in one slot and there are no lines and no sign ups.