

ConVivial Gaming Schedule - Friday January 12th, 2024

Time	Game	Description	Game Master	Table #
Friday: 3pm- 7pm	Ready Set Bet, Lords of Vegas, Letters from White Chapel	R.S.B is an active betting game, Lords is using money to build Casinos, Letters is a Hidden Movement game based on Jack the Ripper. *I can teach any game that I have previous knowledge of really*	Charles Clark	6
Friday: 3pm- 7pm	DI3901 - 'ParentHoods'	A Project: Crusaders Game: When a well-known villain reaches out to you for help, the heroes find themselves caught between a modern day Fagin and the next generation of supervillains. Can the heroes prevent tragedy?	Mark Geary	2
Friday 7pm- midnight	Gaslights and Grimoires: The Black Blade	A Gaslights and Grimoires game Set in the early 20th century of an alternate world of steampunk and pulp, Gaslights and Grimoires is pulp adventure in the Edwardian Age! To whom it may concern; The events of the tragic death of Arthur Gordon have been of grave concern and I would wish to speak with you as quickly as possible. Your names have been provided to me by a mutual associate - I fear that Gordon's death is just the first in a serious of events. Please meet me at your earliest convenience. Dr. J Watson, esq.	Mark Geary	2
Friday 7pm-Midnight	Battletech: The Grinder	All materials will be provided. This scenario is designed to appeal to all levels of skill but targeted to the interests of the inexperienced. The focus of the Grinder is to have fun, kill mechs and also to be killed. Winning is not important nor is trying to be the best. What is important is the enjoyment that is expressed by the players. This event runs until at least midnight. Walk ups are welcome from start to finish.	Chuck Stocky	1
Friday 7pm- midnight	The Beast of Blackpool	D&D 5e A group of adventurers are hired to solve mysterious disappearances in the small village Blackpool	Sam Wade	3

Friday 7pm- midnight

Call of Cthulhu- Wrath of Katahdin

Modern setting (1985). The Opee Indian tribe is in trouble as an illness has befallen them. The loggers in the forest have been complaining of how they have almost come to blows with each other.

Now there are missing lumberjacks and the Opee are being blamed. They claim innocence and the oldest member of the tribe insists that the nature spirits took them.

Your investigators must defuse the situation and find out what is really going on.

This is a 4 hour percentage based RPG where skills and wits are just as important as physical stats. Work together to bring two opposing sides to the truth behind the mystery. Premade characters will be given but they will be player customized. Up to 6 players per session please.

Thomas Melanson

4