



DunDraCon 48

February 14-17, 2025

Santa Clara Marriott Hotel

2700 Mission College Boulevard, Santa Clara, CA 95054
408-988-1500

Enjoy your stay at DunDraCon 48, our fourth year at the Santa Clara Marriott!

Your questions about the Convention can best be answered by this program book, the folks at the Information Table (outside California Salon 1), or any DDC staff member in a green DunDraCon staff shirt.

The Santa Clara Marriott is a non-smoking environment.

You must wear your DDC badge in plain sight in all function areas.

Stay Healthy! Look after yourself. Wear a mask if you feel you need to do so, and respect others' choices to mask or not to mask. If you start to feel ill, **GO HOME**. Whatever you've got, try not to share it with anyone else.

DunDraCon Website Online Events Registration

You can examine the events schedule, sign up for games, and see the game posting results on the DunDraCon website at <http://www.dundracon.com>

Scan the items below with a smartphone to connect to the Events Page, Games Registration, Games Results, or Homepage on the DunDraCon website.

Events Page



Games Registration



Games Results



DDC Homepage



DunDraCon Rules & Survival Tips

Convention Rules

- **Masks:** This year we do not require masks or proof of vaccinations. You may wear a mask or not at your choice.
- **Wear your Con badge where it can be seen.** You cannot enter the Dealers' Room or a scheduled game without it, and we will be looking for badges in other spaces, including open gaming and the board games room.
- **Leave weapons in your room.** A weapon is, by definition, anything the Committee thinks is a weapon—please don't argue. This is for your safety (any weapon, real or fake, may startle someone into taking action against you) and the safety of your companions. You may mean no harm, but most things that look like weapons are a real hazard in crowded halls. Even the martial arts demo people keep everything in their room except en route to and from scheduled demos. And it is never appropriate to wield a weapon outside of a planned martial arts demo, even in jest. This in particular is such a serious safety violation that DunDraCon reserves the right to kick the violator out of the Con.
- **Smoke only where allowed**—that is: in the smoking areas *outside*. The Marriott is a 100% non-smoking hotel. Smoking anywhere in the hotel (including the room balconies, which are considered part of the interior) can get you kicked out of the Con, and the hotel may levy a hefty charge as well.
- **Health and safety:** Anyone who endangers the health and safety of others, or causes others to feel unsafe, is subject to expulsion from the Con, though in minor cases you might just get a stern talking-to. Most everyone behaves very well for such a large Con, but because it is large and sometimes crowded, we have to take potentially hazardous situations seriously. In particular, any threat of physical violence or unwanted physical contact, use of controlled substances, use of fire in any way (even a candle), or any inappropriate use of alcohol in public are grounds for kicking the offending party out of the Con. See the **DDC Policy on Harassment** on page 4.
- **Individual selling** is allowed only in the Bazaar.

Hotel Tips

- Don't cook in your rooms or on a balcony! Not even with a microwave. You might set off sprinklers, cause a fire, or get thrown out of the hotel.... (But we're told that you can use the microwave in the lobby gift shop.)
- If you choose to go out and get food (or have it delivered), please don't leave the carcasses lying around—it annoys the hotel staff, which makes it harder for us to work with them.
- Please keep your rooms relatively neat. Especially keep sleeping bags, ice chests, etc. safely stowed away.
- The Santa Clara Marriott has a no-pets policy, so please do not bring non-service animals into the hotel.
- The health club and pool are for the use of registered hotel guests only.
- No gaming in the Orchard...and tips are expected!
- Lost and Found is at the hotel front desk. DunDraCon staff will turn in all lost and found items to the hotel, so check there for any lost items.

General Good Sense

- Sleep some of the time. Your body needs rest, even with nonstop distractions. If you start a game at 2 am, you'll probably be too wasted to play in your official game when its 8 am start time rolls round.
- Eat something besides potato chips and candy. Your endurance and concentration will improve amazingly.
- Drink a lot—of water. Hotel air is very dry; use the water stations. Try to avoid sugar and alcohol as much as you can.
- Alcohol is allowed only for those of age. Ignore this rule and you can be asked to leave the Con.
- Tell people where you are. Make sure your family and anyone else who might need to reach you know you're at the Marriott, and what your room number is. Give us a number where we can reach your family or friends.
- We cannot page people at the Con, nor can we guarantee to reach or find anyone. You can leave a note on the DunDraCon message board, and so can your friends, so check the board for messages a few times a day. Ask at the front desk, too; they may have something that hasn't been posted.
- Watch your step. Don't run in the halls or otherwise endanger yourself or others. It's hard to move figures when you're in traction.
- Use the trash cans. Garbage left for someone else to pick up is a major social blunder.
- Keep your temper. Everyone is trying to make the Con run as smoothly as possible. If something goes wrong, we'll get it fixed faster if we can just work on the cure—without stopping to swear that we didn't foul things up on purpose.
- Know where your children are, and make sure they know where you are. Set a specific time and place to meet whenever you and your children are going to be in different places for even a few minutes. **Ultimate responsibility for your children's safety lies with you;** DunDraCon and the Santa Clara Marriott will do the best we can to support you in that goal. Should any crisis arise, children or adults should contact our staff or the hotel at once.
- Do not play in the stairwells or elevators. This is both a courtesy and a safety issue. During peak times, the elevators are full to capacity and the stairwells are often busy with folks carrying large amounts of stuff to and from game rooms. It is also essential that hotel and Convention staff be able to move between floors in order to run the Convention smoothly. Unfortunately, teleporting is not yet an option.

Table of Contents

| | Page |
|---|-------------|
| General Announcements | Front Cover |
| DunDraCon Rules & Survival Tips | 2 |
| Table of Contents | 3 |
| Hotel Information | 3 |
| What to Do at DunDraCon | 4 |
| DDC Policy on Harassment | 4 |
| Memorial Freecycle Table | 4 |
| DunDraCon Staff | 5 |
| Animé Room | 5 |
| A Note to Parents and Guardians | 5 |
| Dealers' Room | 6 |
| War College Seminars | 7 |
| Seminars | 8 |
| DDC Game Standards | 11 |
| DDC Game Policies | 11 |
| Martial Arts Fighting Demonstrations | 12 |
| Larry DiTillio Memorial Games Library | 12 |
| DunDraCon Protospiel | 13 |
| Convention-Sponsored Games / How to Sign Up | 14 |
| Game Registration Signup Times | 15 |
| By the Basics Games | 15 |
| Games Registration FAQ | 16 |
| Figure Painting | 18 |
| Games Auction | 18 |
| Live Action Role Playing Games (LARPs) | 19 |
| Special Events | 19 |
| Kids' Room & Kid-Friendly Games | 20 |
| Board & Card Games | 21 |
| Miniatures Games | 21 |
| Bazaar | 21 |
| Role-Playing Games | 22 |
| Pathfinder Society Organized Play | 23 |
| Hotel & Event Locations Map | Back Cover |



Convention Registration

Across from California Salon 3

Convention Registration Hours

| | |
|----------|--------------------|
| Friday | 10:00 AM – 9:00 PM |
| Saturday | 9:30 AM – 8:00 PM |
| Sunday | 9:30 AM – 5:30 PM |

FULL MEMBERSHIP = \$80

ONE-DAY MEMBERSHIP = \$50

IN-TOW BADGE = \$5

Keep Your Badge! You'll have to show ID and pay a fee to replace your lost badge.

Hotel Information

Convention Food Service

There will be food. However, the arrangements were not set when this book went to the printer. We expect that the lobby Starbucks unit will have breakfast items for us, and that the Orchard will lay out a brunch for us all morning, perhaps with some items cooked on the spot. The rest of the day we expect the Orchard to have lunch and dinner offerings available, possibly also with some cooked just for you. Tables in the Orchard are open for eating food purchased there; please use the lobby or hall tables for your own supplies.

Check the Info Table outside Salon 1 for up-to-date info on menus and hours.

Need Help with the Hotel?

Let DunDraCon help settle disagreements and unsnarl questions about rooms. Do not ask the hotel to move furniture or air walls; the Santa Clara Marriott does not do same-day room resets, but we may be able to rearrange furniture informally. Talk to a Committee member—Hilary Powers (usually in the Sedona Room) if possible; she's the one the hotel people are most used to working with. However, in a pinch you can ask any Committee member if you need something. We will back the hotel staff in anything they need to do to maintain the health and safety of the people here, but we want you to have a good time and will do what we can to help!

WARNING!

All the tables and chairs in the gaming rooms and the halls are for the use of the Convention. Do not borrow them. If any are found in your room, they will be removed—and the hotel may slap on an extra charge for the inconvenience. And if you see any banquet-style tables or chairs in someone else's room, you can be sure they're "borrowed"—the hotel is not renting furniture for in-room gaming this year.

PARKING

If you have a room, tell the front desk you have a car when you check in and your room key will be activated for in-and-out parking privileges; \$5/day will be added to your bill. If you're day-tripping, validate your parking entry ticket at the station across from Con Reg so you will be charged \$5 (instead of the hourly rate, up to \$15) to leave the lot.

ANIMALS IN THE HOTEL

The Santa Clara Marriott has a firm no-pets rule. However, documented service animals (but not emotional support animals) are allowed, with no fee. Acceptable documentation consists of a California standard service animal identification tag, or equivalent. (And they mean it! You don't want to think about the fee if the housekeepers report an illicit animal you haven't mentioned, and the trouble from misrepresenting a pet as a service animal is worse.)



What to Do at DunDraCon

Entertainment at DunDraCon comes in many different forms. First are the Convention-sponsored games, including LARPs, board games, card games, miniatures games, and RPGs. All numbered games are registered through the Games Registration program and are listed on the DDC website. You can drop into the Protospiel room (California Salon 4) at any time—even after midnight. Games might start at any time, and designers always want your feedback.

You also don't need to sign up for the Seminars, War College, Fighting Demos, Figure Painting, or Animé Room; just show up at the stated times. The Dealers' Room, Auction, Game Library, and Bazaar are open only at certain hours. Open Gaming rooms are open 24 hours a day. Figure Painting is in California Salon 2, with contests. We have a schedule for the younger crowd (and those with young hearts) in the Kids Room (Seattle). If you need assistance, ask a member of the DunDraCon Committee (the Green Shirts) or go to the Information Table (California Salon 1, open 8:00 AM to 8:00 PM).

Open Gaming

Locations: Sedona and Grand E—all weekend; Grand D Friday–Sunday; Grand A–Friday and Saturday; Portland, Santa Barbara, and Newport Beach—Monday (and Hector may be able to find you a place on other days). Open Gaming runs nonstop until 5:00 PM Monday. The Sedona Room is focused on board and card games, while the rest of the space is available for all types of games.

Note: Throughout the con, tables in Sedona will be reserved intermittently for official games or other events; check the table signs to see how much time is available for open gaming before you settle down to play something unscheduled.

No sales permitted in Open Gaming.

We ask you to be courteous to others in the Open Gaming areas and to pay attention to any announcements. All tables are first-come, first-served, with actual gaming having priority (and with any officially scheduled events in the Sedona Room having highest priority). **Note that it takes a live human to hold a table! Stuff left at a table may be moved to the wall.** Please remember to put trash in trash containers. If a trash can is full, please inform hotel staff or a Committee member.

DDC Policy on Harassment

DunDraCon feels very strongly that attendees should be allowed to play in an atmosphere of harmony and good feeling at the Convention.

Harassment can range from purposely touching someone else against their wishes, invading their privacy, or following them around, to comments or gestures that make them feel unsafe or uncomfortable. This is not an exclusive definition; harassment is as broad as the perception of the harassed.

If you feel you are being harassed in any way, and especially if the harassers are persistent, please report this to our Green Shirt staff; you will be referred to a mediator to assist you. Our mediator, either alone or in consultation with others, will hear your concerns and act on them with high priority.

Such a resolution may range from mediation between you and your harasser, to expelling your harasser from the Convention, banning the harasser from some or all future Conventions, or involving local law enforcement if warranted.

Memorial Freecycle Table

DunDraCon is continuing the Memorial Game and Game Component Freecycling Table. This will be a table in the hallway outside California Salon 1.

Anyone may place unwanted but usable games and game components there, free for the taking by anyone else. Junk, antique, or collectible—it's all in the eye of the beholder, so this is your chance to dispose of an unloved or superseded gaming item that someone else might cherish, subject to the limitations listed below.

By leaving any item on the table, you relinquish ownership of it, and may not dispute its appropriation by anyone else. DunDraCon's staff members will periodically police the table, and reserve the right to remove any item or items and dispose of them for any reason.

Please do not leave any of the following; DunDraCon will dispose of these items forthwith:

- Food or food-like substances.
- Liquids, powders, or aerosols, including hobby paints, solvents, fillers, or glues.
- Other toxic or dangerous materials, such as moldy game components, anything that smells of second-hand smoke, broken items with sharp edges, or weapons.
- Books, magazines, comics, CDs, DVDs, tapes, or other materials not related directly to playing games.
- Pets, including dragons who may or may not have been paper-trained.

In Memoriam: Clint Bigglestone, Steve Henderson, Dorothy Heydt, Jerry Jacks, Terry Jackson, Mike Nebeker, and Steve Perrin.



DunDraCon Staff

Randy Angle – Protospiel Coordinator, Seminars
Rachelle Boyd – Social Media Publicity, Press Passes, Special Events
Angela Brockett – Convention Registration Deputy
Meg Creelman – Fighting Demos, ConReg Deputy
June Delane – Member Services, Games Library
Gigi Henderson – Signage, Youth Gaming
Hal Heydt – Chief of Convention Registration
Cynthia Hilton – Proofreader, Copy Editor
Tony Hughes – Bazaar, Organized Play
Kyle Hunt – ConReg GUI Programming
Bill Keyes – Program Book, Publicity, DDC Blast
Teri Keith-Torres – Kids’ Room Deputy
Dana Lombardy – War College Coordinator
Ariel Mahar – LARPs Liaison, Events Sched. Deputy
Chad Martens – Dealers’ Room Coordinator
Xander Matthews – Scheduling support; Info Table support
Anne Merrit – War College Deputy
Rob Miles – Animé Room, Audio-Visual Support
Kendra Nelson-Rury – Figure Painting Director
Ryan Nelson-Rury – Figure Painting Deputy
Hilary Powers – Hotel Liaison, Board Games Coordinator
Ellen Robertson – Games Reg, Print Publicity & Fliers, Sorcerer’s Apprentice, In charge of “This”
Roderick Robertson – Website, Net Rep, In Charge of “That”
Tristan Salazar – Badge Art
Kendra Schynert – Crew Captain
Mark Schynert – Events Scheduling, Master of Time and Space, Business Agent for Merchandise, Protospiel Support
Hector Torres – Miniatures Liaison, Floor Manager, Scheduling Support

Animé Room Sierra

The Bay Area Animation Society, under Rob Miles, will host a festival of animation features in Sierra. Come enjoy the show whenever you have time.

Check the schedule posted outside the Animé Room for final times and features. The Animé Room will close from midnight to 8:00 AM each night.



A Note to Parents and Guardians

DunDraCon is happy to have kids of all ages in attendance at our conventions, and we try to provide events and attractions that will appeal to a wide range of ages. We also encourage safety for kids and everyone else, which is why we have a number of rules and recommendations we hope everyone will follow. Children are expected to follow the rules of DunDraCon just as adults are, and are subject to the same penalties and restrictions if they do not.

All children and teens must have and wear their DunDraCon badge while in the Kids’ Room. One way parents and guardians can assure that minors in their charge will be as safe as possible at the Convention is to make sure an emergency contact number is included for every child. If any problem arises, it helps us and the hotel to have a way to contact you right away. Those of you in attendance at the Convention can leave room numbers, but a cell phone number is better, and both is best of all.

Please provide alternative contact numbers (home, business, cell) as appropriate, in the unlikely event that an accident or health crisis gives us need to contact someone on your behalf.

We rate most of our events for content in order that parents, children, and other attendees will have some idea of what they can expect in a given game, and can choose events most appropriate to their enjoyment and comfort. See our **DDC Game Standards** on page 11.

DunDraCon has neither the authority nor the resources to supervise the kids in attendance at our Convention. While we are not baby-sitters, we do want to assist parents in every way we can as they make the most appropriate decisions regarding their children’s presence at the Convention. Know your child’s capacity to operate autonomously and make decisions with that in mind.

Please contact any member of our staff if you need assistance at any time regarding your children (or for any other Convention-related matter). Above all else, we want to help you and yours have the best possible Convention, and will do whatever we can to make that happen.



Dealers' Room

Salons 5-6

Salons 5-6 will have dealers for all of your gaming needs. Note that the room closes early on Monday, so get your last-minute buying done in the morning.

You MAY NOT eat, drink, or smoke inside. You must have your own Con badge to enter the Dealers' Room, not someone else's. Security will be firm on both points.

Dealers' Room Hours

| | |
|----------|-------------------|
| Friday | 5:00 PM – 8:00 PM |
| Saturday | 9:30 AM – 5:30 PM |
| Sunday | 9:30 AM – 5:30 PM |
| Monday | 9:30 AM – Noon |

Vendors

8Bit Bytes – Journals, plush, jewelry, mugs, and steins.

Amelia Pen Draws – Character art prints for fantasy, stickers, buttons, and children's books.

Black Diamond Games – A full-range game store offering a range of new and liquidation board games at great prices.

Bob Goolsby Designs – Handmade designed and crafted jewelry.

Chessex – All your Dice, figure cases & gaming matt needs.

Crit for a Cause – Handmade Dice & unique Fantasy Themed Goods that support charity!

Darkfire Treasure – Game books, T-Shirts & Foam weapons for your LARPing needs.

Electi Studio LLC – Miniature gaming rules Hobgoblin, Bloody Hollow, Eternal-15mm, and Seraphim & Sanctuary, and the miniatures for Arsenal.

Flying Hands Massage – Flying Hands Mobile Massage serving the discriminating gamer since 1991.

Games of Berkeley – Games of Berkeley has served the Bay Area gaming community for over 30 years.

Gamescape SF – A Bay-area game store selling painting supplies and board games.

Goodman Games – Publishing the Dungeon Crawl Classics RPG & adventures for 5th Edition Roleplaying, including Original Adventures Reincarnated featuring the Temple of Elemental Evil along with other classic TSR adventures—and much, much more!

JenUoneArt – Pet portraits, original art, and 3D printed resin art pieces.

Mega Negi – Vinyl Anime decals for cars, laptops, etc.

Nekoseys – Anime, video game Acrylic Keychains, Prints, Buttons, Coloring Pages for all ages.

Night Owl Workshop – New old-school Roleplaying Games, Fantastic Books, Fantasy Art, and Tabletop Games. Makers of Warriors of the Red Planet, Guardians, Dungeoneer, and Murder of Crows.

Octopunx – Jewelry, sun catchers, hats, rings, decorated boxes, magnets, dice cups & bags, goggles, stone orbs, etc.

Quest and Chaos, LLC – RPG Accessories and Merchandise from across their podcasts and channel.

Sandwich Bag Games – Publisher of the card games Swirling Heroes, and 'Gosh Darn Bubbles!'

Save vs. Death Ray – Save vs. Death Ray is a wholesale liquidation company that specializes in selling deeply discounted games at conventions across the United States.

Scallywags International – Self-published games; Scurvy Dogs: Pirates and Privateers, art, pins, and accessories.

The Ninth Stich – Costume, re-enactment clothing & dice bags.

The Pouch of the Platypus – Enamel Pins, Plushies, Stickers and gaming-related items.

Thornhill Gaming – Handmade TTRPG accessories and gaming related gifts; dice trays, tote bags, bath bombs, etc.

Three Dog Quest – Representing Indie Press Revolution. Roleplaying games, Kickstarter Edition Games, game accessories.

Wonder Lost Creations – Hand-crafted leather gaming accessories; beverage holders, dice cups, card holders, etc.

DunDraCon Merchandise

We have DunDraCon™ merchandise this Year!

Shirts! Pins! Challenge coins! We'll be in the Dealers' Room, Friday through Sunday, until and unless we sell out. And if anything is left for Monday, we'll also have a table just outside the Bazaar from 9:00 to 11:00 AM. Supplies will be limited for shirts (both women's and men's tees). If they sell out quickly, we'll come back next time with even more inventory. And let us know what you'd really love to see us do for DDC 49. We're taking notes. Cash is good, and we may be able to take cards as well. So come on round, if only to Ooh and Ahh!



Flying Hands Massage

Flying Hands Massage will be outside California Salon 1 for those with sore backs and feet. Well worth the cost! 10-, 15-, or 20-minute sets offered.

| | Hours |
|----------|-------------------|
| Saturday | 8:30 AM – 6:30 PM |
| Sunday | 8:30 AM – 6:30 PM |
| Monday | 8:30 AM – 1:00 PM |



War College Seminars Monterey

Dana Lombardy's 2025 War College spotlights Dana's 50-plus year career as a historian, author, editor, and game designer. This year features new seminars by Grant Dalglish who, along with his father Tom, are Columbia Games.

SATURDAY
February 15

Alternate Histories with Ken Hite

Saturday 11:00 AM in the Monterey Room for 1.5 hours

Presenters: Dana Lombardy & Ken Hite

A very popular War College panel discussion restarts! Authors and game designers Dana Lombardy and Ken Hite examine possible alternate histories and what their impact might have been. Audience participation is encouraged. **FREE HANDOUT:** a guide to sources for alternate histories will be provided to attendees.

LUNCH BREAK

12:30 PM to 2:00 PM

Meet Columbia Games, award-winning RPG and board game publisher

Saturday 2:00 PM in the Monterey Room for 2 hours

Presenter: Grant Dalglish

Columbia Games makes its debut at DunDraCon!

Learn how the *HårnWorld* RPG was created – now in hardcover format – as well as the legendary block wargame series that started with *Quebec 1759* in 1972. Columbia's newest block game *Alliance*, a multiplayer Napoleonic strategy game, will be showcased along with a FREE PDF and FREE game on Steam.

SUNDAY
February 16

Update on the Continuing War in Ukraine and a new series of History Seminars

Sunday 11:00 AM in the Monterey Room for 1 hour

Presenter: Dana Lombardy

Dana shares the latest information and recommended blogs and vlogs to stay current with the ongoing battles in the Russia-Ukraine War. **BIG ANNOUNCEMENT:** Dana is starting a series of monthly meetings with a variety of speakers on historical topics in the Club Room of the Oakland apartment building where he lives. Details will be provided in the handout.

LUNCH BREAK

12:00 PM to 1:30 PM

2 World War Two 80th Anniversaries now as wargames and new illustrated histories

Sunday 1:30 PM in the Monterey Room for 2 hours

Presenter: Dana Lombardy

2024 saw two 80th anniversaries of the decisive World War Two battles in Western Europe: the massive Allied invasion at Normandy, France called D-Day; and the largest land battle the U.S. Army fought, known as the Battle of the Bulge. Dana worked with acclaimed artist Keith Rocco to publish a comic and hardcover book based upon the two huge wall murals Rocco created for the First Division Museum. Hear the backstory of the murals and the books, PLUS check out the latest solitaire and 2-player board games in development: **Bloody Omaha: The Big Red One at D-Day** and **One-Page Bulge™** second edition that Dana did with fellow Hall of Fame designer Steve Jackson.

War College Presenters



Dana Lombardy began his game design career in 1972 when he started Simulations Design Corporation (SDC) in San Diego while he was still in college. He has worked on board games, card games, role-playing supplements, magazines, books, battlefield guides, videos, and educational exhibits. These hundreds of projects all required collaboration with other designers, historians, and artists. Dana will show his most recent games currently under development: **Bloody Omaha – The Big Red One on D-Day** and an augmented second edition of **One-Page Bulge™** with fellow Hall of Fame designer Steve Jackson.



Seminars



Kenneth Hite has been a special guest at DunDraCon for many years, speaking about city building, what's new at Pelgrane Press, and what's currently "cool" in gaming. He is an award-winning writer and RPG designer with extensive books on the Cthulhu mythos, GURPS Infinite Worlds, Night's Black Agents, and The Nazi Occult among his many published works. Ken was the lead designer for Vampire: the Masquerade 5th Edition. Ken and Dana will explore alternate histories.



Grant Dalglish and his father Tom are **Columbia Games**, fixtures in the game industry for more than 50 years. Grant has been making games most of his life and is excited to attend DunDraCon for the first time. He will share fascinating details and the backstory about Columbia Games' *HårnWorld* RPG setting, now in hardcover format, and the block wargame series, especially the new *Alliance* multiplayer Napoleonic wargame and 50th anniversary edition of Columbia's first block wargame, *Quebec 1759*. Look for Grant in the War College schedule and around the show.

2 Special Offers for DunDraCon attendees from Columbia Games

To claim both, send an email to:
DDC2025@columbiagames.com

FREE PDF RPG MAP

The legendary Hårn map is yours FREE in PDF along with other goodies.

And

FREE VIDEO GAME

Julius Caesar block game on Steam. You will receive a STEAM access code.

| Seminars in Sequoia Room (Panels & Presentations) | |
|---|------------------------|
| Topic | Time |
| Welcome to DunDraCon - Panel Randy Angle | Fri Noon 1 hour |
| Diversity, Equity, and Inclusion in the Context of Tabletop Gaming - Presentation Ronald Melencio | Fri 2 PM 1 hour |
| Disaster Prepping Made Easy - Presentation Karl Rich & Karen Kelley | Fri 4 PM 1 hour |
| 3D Printing and Gaming - Presentation Jason Windham | Sat 10 AM 1.5 hours |
| Ask The GMs Anything! - Panel Doc Cross, Arthur Prospero & Randy Angle | Sat Noon 1 hour |
| Player Agency - Presentation Ken Moscardini | Sat 1 PM 1 hour |
| Nameology 101 - Presentation Arthur Prospero | Sat 2 PM 1 hour |
| How To Run Mysteries in RPGs - Panel Merwin S. & Ken Hite | Sat 3 PM 1 hour |
| What's New & Cool in RPGs - Panel Ken Hite & Randy Angle | Sat 4 PM 1 hour |
| Beginner's Guide to Stable Diffusion AI Art for Gamers - Presentation Clyde Graham | Sun 10 AM 1.5 hours |
| City Building - Panel Michael Blum, Ken Hite & Doc Cross | Sun Noon 1.5 hours |
| Narrative Friction - Presentation Lucas Kotowski | Sun 2 PM 1 hour |
| By the Bullets: For GMs - Presentation Matt Steele | Sun 3 PM 1 hour |
| Player Tips for being the Bad Guy in RPGs - Presentation Randy Angle | Sun 4 PM 1 hour |

| Seminars in Redwood Room (Workshops & Roundtables) | |
|--|---------------------|
| Topic | Time |
| Game Design GameJam - Workshop Randy Angle | Fri 1 PM 2 hours |
| Game Designer's Chat - Roundtable Randy Angle | Fri 3 PM 1 hour |
| URGE: Easily Build and Portray Complex Characters - Workshop Merwin S. | Sat 11AM 1 hour |
| Try Out GMing - Workshop Matt Steele & Jeltje Van Baren | Sat 1 PM 5 hours |
| [Teens Only] Composing Original Stories - Roundtable Mark Schynert | Sun 1 PM 1 hour |
| Embroidery - Workshop Sara Angle | Sun 3 PM 1 hour |

Panels & Presentations

Sequoia Room

Welcome to DunDraCon - Panel

Friday Noon in Sequoia for 1 Hour

Presenter: Randy Angle

Come by and be greeted for coming to the Convention. Questions will be answered, some reminiscences about previous years and origins of the Convention will be offered, and you'll get to know some of the faces behind the events of the Convention.

Diversity, Equity, and Inclusion in the Context of Tabletop Gaming - Presentation

Friday 2:00 PM in Sequoia for 1 Hour

Presenter: Ronald Melencio

Take a look at the state of DEI in the context of Tabletop Gaming, the progress made, and where we're headed. (Includes updates from 2024-2025.)

Disaster Prepping Made Easy - Panel

Friday 4:00 PM in Sequoia for 1 Hour

Presenters: Karl Rich & Karen Kelley

Make a plan. Be informed. Get ready. You will gain information on how to put together a BOB (bug out bag), what you need in a first aid kit, and how to tailor these things to meet your specific needs. The first 20 people will receive a gift.

3D Printing and Gaming - Presentation

Saturday 10:00 AM in Sequoia for 1.5 Hours

Presenter: Jason Windham

This will be a high-level introduction to consumer 3-D printing. This introduction will include an overview of the two types, their Pro & Cons, costs, and ease of use. From there I plan to talk a little about the impact it is having on the gaming industry. A good portion of the time will be spent talking about and showing the different ways it can be used in all types of games, from RPGs to LARPs. I plan to have a good number of examples that attendees can look at and hold to see the quality. I will be answering questions throughout the seminar and plan to have extra time at the end for additional questions and discussion.

URGE: Easily Build and Portray Complex Characters - Workshop

Saturday 11:00 AM in Redwood for 1 Hour

Presenter: Merwin S.

If you play or run RPGs, you probably build and play characters. But are each of them unique individuals, or do you fall back to caricatures? With a lot less effort than distinctive voices and detailed descriptions, you can learn how to make every character you play as memorable and complex as you like. This is a participatory workshop. Attendees are encouraged to share characters they create during the session. (Handout provided. BYO writing implement.)

Ask the GMs Anything! - Panel

Saturday Noon in Sequoia for 1 Hour

Presenters: Doc Cross, Arthur Prospero & Randy Angle

Do you have questions about becoming a GM? Are you a GM seeking some advice? Come ask our panel of experienced Game Masters your questions.

Player Agency - Presentation

Saturday 1:00 PM in Sequoia for 1 Hour

Presenter: Ken Moscardini

Designing an RPG campaign where the player's choice drives the narrative.

Nameology 101 - Presentation

Saturday 2:00 PM in Sequoia for 1 Hour

Presenters: Arthur Prospero

What's in a name? Turns out quite a bit! Did you know 'Mordor' literally translates to 'Black land' What are the nations in your fantasy world called? Why are they called that? Come learn how to add INCREDIBLE DEPTH to your world building! But that's not all: Learn easy techniques to name, keep track of, and recall the names of hundreds of culturally-specific NPCs. Create name ranges based on the anthropological background of your regions! Help your players create area-specific character names! Learn how to use related languages to trace the history of your world! You will be surprised and delighted by the significant increase in the aesthetic value of your creations with some simple linguistic techniques! Useful Swag for all attendees.

How To Run Mysteries in RPGs - Panel

Saturday 3:00 PM in Sequoia for 1 Hour

Presenters: Ken Hite & Merwin S.

Some RPGs can focus on Combat or Exploration, but Mysteries can be a unique way for player characters to explore and use their skills. The panel has expertise in Mystery RPGs like Gumshoe, but also tips & tricks that can be used in other RPGs.

What's New & Cool in RPGs - Panel

Saturday 4:00 PM in Sequoia for 1 Hour

Presenters: Ken Hite & Randy Angle

Game Industry veterans talk about what is new and worth your attention in RPGs recently or in the near future.

Beginner's guide to Stable Diffusion AI art for gamers - Presentation

Sunday 10:00 AM in Sequoia for 1.5 Hours

Presenter: Clyde Graham

Overview of AI art programs as a tool to players and game-masters, with a concentration on Stable Diffusion (Open Source).

City Building - Panel

Sunday Noon in Sequoia for 1.5 Hours

Presenters: Michael Blum, Doc Cross & Ken Hite

The long-running seminar about the nuts and bolts of creating and using cities in RPGs. This year our foci will be: Cities Without Streets, instead having wide open gaps or canals; Public Infrastructure, such as are the streets paved? are there water fountains? latrines? street lighting? gutters? shrines to minor gods ensuring safe pedestrian traffic? statuary? Basically, stuff that isn't connected to or part of a specific building. Cities Under Siege: not the mechanics of wall height, trebuchets, etc., but rather what happens to civil life for the inhabitants.



Narrative Friction - Presentation
Sunday 2:00 PM in Sequoia for 1 Hour

Presenter: Lucas Kotowski

How to make your story and game mechanics work together. Have you ever experienced a moment in a game where the story and narrative tell you one thing, but the mechanics of the game tell you another? This narrative friction is the bane of immersion and can take a player right out of your game. In this seminar we will discuss pitfalls and common traps that can create narrative friction for creators, gamemasters, and players.

By the Bullets: For GMs - Presentation
Sunday 3:00 PM in Sequoia for 1 Hour

Presenter: Matt Steele

GMs: For years my Convention games ran overtime and I had to compress my endings, narrate how they were supposed to end, or run at night and keep Players up way too late - a terrible experience for everyone. To solve this problem, I came up with a system to figure out how long my games run and how to adjust when they look like they might go long. I call this system 'By The Bullets'. Using it has changed how I run my Convention games, improved the experience for Players, and made my 1-shots much more manageable. Come hear about my system, learn from my mistakes, and get some tips on getting your convention game to flow more easily and wrap up on time.

Player Tips for being the Bad Guy in RPGs - Presentation

Sunday 4:00 PM in Sequoia for 1 Hour

Presenter: Randy Angle

Sometimes, it is more fun to be the Bad Guy. Tips & Tricks for playing the Spy, Rogue, or Scallywag in your role-playing games without ruining the fun for other players.

Workshops & Roundtables Redwood Room

Game Design GameJam - Workshop
Friday 1:00 PM in Redwood for 2 Hours

Presenter: Randy Angle

Push your Game Design skills to the limit in this exciting GameJam competition. Participants will have 60 minutes to design an original game using components provided and then 5 minutes to present their designs to the judges and other participants. The winner gets a PRIZE! ** Limited to the first 8 Attendees **

Game Designer's Chat - Roundtable
Friday 3:00 PM in Redwood for 1 Hour

Presenter: Randy Angle

DunDraCon has always been a Game Designer friendly event. It doesn't matter if you are a professional or wannabee, please join in a rousing discussion about Game Design and get your questions answered. ** Limited to the first 11 attendees **



Try Out GMing - Workshop
Saturday 1:00 PM in Redwood for 5 Hours

Presenters: Matt Steele & Jeltje Van Baren

If you ever thought about Game Mastering (GM) but haven't taken the plunge, this workshop is for you. Take a quick turn in the GMs chair in this low-stakes workshop designed to let you try it out risk free. We use a simple game system and play through a mini-adventure. Each session is led by a veteran GM who facilitates four people. While one person acts as GM, the others act as Players. After two short scenes, the GM position rotates until everyone gets a turn. Afterwords, we talk about what went well, what challenges people had, and the GM Facilitators will answer questions. Your GM Facilitators: Matt Steele (he/him) is a veteran GM who combines over four decades of GMing and filmmaking to help GMs and Players create better gaming experiences. Jeltje Van Baren is an experienced GM and organizer of a twice monthly RPG at the Library event as well as a series of Try Out GMing workshops. ** Limited to the first 8 attendees **

[Teens Only] Composing Original Stories - Roundtable
Sunday 1:00 PM in Redwood for 1 Hour

Presenter: Mark Schynert

Discussion with an Experienced Game Master and role-playing game author and other teens on how to set up a compelling story for your players, in any genre. While I might hand out materials and talk about approaches, this can be a free-flowing discussion of general thoughts and specific examples by participants of what works and doesn't work in role-playing. Even experienced GMs don't know everything. In the end, we want to focus on what's compelling in a game, whether scary, funny, romantic, friendly, heroic, off-the-wall, or whatever, and how to get that across effectively to the players so they can add their own share to the story-telling...and come back for more. ** Limited to the first 5 Teen Attendees. **

Embroidery - Workshop
Sunday 3:00 PM in Redwood for 1 Hour

Presenter: Sara Angle

Needle artist Sara Angle invites you to attend a one-hour session where she will share her knowledge acquired from 15 years as a professional stitcher and many years as a member of The Embroiderers' Guild of America (EGA). There will be a short opening statement followed by simple stitch instructions and a Q&A. ** Limited to the first 12 attendees **



DDC Game Standards

or

Will my child enjoy this game?

DunDraCon defines all games according to a set of consistent guidelines as applied by the GM. DunDraCon does not review GM scripts and cannot guarantee that GMs will always conform to the standard they specify, although DunDraCon does expect this of all GMs. These standards speak to content in the same way that MPAA® movie ratings do, but we do not use the same labels or definitions. We hope these standards will be helpful to adults, children, and parents in selecting games they are most likely to enjoy.

Family: Family games will have no profanity, very little or no sexual innuendo, and violence will be limited. Such violence as there is will be brief, stylized, remote, or cartoonish, and never graphic. There are no themes of an intense nature. The game may be simple, but if it is at all complex, the GM will be sure to ease play for children as needed.

Mainstream: Mainstream games may have moderate, limited use of profanity; limited non-explicit references to sexuality; and may contain violent elements. Graphic violence will be limited but may be present. There may be themes of intense nature, but they will not constitute the primary focus of the game. GMs are expected to use their judgment to adjust their game as they deem sensible if children are present, but children and parents are warned that there may be objectionable moments in games of this category. These games are usually moderately to very complex, and the GM may offer help to children as needed. This is the standard to which most role-playing games are written.

Mature Themes: These games may include profanity or references to sexuality, and may contain violent elements. Graphic violence will be limited but may be present. There will be themes of an intense nature, which may dominate the game, and role-playing may be so intense that younger players will be confused by the lack of an apparent boundary between character and player. GMs are expected to use their judgment to adjust their game as they deem sensible if children are present, but parents and children are warned that there are likely to be objectionable moments in games in this category, and that children should be comfortable acting in an adult manner in the presence of adults. These games are usually moderately to very complex, and there may be no means to assist children in the play of the game. This is the standard to which many LARPs are written.

Very Complex: This category applies to board and card games. Games in this category are likely too complex for children under the age of 12 to enjoy, and some older children may also experience difficulty with them. While the GM is expected to offer assistance as necessary, parents and children are advised that such games may be an unsatisfactory experience.

DDC Game Policies

Prohibitions for all DunDraCon Games

Explicit sexual content and the use of epithets relating to contemporary races, religion, ethnicity, age, sexual orientation, or gender are prohibited. Excessive graphic violence, as might be depicted in a splatter-type horror novel or film, is also unacceptable.

GMs may not charge for any event. The only exception is that we allow GMs of Sealed Deck (and similar) tournaments to sell packs at cost, but they must allow players to bring packs purchased elsewhere, as long as the decks are still sealed.

GMs are not allowed to require or suggest that any player have his or her sight or hearing substantially impaired (blindfolds, noise-cancelling headphones, etc.) as a part of a game. Opt-out or opt-in provisions for players do not make these practices acceptable. DunDraCon considers this a safety issue, and will not schedule games with such practices.

On the Other Hand...

GMs are not responsible for the behavior of players in the game. They are not baby-sitters, and they are not to be held accountable for offensive behavior by any player. If a player is consistently breaking rules, playing in a manner that exceeds the game's stated Game Content level (Family, Mainstream, Mature Themes), engaging in what the GM considers excessive conduct of any sort, or is harassing any other player out-of-character, and does not stop the objectionable actions when asked, DunDraCon delegates to the GM the right to ask that player to leave the game. GMs are expected to use this power only as a last resort. If the GM doesn't feel comfortable ejecting a player, please find a DDC staff member who will do so.

Anyone (GMs, prospective GMs, players, parents) who has questions about how these policies are applied may contact the Games Coordinator, or any DDC Committee member, during the Convention for assistance or clarification. In all cases, our primary intent is to facilitate a game-playing experience that is positive for all participants, especially GMs, and our decisions on applying policy will be made with that intent foremost.

In-Tow Badges and Convention Privileges

DunDraCon issues free "In-Tow" badges as a courtesy to paid members, to allow them to bring nongaming significant others, children, or care-givers to the convention at no additional cost. In-Tow badges must be associated with a paid member's badge.

All In-Tows may enter public areas of the convention as observers. They may make purchases in the Dealers' Room or Bazaar, but may not take part in any other activity except the Kids' Room.

In-Tow care-givers or attendants for disabled attendees may stay with their charges in all Convention areas, even those with restricted entry such as scheduled-game rooms, though they may not play.

Likewise, In-Tows who need continuing attention may stay with the member who has brought them to the Convention, but may not play.

In-Tow badges can be upgraded to full memberships at Con Registration, for the fee that would have applied at the time the associated member's badge was purchased.

Fighting Demonstrations California Salon 3

DunDraCon is pleased to welcome back Amtgard, the Society for Creative Anachronism, and Randy Bartlett, hosted in Salon 3, next to Convention Registration. Please note in the schedule **where** the combat demos will be held.



Amtgard

Amtgard is a not-for-profit, free, non-sectarian group dedicated to the re-creation of medieval and fantasy genres. Amtgard has a vast array of new experiences to offer the interested adventurer, from making clothing appropriate to a certain time period, to wielding a foam-padded replica of an ancient weapon on the field of battle. The re-creation of medieval and fantasy combat is the core of Amtgard. Amtgard is represented at DunDraCon by the Kingdom of WestMarch.



The Society for Creative Anachronism

The Society for Creative Anachronism (SCA) is an international not-for-profit organization dedicated to researching and re-creating the arts and skills of pre-17th century Europe. Established in 1966, the SCA "Known World" consists of 20 kingdoms, with over 30,000 members in countries around the world. Members, dressed in clothing of the Middle Ages and Renaissance, attend events which feature tournaments, royal courts, feasts, dancing, educational classes, workshops, and much more.

The SCA is represented at DunDraCon by the Kingdom of the West, the founding Kingdom of the SCA, celebrating its 59th year.

Randy Bartlett: with 20+ years of Whipping, and 10 years teaching how to crack that Whip, Randy is a long-time attendee of DunDraCon and Mad Hatter of all trades. His other activities include leather crafts, local Fairs, and keeping our head of Convention Registration sane on Fridays at DunDraCon.

Fighting Demos Schedule

Saturday

11:30 AM in Salon 8&9 - SCA
2:00 PM in Salon 8&9 - Amtgard
4:00 PM Outside Parking Lot - Whips & Cracks

Sunday

11:30 AM in Salon 8&9 - Amtgard
2:00 PM in Salon 8&9 - SCA
4:00 PM Outside Parking Lot - Whips & Cracks

Amtgard and the SCA plan to have workshops and impromptu discussions throughout the weekend. Please check the California Salon 3 door for further information.

Games Library California Salon 7

The DunDraCon Games Library will be located in Salon 7 this year, and will be open:

| | |
|-----------|---|
| Friday: | 2:00 PM-7:00 PM |
| Saturday: | 11:00 AM-7:00 PM |
| Sunday: | 11:00 AM-7:00 PM |
| Monday: | 11:00 AM-1:00 PM for RETURNS only, no new borrowing |

Games will be available for check-out, one game at a time per member. You will need to provide a driver's license or state ID as collateral for your game "rental." In addition to your DL or ID, you will need to provide your badge number, email address, and your "at Con" phone number.

You may keep the game as long as you like during the Con, including overnight. ALL games must be returned by Monday 1:00 PM. Of course, we anticipate that all of our members will treat borrowed games with care, as they would their own games. If game parts are missing, please let us know when you return the game.

The Games Library will also be the pick-up location for any social media contest prizes, and is where you will find Member Services. We hope you come by and visit the Games Library!



The DunDraCon Protospiel California Ballroom Salon 4

Friday to Monday, with Opening Ceremony at
9:30 AM, Saturday, February 15, 2025

Prize Raffles – Saturday & Sunday at 4:30 PM

DunDraCon Protospiel is the opportunity for game players to meet and game with game designers who need to get their games playtested. These are original, unpublished board games, card games, and role-playing game designs you can't buy in a store yet.

The designers are looking for your player feedback and your uncanny way of breaking their rules. This 4-day Protospiel game event will have: prize raffles (Saturday & Sunday), snacks, and the chance for all DunDraCon members to test out next year's greatest games.

Game Designers

Any convention member, from veterans to rookies, can bring in their unfinished tabletop games for testing, feedback, and refinement. Your games can be at the very earliest prototype stage, or polished and ready for BETA testing. We welcome all game designers and types of games.

You can expect playtesters from the hundreds of eager DunDraCon members to provide useful feedback for your game. Test new player experience, rules comprehension, systems balance, fun factor, engagement, art direction, and all aspects of your game design. Tables are open on a first-come, first-served basis.

Playtesters

All DunDraCon members can participate in the exciting games and get a chance to meet the incredible designers. While playing, you provide useful feedback and unique insights for consideration in the design of an unpublished game.

Playtesters can just drop in, meet a designer, and play any game that has space at any time. Your participation will not only gain you the gratitude of the game designers for your favorite genres, but also tickets to win prizes donated by the DunDraCon Protospiel sponsors.

No sign-ups, no need for game registration, and likely no waiting, as new sessions are starting all the time. If a game has a rule you really don't like or didn't understand, for once you can say so, and help influence better games! Of course, because you are playing a game with its designer, you will probably learn more and faster while helping them out.

Protospiel Community

Besides prizes, snacks, and fun games, you will also be part of this amazing collection of great players and designers supporting tabletop game development.

Remember, all designers are also expected to spend time testing other designers' games. This is a way of paying back and paying forward for the help you will be getting back. If you can't find an empty spot to run your game, ask the friendly Protospiel staff to help you locate a table. Be kind to other designers and don't hog tables for extended sessions.

Protospiel Events



Protospiel Sponsors

DunDraCon would like to thank our generous sponsors:



Convention-Sponsored Games

How It Works

Read this Booklet so you know the correct sign-up periods. The game numbers and descriptions are online. Note the game starting and run times, and plan your schedule accordingly. Look for changes and cancellation notices at the Info Table. We will do our best to keep you updated during the weekend.

There are nine Game Registration Sessions and eight Sign-Up Deadlines during the weekend. Each Session has a different number and different color sign-up slip. Please make sure you have the correct slip for each session. The Session P games were pre-registered online before the Convention, but you can check to see if there is still room in the game.

Each game has a number based on its starting time. All games in the 101-199 range are in Session 1, all games from 201-299 are in Session 2, etc.

You may sign up for three game choices per session. The game registration program will attempt to place you into your first-choice game. Failing that, it will attempt to place you into your second-, then third-choice game. The program weights your chances by the number of games you have already been assigned to. A person who has not yet been assigned to any game has a better chance of getting into a game than someone who has already been placed into a game at a previous session.

Signing up multiple times for the same game is pointless—if you don't get into it on the first pass, there is no way you can get into it on the third.

Online Games Registration

This is the preferred method for registering for games. You don't run the risk of us misreading your handwriting, you are only able to select games which are still current (not cancelled), and the process is faster for you and for us. You can also submit priority slips online, or make changes to your previous choices using the Override Page. If you can't use on-line registration because you have no compatible internet access, or you have only a tiny screen with which to work, you can access terminals that will give you access at the Info Table and Convention Registration, and possibly elsewhere.

Paper Games Registration

If you prefer to rely on paper for your registration process, paper slips will be available at the Info Table. Priority Slips (as opposed to electronic priorities) can also be used here.

The Info Table will accept slips as long as it is open: 8:00 AM to 8:00 PM on Friday, Saturday, and Sunday. You may pick up or drop off Games Reg slips and ask any questions you might have during that time. However, each Games Reg session has a closing time, which means that any slips for that session dropped off after the closing time will **not** be entered for that Session. Closing times are posted below and at the Info Table.

Write your name, member number, and game numbers clearly on the sign-up slips. Neatness counts! We try very hard to decipher all the slips, but if we can't read your handwriting, you may be put into the wrong game, no game at all, or put someone else into a game they didn't sign up for!

List each game number only **once** on the slip. If you have only one or two choices, it's okay to leave the other spaces blank.

Please do not turn in more than one sign-up slip for the same session. Doing so will not improve your chances of getting into a game. The program only accepts three choices per member per session.

If you wish to change your original game choices, please use the bright red "Override" slip and fill it out completely, indicating whether you wish to change or cancel your prior choices. (Do **not** use red ink!)

Games Registration Results

The results of each Registration session will be posted on the DunDraCon website **and** near the Info Table as soon as the process allows. Please be patient. We know everyone is waiting to find out if they've gotten in, and we know the games can't begin until the results are posted; but we still have to enter requests and run the program after a Games Reg session closes. We will process it all as quickly as possible.

If you see your name and number listed, you're in! Double-check the starting time and location of the game, and show up on time. If you are late, your seat may be given to somebody else. If you don't see your name in your first-choice game, check your second and third choices.

If a game was not filled, the list will show lines of stars (*****) for the empty seats. You may show up to try to fill these seats at game time. Writing your name on the session sheet is not an official placement in the game!

If you do not get into a game you **really** want, do not despair: show up for it anyway, as there may be an opening. Individual GMs may allow an additional player into a game, or an assigned player might not show up. It is up to the GM to allow an extra player into a game. Please be patient, be polite, be flexible if necessary.

Teen Priority Games: Teens can get priority registration for any Teen Priority games by going to the Info Table to register for the game.

Games Registration Sign-Up & Posting Times

| SESSION | GAME# | SIGN-UP DEADLINE | FORM | FIRST START TIMES | POSTING TIMES |
|---------|---------|----------------------|--------|-------------------|------------------|
| P | P01-P99 | Online Pre-reg. only | None | Friday Noon | Friday 11:30 AM |
| 1 | 100-199 | FRI 4:30 PM | Salmon | Friday 6:00 PM | Friday 5:30 PM |
| 2 | 200-299 | FRI 8:00 PM | Pink | Saturday 8:00 AM | Friday 9:00 PM |
| 3 | 300-399 | SAT 10:30 AM | Blue | Saturday Noon | Saturday 11:30AM |
| 4 | 400-499 | SAT 4:30 PM | Gold | Saturday 6:00 PM | Saturday 5:30 PM |
| 5 | 500-599 | SAT 8:00 PM | Green | Sunday 8:00 AM | Saturday 9:00 PM |
| 6 | 600-699 | SUN 10:30 AM | Lilac | Sunday Noon | Sunday 11:30 AM |
| 7 | 700-799 | SUN 4:30 PM | Yellow | Sunday 6:00 PM | Sunday 5:30 PM |
| 8 | 800-899 | SUN 4:30 PM | White | Monday 8:00 AM | Sunday 7:30 PM |

THE FINE PRINT:

DunDraCon’s Games Registration will do its best to get every member into at least one game. However, due to chance, popularity of certain games, and other factors, we cannot guarantee that any particular member will be officially assigned into a particular (or any) game.

DunDraCon Website Online Events Registration

You can examine the events schedule, sign up for games, and see the game posting results on the DunDraCon website. Scan the QR Codes below with a smartphone to connect to the Events Page, Games Registration, and/or Games Results pages on the DunDraCon website.

Events Page



Games Results



Games Registration



DDC Homepage



By the Basics Role-Playing Games

By the Basics games are designed with new or inexperienced players in mind. These are all lower-powered games offered by experienced game masters, running 4 hours with no more than 5 players. The rules are basic, characters are provided or created at the game, and there will also be some experienced players in many cases, since these games are open to all.

These are not Organized Play games—each scenario is crafted by the individual GM. The games are unique because of that. If you aren’t sure how RPGs work, or if you want to be part of an intimate, lower-powered game, these are ideal for you. You sign up for them just like any other game, through the game registration system, either on-line, or by going to the Info Table, where you can get help. You can even drop into a game to see if there are open seats; many games throughout the Convention have unexpected vacancies, and GMs love to fill every seat they offer.

By The Basics RPGs



Games Registration FAQ

How do I register for games?

You can register online on the DunDraCon website. Online registration lasts through the Convention until the last session deadline (see below). We have kiosks available at the con if you don't have an internet-enabled device. You can also register via paper submission slips, available at the Information Table (where you will also turn them in).

There are nine sessions (P-8). Session P can only be signed up for online before the Convention, as the games start early on Friday. You can sign up for up to three games per session (in case you don't get into your first choice, you might get into your second or third choice). Each session has a deadline, after which we no longer accept submissions for that session.

What if I want to make sure I'm in a game with my partner, best friend, con friend, etc.? If my con partner gets in, can I also get into the game even if I'm not sorted into it?

There is no way (other than Priorities) to assure that you get into a game with a specific person; sorry. You can show up and ask the GM if you can play, even though you're not assigned a seat; see below.

What are Priority Slips and how do I get one?

Priority slips are rewards for helping the Convention.

They are a near-guaranteed way to get into one game of your choice.

You get a priority slip for running an official game, or working a crew shift.

Priority slips bypass the lottery aspect of Games Reg.; once a priority slip is entered in the system (not just handed in), you are in the game. Unlike the lottery, however, Priority slips are first-come-first-served. If you know that you want to use a priority to get into a particular game, fill it out and submit it early.

Priority slips will get you into one game, but they have space for three game choices, as it may happen that a game fills with priorities, so we give you a chance to have a second or third choice. Your game choices can be in different sessions.

GMs can use their priority online, or ask for a paper slip when they pick up their badge. Crew receive a priority slip at the end of their shift.

Priority slips do not expire, and they are transferable, so if you have a late shift you can use it next year.

How does use of Priorities affect subsequent requests for placement in games?

It is treated as if you had gotten into a game through normal sort process. See below.

What happens if my Priority doesn't work?

As mentioned, Priorities are first-come, first-served, and games can (rarely) fill up with priorities. That is why we give you three choices. If you don't get into your First Choice priority game, come to the Info Table and ask (nicely!) to talk to Games Reg.

I got a Priority Slip late in the con and there are no games I want to get into. What use is it?

Good news! You can use any Priority Slip in any future year! Save it and use it next year. They are also transferable, so you can give it to a friend.

How does the game sorting work?

Players submit requests for up to three games a session. Priority Slips are entered in the system as soon as they are received. Other requests are entered over the course of the con.

All players are assigned the same "weight" at the beginning of the con. Weight 'increases' as you get into games. Weight decreases only if you don't get into your first sessions — if you put in a request for session P games and didn't get into *any* games, your weight 'decreases'; if you then don't get into any of your session 1 games, it decreases further. Once you get into a game, your weight is reset to be the same as anyone else who has gotten into a game.

Players are sorted by "least weight" to "most weight." All weight 1 players are sorted into games, then all weight 2, etc. So someone who has gotten into a lot of games has a lesser chance of getting into more games (but, if you choose your games wisely, that might not matter). If there are more player requests in a particular weight class than there are remaining seats, players are randomly chosen.

Once the session deadline passes, we enter any remaining requests, then run the sorter, then the printer program to create various files that we post on the website or print out for the wall o' paper. Please be patient: there is always a crush of last-minute game requests that come in.

When will I know if I got into a game?

Where are the results posted?

Results are posted on the website and on printouts on the wall near the Info Table as soon as the results are sorted. Facebook will be informed that results are available.

What are Session P games, and how do I register for one?

Session P games are games that start early on Friday, even before Convention Registration is open. Session P games can only be signed up for online before the convention starts, and you must have had a valid DDC ID number to register for them.

If I don't get sorted into a game, can I still get into that game, and how?

Show up at the game and ask the GM if there is room for you. Giving you a seat at the game is solely at the discretion of the GM.

Which types of games have official Wait Lists?

Only LARPs, and only First Choices who didn't get into another game that session. Show up early for LARPs, as there is a lot of pre-game administrative work that needs to be done. LARP GMs will give away game seats to the Wait List if a signed-up player does not show up on time!

What happens if I get into a game and then don't play in it? Does it affect my chances of getting into subsequent games?

We have no way to know if you played or not, or your excuse for not showing up or leaving early. You were placed in the game whether you showed up or not, and the system will reflect that.



Unofficial—Unofficial—Unofficial—Unofficial—

DunDraCon Does Not

Officially Present

On Sunday, February 16th,

The Secret Masters Of Gaming

25th Annual Hawaiian Shirt Day

At DunDraCon 48



Wear your brightest, wildest, craziest Hawaiian Shirt and let everyone *in the know* know that you are to be considered a S.M.O.G.

(Hey, we can all dream, can't we?)

If You Don't Get into an Official Game... Drop-In Games & Other Options

There are other ways to play games at DunDraCon:

- (1) There are Drop-In D&D Arena combat games in the Hall of Cities (Miniatures) by the Premium Tattoo group. Games start Friday at 1:00 PM, 4:00 PM and 7:00 PM; Saturday at Noon, 3:00 PM, and 7:00 PM; and Sunday at Noon. 3 hours each; maybe less if your character is unlucky.
- (2) There are RPG Games of Last Resort at 11:00 AM and 7:00 PM both Saturday and Sunday. Go to the Info Table ten to twenty minutes before a game is due to start to get in the queue. These Blades in the Dark games are full of action, going for up to 4 hours.
- (3) Miniatures Official Games often have vacancies, and the GMs are always happy to fill out their rosters with folks new to the experience.
- (4) You can play in Pathfinder Society games in the Prospector Suite if there are any vacancies. It's generally best to sign up ahead of time, but you might be able to slip in.
- (5) Go to the Protospiel room (Salon 4 of the California Ballroom), where developing games are tested. If you play, get raffle tickets for prize drawings, as well as the chance to try games that might eventually show up in crowd funding or on store shelves. You might even find your name in the published rule book in that case, because many times, the play testers show up in the credits. And there might be snacks...
- (6) Cruise the Sedona room for board games and card games with 'players wanted' signs. These may be Open or Official games.
- (7) Set up your own game in one of the open gaming venues (Salon A on Friday and Saturday; Salons D and E, and the Ponderosa Room all Convention); or even a board or card game in Sedona.

Success favors the bold and the lucky. Be both!



Unofficial—Unofficial—Unofficial—Unofficial—Unofficial—

Unofficial—Unofficial—Unofficial—Unofficial—Unofficial—

Unofficial—Unofficial—Unofficial—Unofficial—Unofficial—

Figure Painting

California Salon 2

Painting Hours

Friday: 1:00 PM–10:00 PM
Saturday: 9:00 AM–10:00 PM
Sunday: 9:00 AM–10:00 PM
Monday: 9:00 AM–1:00 PM

Voting Times

Saturday: 5:00 PM–6:15 PM
Sunday: 5:00 PM–6:15 PM

Award Times

Saturday: 7:00 PM
Sunday: 7:00 PM

Paint 'n Take

Ever want to make your own character for a game? Ever dream of sprucing up the figures in your board games? Feel like putting your figures in a verdant forest or a crackled sand desert? Wondering how to make lava effects for your miniatures? How about just sitting in a communal setting, talking to fellow gamers while making something pretty awesome to keep forever? Well, you're in luck!

The Paint 'n Take event at DunDraCon is going strong, and Ryan and Kendra are back to offer encouragement, enthusiasm, and all sorts of advice!

One-Day Painting Competition

Figures can be picked up at any time between 9:00 AM and 4:00 PM on Saturday and Sunday and will be accepted for entry into the contest at any time prior to 5:00 PM each day. Voting will occur from 5:00 PM until 6:15 PM in front of the Information Table, and the winner will be announced at 7:00 PM sharp. Please vote for your favorite 2 entries in each category.

Sponsor: Many thanks to our sponsor, Gamescape, for providing the figures to be painted.



Games Auction

Grand Ballroom Salon A

Sunday

Intake of items:

Saturday, 6:00-8:00 PM, in Room 131

Sunday, 8:00 AM in Salon A

Auction begins: 10:00 AM in Salon A

Looking for the perfect game to fit that space on your game shelf? Have a dusty collectible game that no longer “sparks joy” for you but will thrill others? Then come to the DDC Auction by AuctionMania! on Sunday in the Grand Ballroom Salon A. First gavel is at 10:00 AM!

We have secure storage available on site for accepting lots with completed lot tags earlier than Sunday morning. Early drop-off is encouraged, as it allows for more accurate cataloging and will speed up set-up on the day of the event. Contact the head auctioneer at wargameauction@yahoo.com to make arrangements.

To sell items in the auction, purchase lot tags from AuctionMania! staff at the Convention on Saturday from 6:00 PM to 8:00 PM in Room 131, and again Sunday morning, starting at 8:00 AM, in Grand Ballroom Salon A, or contact our Head Auctioneer in advance to purchase lot tags ahead of time. A “lot” is whatever you decide it should be. It could be one game, or a set. It doesn't even necessarily have to be a game, but please make every effort to enter only gaming-related items for sale. Lot tags are \$2.00 each.

Please note that AuctionMania! reserves the right to refuse to accept certain items, especially if they are of dubious legality. There is a maximum number of 250 lots we can accept based on the time allowed. Refused lots will have their lot tag cost refunded. In order to bid on games you will need to purchase a bid card for \$2.00 from AuctionMania! staff. If you expect to purchase a large number of games we can set up a “tab” for you. Tabs require a refundable \$100.00 deposit. No additional costs such as commissions or fees are involved. All transactions are cash only. See you at the Auction!

Live Action Role-Playing Games

LARP Rules

LARPs, or Live Action Role-Playing Games, take your role-playing experience to the next level. Instead of sitting at tables and rolling dice, the game takes place all around you. LARPing combines traditional RPGs with elements of improvisational acting, where often you are given a character and told to “be them.” How you do that is up to you.

Because of the unique nature of LARPs, there are certain rules that must be followed for everyone to have a good time:

- No one may be turned away from any LARP based solely on age.
- All LARPs use the Games Registration system (unless otherwise noted) and may be signed up for online or at the Games Reg table.
- Each LARP that exceeds maximum capacity will be given an official overflow list, which will randomly sequence people who registered but did not get in. Drop-in players may be added to the end of the list by the GM(s) on a first-come, first-served basis. All players from the printed overflow list *must* be accommodated before Drop-ins can be considered.
- You must show up to your LARP on time or your spot will be given to someone on the overflow list.
- Don't touch anyone you don't know or don't have permission to touch. Before initiating any sort of contact, ask permission and when in doubt, don't touch. This also means don't touch anyone with anything (baseball bat, feather, whatever). This applies to all DDC events.
- LARPs are just a game. *Say* “I pull the fire alarm.” Do **not** actually pull the fire alarm. Never do anything illegal or immoral as part of the game.
- If you can, please resolve your own disputes. LARP rules are often very simple, so please try to handle in-game disagreements between yourselves before getting a GM involved. This makes the whole experience better for players and easier for GMs.
- If you have to leave during a LARP, please tell a GM—don't just disappear.

LARP Central is located between the entrances to California Salons 2 and 3. This area contains the complete set of rules mentioned above, as well as the current schedule, posted player lists, LARP flyers, LARP Lending Library, and any other pertinent announcements.

There are a few LARPs this year listed as Teen Priority games. When signing up for these games, please be aware that during check in, the GMs will give priority to teens on both the official game and overflow lists. Once all teens on these lists who are present are accommodated, additional open space will be available for adults at the GM's discretion.

This is an exception to our standard game assignment rules and, as these are Teen Priority games, adults present are expected to support teen gamers participating in an experience designed primarily for them. Any adult member who has been assigned to this game but is displaced by teens will be given a priority slip to make up for their displacement. Please see Ariel Mahar, DunDraCon's LARP Liaison, with any questions regarding this policy.

Special Events

Blood Drive:

The **DunDraCon Blood Drive** has returned for 2025! Stanford will be on site Saturday, February 15, from 10:00 AM to 2:00 PM and will be located outside the Ballroom doors in the parking lot.

The sign-up link can be found in the DunDraCon groups on Discord and Facebook. If you were unable to sign up ahead of time, speak to the Stanford employees during the donation event about walk-up availability. Those who donate will receive a Blood Donor badge ribbon.

Pin Trading:

The 2nd Annual **DunDraCon Pin Trading** event will be on Sunday, February 16, in the hotel lobby from 4:00 PM to 5:30 PM. Come trade in pins, coins, patches, stickers, or hand-made trinkets. No cash sales allowed.



Kids' Room

Seattle

Friday 2:00 PM - 6:00 PM

Saturday 9:00 AM - 6:00 PM

Sunday 9:00 AM - 6:00 PM

The Kids' Room is a place where youthful exuberance can find an outlet within the confines of the Convention. We strive to create a safe and engaging space where children of all ages can come together and play. Each child must have a Convention Badge, either as a gamer or an In-Tow.

Teen Room: We do not have a dedicated space for Teen Gaming this year. For Teen Friendly Games, please check the listings under the Teen Friendly button using the QR code below.

We have plenty of games available in the Kids' Room for folks to choose from (but the games must stay in the Kids' Room since it is a private collection, not owned by the Con). You are always welcome to bring your own game(s) to the room, and there will be scheduled games and other activities planned throughout the weekend. Anyone of any age is welcome in the Kids' Room, but be prepared to play games with our youngest gamers!

Parents, your pre-teen children are welcome in the Kids' Room, but we want to remind you that the Kids' Room is not a babysitting service, and we will not take responsibility for overseeing your child while you are gaming elsewhere. Children under the age of 6 must be accompanied by an adult at all times. We have a sign-in/sign-out policy for any child who is staying in the Kids' Room without an adult. When your child first comes to the Kids' Room, s/he must be accompanied by a responsible adult to sign them in and provide contact information where we can reach you during the con. Children who are signed-in will not be allowed to leave until they are signed-out and accompanied by an authorized adult.

The Kids' Room staff will escort children to the bathroom and get water when needed. We will contact you if there are any questions or problems. It is expected that you will provide adequate food and rest for your child throughout the con, since a lack of either can make them cranky and unmanageable, and we want everyone to have a pleasant time at the Convention.

Children in the Kids' Room are still expected to follow the rules of the con and are subject to the same penalties and restrictions as an adult. They should wear their Convention badge whenever they are in the Kids' Room.

Check the Kids' Room page on the DunDraCon website for details of the scheduled games we are hosting this year. All games and events are walk-up games, so no need to sign up for them, just show up. All ages are welcome, but preference will be given to our younger players.

Scheduled Drop-In Games in the Kids' Room

All these games are walk-up games. No need to sign up, just show up! Other kid-friendly games can be found outside of the Kids' Room hours in the regular gaming areas.

Saturday

10am – 2pm: Hero Kids RPG – Bill Dash

11am – 3pm: Magical Kitties – A. Elkin

11:30am – 1pm: Figure Painting Lessons - Amy

2pm – 5pm: Poo Card Game – Mary Russell

3pm – 5pm: Let's Go to Japan – Wendy Komori-Stager

3pm – 5pm: Monster Smash – Teri Keith-Torres

Sunday

10am – 12pm: Let's Go to Japan – Wendy Komori-Stager

10am – 2pm: Shizarky – Scott Flowers

10am – 6pm: Kids Game Day – Bill Dash

Noon – 2pm: Figure Painting lessons – Amy

1pm – 4pm: Poo Card Game – Mary Russell

2pm – 4pm: Monster Smash – Teri Keith-Torres

2pm - 6pm: The Hilltop Herd – Jenna Pohlma

We have the following events back this year:

—**Figure Painting Lessons** – Saturday 11:30am-1pm and Sunday Noon-2pm. Come learn painting techniques from one of our painting gurus. All supplies are provided, including figures to practice on.

—**Monster Smash** – Saturday 3pm-5pm and Sunday 2pm-4pm, 8 players max. All ages are welcome, but preference will be given to our younger players.

—**Legos** make their appearance again this year. We will have a whole table dedicated to Lego building.

—As always we will have coloring and drawing, with prizes awarded each day at 5:30pm. Each winner will be able to pick whichever prize they wish.

Kid- and Teen-Friendly Games

On our website, go to Events; there are Kid Friendly and Teen Friendly buttons to click on to see the full list of games. Or use the QR codes below. There's also a button for Family Games under Events, which may offer interesting choices.

Kid-Friendly Games

Teen-Friendly Games



Board & Card Games

Sedona

Come to Sedona for board and card games. The tables are all open on a first-come, first-served basis – except when they aren't. Reserved segments are marked on the table signs, so make sure there's enough time for your game before you set up your board or cards.

Need people to play with? You'll find paper "PLAYERS WANTED" signs on the admin table at the front of the room – just grab one and place it on your table. You can also post your game and table number in the DunDraCon Discord in the "Players Wanted" category.

Discord Server



Sedona



Hunting for a game? Check for "PLAYERS WANTED" signs around the room, or use the Discord to see what's available for the tech-savvy gamer. (Or bring your own! This is the place to give your game collection some exercise, or borrow something new-to-you from the Games Library across the hall.)

Help keep the "PLAYERS WANTED" signs real! If you use one, remember to return it to the admin table when your game is ready to start. And if the people under a sign say the game is full, offer to move the sign to the admin table for them. If you post to the Discord, post again when the game starts to keep from frustrating the hopeful.

Wheelchair access: Tables 1, 11, and 26 (two 8' x 3' rectangles and a 5.6' round) near the edges of the room have been flagged as accessible. No games are scheduled there and anyone can use them throughout the con, but be warned: if one of the room's official con-sponsored games draws a player who can't get to the scheduled table and there's no other equivalent space open, that game will move to one of these three. If that happens, anyone playing there will have to pack up (and move to the vacated official table if they want to keep playing).

NOTE: It takes a live human to hold a table. Do not leave stuff on an open table and expect to find it waiting for you when you return – unattended games may be moved to the nearest wall if another group shows up and wants to play something else.

Miniatures

Portland, Santa Barbara, and Newport Beach

Do you ever wonder: What if George Washington had won the Battle of Long Island, or Custer's 7th Cavalry hadn't been wiped out at Little Big Horn?

In miniature wargaming, players enact simulated battles using scale models called miniature models, which can be anywhere from 2 to 54 mm in height, to represent warriors, vehicles, artillery, buildings, and terrain. These models are colloquially referred to as miniatures or minis.

The Miniatures Room is open 24 hours a day through Monday 5 pm, but many of the tables are reserved. If you see what looks like an open table, please speak to Hector Torres (aka the Green Shirt in the room) before settling down at it.

Miniatures



Bazaar

Grand Ballroom Salons ABCD

Monday 9:00 AM

Sellers' Set-up: 8:30 AM
Entrance of the Buyers: 9:00 AM

Sellers: You can offer used games and related items, as well as original art – nothing edible, living, or in original shrink wrap. Be there at 8:30 to set up. Best be on time! You'll start with half of an 8'x3' table each (that is, per person, couple, or organized group) but may spread out to a full table after 9:00 AM if space allows. There will be Green Shirts and crew members around to sort out any problems. Please listen to their instructions.

Buyers: We'll open the doors to buyers at about 9:00 AM, maybe a bit later. If crowds prove to be large, we will restrict the flow at the entrance to keep the fire marshals happy. Your patience is appreciated. If crowding occurs, we may restrict entry until the crowding diminishes. No large backpacks or other bulky items, please.

Sales will continue until all the vendors have either sold out, surrendered to lack of demand for their offerings, or 11:30 AM, whichever comes first. Go get a nice lunch with the proceeds of your sales!

Role-Playing Games

Role Playing games (RPGs) are our biggest group of games (over 160 Official Games altogether), incorporating storytelling, conflict, problem-solving, combat tactics, and/or interpersonal interaction. It's a huge, complicated subgenre of table-top gaming, and it's the biggest reason we are hosting our 47th convention over the course of six decades. So, how do you get the most out of RPGs in this Convention?

Getting into games might seem complicated, but it's not. You can register electronically for a chance to get into games that look exciting to you in each of nine sessions. Or you can get help at the Info Table during the Convention if you're not sure about the process. And there's nothing wrong with trying to drop into any game to see if there are seats available. All of these approaches can be successful. We want all the games to be filled; our system is designed to get all games filled with players who want to be there, even if demand exceeds the supply of seats.

Here are some do's and don'ts that can guide you:

1. Do make sure you know where your chosen game is. Almost all RPGs are in break-out rooms (converted sleeping rooms) on the first and second floors of the hotel's North Tower. Games with rooms numbered 132 through 149 are on the first floor; 231-243 are on the second floor. There is also a hybrid RPG/LARP area on the fourteenth floor (Suite 1445). Back to the ground floor, there are two RPGs in the Monterey Room, and another hybrid game in Ponderosa. Signs taped to game room doors list the games that will take place there during the Convention, so if you're ten minutes early, you can be reassured that you are in the right place.
2. Do show up on time at the room where the game is scheduled. Because foot traffic and elevator delays can get a little crazy at times, GMs will wait up to ten minutes before starting the game, though they'll start immediately if they have a full roster of people present that signed up beforehand. If dropping in, getting there early may help you get that extra seat.
3. Do respect the GM; they want everyone to have a good time, but they also have rules, and they are entitled to enforce those rules for the good of the game. Just because an RPG comes with printed rulebooks or the electronic equivalent, it doesn't mean the GM will follow that rulebook absolutely. There's a lot of home cooking as GMs conform the rules to their setting and story. The GM's rulings are final, so take it with good grace and keep playing.
4. Do respect all of your fellow players. Having a good time often entails recognizing that another player is doing something with that goal in mind, and if you can find a way to accommodate that, it's all the better. Most players will want their cohorts to be as invested in the game as they are.

5. Don't put up with abusive behavior from anyone, although sometimes it's an unintended slip of the tongue. Ask for a pause in the play, so you can discuss the issue with whoever needs to hear it. Or the GM might notice it and deal with it. In extreme cases, call it out, or leave the game, and if you feel unsafe, contact our staff (the folk in the green shirts), to help deal with the problem.
6. Don't stay in a game if you don't want to. DunDraCon requires an Open Door Policy for all games—you may leave a game at any time for any reason or no reason. If you don't intend to return within a few minutes, make sure the GM knows.
7. Do know about safety tools the GM will employ, and if they don't say anything at the start, ask them. There are some great tools that can stave off triggers and keep the game itself on track.
8. Don't get into a game that is likely to trigger you. You can't always know the content of the game ahead of time, but if you are squeamish about spiders, you don't want to sign up for 'Onslaught of the Tarantulas' without considering the trigger.
9. Don't leave right away if the GM doesn't show. GMs are expected to be present when the game starts, but of course, they may also get caught up in foot traffic. Our duty person will come around to each game to give roster print-outs to the GMs, so we will know if they're not there, and if the GM doesn't show up fairly soon, the duty person will give Priority Slips to those who registered for the game, if they are still there.
10. Do help get the room ready for the next game when yours is over. Trash goes into bags, everyone makes sure that all the useful bits (dice, figures, coolers, binders, backpacks, portable black holes) that everyone brought go home with the owner. The next game in that same room may follow very close behind yours, so the GM is powerfully motivated to get the game over with in time to clear the room. Help them out if you can.

GM Indexes for RPGs by System and by GM

Used in conjunction with the web site, especially the Game Index by System, you can easily prioritize your choices if you want to play in a particular GM's games. Here are the QR Codes for the Game Index by System and by GM:

By System



By GM





Pathfinder Society Organized Play Prospector Room

The Pathfinder Society Roleplaying Guild is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil.

Every member shares one common dream: to contribute to the Pathfinder Chronicles, printed editions of secret lore coveted by the Society wherein only the most impressive finds and bravest exploits of the Pathfinders are immortalized.

The campaign's home base is sprawling Absalom, the so-called City at the Center of the World, which stands astride the great Inner Sea on the mountain-capped Isle of Kortos. A Pathfinder's adventures explore the dark alleys and political intrigue of Absalom between far-flung travels to the most interesting and exotic locales in the world of the Pathfinder Roleplaying Game.

In **Pathfinder Society Organized Play**, you play a member of the Pathfinder Society, seeking fortune and glory all over the face of Golarion. At the same time, your character works for one of the competing factions tied to the society, each with its own motivations and agendas.

The Pathfinder Society Roleplaying Guild is a constantly evolving mega-campaign played by thousands of players, and the adventures you experience are shared by players around the world. Play is organized into Seasons, throughout which the actions and achievements of you and your fellow Pathfinders create an ongoing storyline.

Each season consists of many Pathfinder Society scenarios (short, 4-hour adventures) set in a variety of exotic locations across Golarion or its future galactic expansion.



Parallel to the Pathfinder setting is **Starfinder**. Set in the distant future of the Pathfinder setting, this space-fantasy game features explorers modeling their organization on the pathfinders of old; seeking adventure throughout the galaxy. The first edition of Starfinder is approaching its grand finale, so come by while you can!

To learn more about the Pathfinder Society, or to join us for an adventure you'll never forget, find us in the Prospector Room any time this weekend. Sign-ups for available slots in every scenario will begin 1 hour in advance, at 8:00 AM, 1:00 PM, and 6:00 PM every day. Seats will be available on a first-come, first-served basis, though some have been filled through pre-registration.

Most games are a single 4-hour slot, but we will also have some shorter games (Quests & Bounties) throughout the weekend, and the full-day module *Rusthenge*. Some games are linked together – while each game can stand alone, together they form a continuous plot line. These cover the saga of Envar Tam, the hunt for Rasheen's Riches, and society leader Waterfall's mysterious plan.

Games are either Starfinder 1st edition or Pathfinder 2nd edition, save for the single 1st edition game, *The Ironbound Schism*.

Pathfinder Special Event:

Fate in the Future

The Pathfinder Society dispatches its best agents when it receives word from the Woodsedge Lodge of a mysterious anomaly in the magical pathway known as the Maze of the Open Road. Travelling through the maze, the agents find themselves a world away from home. Only by learning the source of the anomaly can the Pathfinder Society hope to regain full use of one of its most important tools for transportation. However, a secret that spans an unfathomable amount of time rests at the heart of the dangerous expedition. This will be a huge event for up to 48 players, Levels 1-8. Join the battle Saturday, Feb. 15 at 7:00 PM.



DunDraCon 48 Event Locations Map

