

Pathfinder Society Events for PulpFest

Mist of the Mwangi

Time: 8/14 (Friday) 5:30 PM

Duration: 4 hours

Experience Level: Rules taught and all materials provided

Game Description: A Pathfinder Society Scenario designed for 1st to 5th level characters (Tiers: 1–2, 4–5). Pathfinder Lugizar Trantos recently returned from the Mwangi Expanse with haunted eyes and a pack full of strange idols. Absalom's famed Blakros Museum purchased his pieces and Lugizar vanished. The strange monkey idols he pulled from the misty jungles of Mwangi carry with them a fell curse, and now their power has laid claim to the museum. Can the Pathfinder Society uncover the source of the curse in time, or will the Blackros Museum be forever lost to the mists of Mwangi?

Voice in the Void

Time: 8/15 (Saturday) 10:00 am

Duration: 4 hours

Experience Level: Rules taught and all materials provided

Game Description: A Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1–2, 3–4, and 6–7). Mystery strikes again at the problem-plagued Blackros Museum in Absalom and its curator, Nigel Aldain, needs your help. When a famed Osirian tomb raider returns to Absalom and disappears in the museum's basement, Aldain fears the worst. When strange sounds echo from below and several of the curator's night watchmen go missing, he panics and begs the Society to investigate the mystery and save his museum from the darkness that infests it.

Murder on the *Throaty Mermaid*

Time: 8/15 (Saturday) 10:00 am

Duration: 4 hours

Experience Level: Rules taught and all materials provided

Game Description: A Pathfinder Society Scenario designed for 1st to 5th level characters (Tiers: 1-2 and 4-5). While on a routine mission to escort a dignitary to the mysterious Mordant Spire aboard a disreputable smuggler's ship, the PCs find themselves embroiled in a murder mystery that could jeopardize the Pathfinder Society's relationship with the isolationist elves who call the citadel home. Can the cunning Pathfinders discover who among the ship's crew of scum and villains is responsible for the crime in time to clear their own names? This

murder mystery upon the open sea features a mechanic allowing for a different killer each time it's run to ensure that no amount of word of mouth will spoil the investigation for any team of canny players.

The Penumbral Accords

Time: 8/15 (Saturday) 5:30 pm

Duration: 4 hours

Experience Level: Rules taught and all materials provided

Game Description: A Pathfinder Society Scenario designed for 1st to 5th level characters (Tiers: 1–2, 4–5). The daughters of Absalom's mysterious Blakros family have long been among the most pursued maidens in the Inner Sea. Now the family's matriarch approaches the Pathfinder Society to help her break a centuries-old pact with the denizens of the Plane of Shadow to save her twin daughters from a life of servitude at the hands of the Onyx Alliance. Heading into the fan-favorite adventuring location of Blakros Museum, the PCs have only a short amount of time to break the Penumbral Accords and solidify the Pathfinder Society's ties to the powerful Blakroses.

The Night March of Kalkamedes

Time: 8/15 (Saturday) 5:30 pm

Duration: 4 hours

Experience Level: Rules taught and all materials provided

Game Description: A Pathfinder Society Scenario designed for levels 1–5. A veteran Pathfinder exploring the Fenwall Mountains of Varisia has begun sleepwalking, traveling through the dead of night in the same direction each time. The following mornings, however, he awakens injured and lost in the wilderness, never reaching the mysterious destination that drew him from his bed in the night. Something is calling Kalkamedes, something powerful, but unless he can make it safely to the source of his somnambulism, that power will remain a mystery. It falls to a team of Pathfinders to escort the sleepwalker to his destination and uncover the true nature of the strange phenomenon overtaking Kalkamedes's dreams.

Murder on the *Throaty Mermaid*

Time: 8/16 (Sunday) 10:00 am

Duration: 4 hours

Experience Level: Rules taught and all materials provided

Game Description: A Pathfinder Society Scenario designed for 1st to 5th level characters (Tiers: 1-2 and 4-5). While on a routine mission to escort a dignitary to the mysterious Mordant Spire aboard a disreputable smuggler's ship, the PCs find themselves embroiled in a murder mystery that could jeopardize the Pathfinder Society's relationship with the isolationist elves who call the citadel home. Can the cunning Pathfinders discover who among the ship's crew of scum and villains is responsible for the crime in time to clear their own names? This murder mystery upon the open sea features a mechanic allowing for a different killer each time it's run to ensure that no amount of word of mouth will spoil the investigation for any team of canny players.

Rogue Cthulhu Events for PulpFest

The End of the Stair

Time: 8/14 (Friday) 2 - 6 pm

Duration: 4 hours

Experience Level: Rules taught and all materials provided

Game Description: The year is 1938. Heinrich Himmler has formed the Ahnenerbe a group of Nazi archeologists and cultural historians to find the origins of the Aryan race. A group of scientists form an expedition to the top of the world, Tibet. Will they find the Truth of their origin? Can they defeat their inner fears and the protectors of ancient history to discover their destiny? Will the Third Reich fail in it's quest. Max: 6 Players GM: Byron Wingate

Sleeping Beauty

Time: 8/14 (Friday) 2 - 6 pm

Duration: 4 hours

Experience Level: Rules taught and all materials provided

Game Description: Gaslight: An unconscious hospitalized woman becomes pregnant. Family and staff search for answers in an adventure inspired by the classic fairy tale. A mythos version of the original fairy tale of Sleeping Beauty. When the staff learns that a woman who has been unconscious for months is expecting a child, they must deal with the family's wrath while trying to learn the truth. Players will take on a role as a staff member or the patient's family in this role-playing intensive adventure that guarantees inter-party turmoil. Max: 6 Players GM: Misty Long

Serpent Men of Stygia

Time: 8/14 (Friday) 6 - 10 pm

Duration: 4 hours

Experience Level: Rules taught and all materials provided

Game Description: The evil serpent forces of Thoth-Amon are preparing to unleash unworldly evil upon the land! Can Conan and his band of Mercenary heroes stop them? Max players 6 using Chaosium Dark Ages rules.

Max: 6 Players GM: Matt McCloud

A Night to Remember

Time: 8/14 (Friday) 6 - 10 pm

Duration: 4 hours

Experience Level: Rules taught and all materials provided

Game Description: You are on a luxury ship heading to the America's. The voyage has been amazing so far. The activities for the evening have ended, and its time to settle down for the night. Unfortunately, fate seems to have other plans. The chaos involved could mean disaster for the world, if you can't find a way to stop it.

Max: 6 Players GM: Misty Long

100 Aker Wood

Time: 8/15 (Saturday) 2 - 6 pm

Duration: 4 hours

Experience Level: Rules taught and all materials provided

Game Description: A group of life friends become distraught after one of them doesn't show up to a family party. They investigate and discover a grisly trail of chaos and insanity. They try to seek some kind of explanation to this chaos, only to find it has taken root in their home. Can they band together and make a hard choice? Could one of their own be responsible? Max: 8 players GM: Byron Wingate

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Where No Man has Gone Before

Time: 8/15 (Saturday) 6 - 10 pm

Duration: 4 hours

Experience Level: Rules taught and all materials provided

Game Description: Star Trek vs. The Cthulhu mythos! He's dead, Jim! And so are we! Full description: In the 23rd century, members of a Federation scout vessel travel to a deep space monitoring station to determine why the station has gone silent for over a week. Phasers and tricorders at the ready, the team must uncover the mystery of outpost 18--and the grim prospect that awaits them. Max: 6 Players GM: Matt McCloud

Fetch the Devil

Time: 8/15 (Saturday) 6 - 10 pm

Duration: 4 hours

Experience Level: Rules taught and all materials provided

Game Description: The summer of 1939 was sweltering hot in Texas. Detectives Joe Dauntless and Andy Kind search for the truth in the death of a missing wife and daughter of a wealthy businessman in the desert of West Texas. What they find will question the security of the United States and their very lives. Come along in this journey of grisly discovery and bone chilling horror. Max: 6 Players GM Byron Wingate

Other Games

Ace of Eights

Time: 8/14 (Friday) 10 am - 12 pm

Duration: 2 hours

Experience Level: Rules taught and all materials provided

Game Description: Wild West role-playing game demo. Max 6 players. GM Keith Culbertson

Darkness Prevails

Time: 8/14 (Friday) 2 - 6 pm

Duration: 4 hours

Experience Level: Rules taught and all materials provided

Game Description: The light of the Sparrow's Point Lighthouse went out two days ago. With a nasty storm approaching, the lighthouse tender "Cyclops" sets

out with a replacement lighthouse keeper and two officers of the state police to investigate in case of foul play. Local legend suggests the island the lighthouse stands upon is haunted; could there be some truth to these old stories? Max: 6 players GM Bill Adcock. 7th Edition Call of Cthulhu

Arkham Horror

Time: 8/14 (Friday) 3:30- 5:30 pm

Duration: 2 hours

Experience Level: Rules taught and all materials provided

Game Description: Cthulhu Mythos board game demo. Max 6 players. GM Keith Culbertson

Traveler

Time: 8/15 (Saturday) 10 am - 12 pm

Duration: 2 hours

Experience Level: Science Fiction role-playing game demo. Max 6 players. GM Keith Culbertson

Cults Across America

Time: 8/15 (Saturday) 5 - 7 pm

Duration: 2 hours

Experience Level: Cthulhu Mythos board game demo. Max 6 players. GM Keith Culbertson

Demos of Other Games

Time: Various

Duration: 30 minutes per Game

Experience Level: Card, dice and board games designed to be quick and fun. GM Mark Hubert