

Signs and Portents
Saturday 2016

Feel free to wander between rooms, check out the displays, and try out new games. If you need an answer to a question, have a concern, or seek help with a quest, just find a knight in a red & white surcoat and he will be able to help.

Also, we have food and snacks all day

Convention Schedule

10 am Doors Open.
11 am Live Steel Challenges
5 PM Charity Auction
Kick Open the Door!
7 PM Gaming into the night.
1 am you get your HPs and spells
back providing you take a long
Rest.

WEST WING

Exhibit Hall

Room 14

All Day: No Ordinary Gamers

12-4 Doctor Who: planet of the Daleks
Pulsar Demo

Main Hall

Room 16

10am-10pm Open Gaming

10-noon GURPS Create a fighter
(learn the basic rules and make your own PC)

12-2 GURPS Monstrous Mayhem
(battle royal using your PC, or a pre-gen)

2:15-4:30 Munchkin Charity Event

5-7 Charity Auction And Pub Quiz

7 until ? Sir Greg's Den of Iniquity

8:00 Late Night Poker

Armory

Room 19

10-330 Card Game Demos:
Star Realms
Epic
Warhammer Conquest
2-330 Open Challenges:
Warhammer Conquest
Netrunner

7:30-10 Mordheim

Sir Andrew's Oubliette

Room 18

10:30 AM Introduction to Pathfinder: Silverhex
Chronicles

7-10 Pendragon

The Room with No Name

Room 20

1-5 D&D

Retro Video Game Museum

Room 21

Open gaming all day
Random Tournaments and Challenges

EAST WING

RPGs

Prof. William S. Cooper memorial Tea room

Room 8

12-3 Sir Ed's Wunderkammer

3-5 Dangerous Shores

7-11 Dangerous Shores, Part II

Pathfinder

Room 9

11 AM Pathfinder

7:30 PM More Pathfinder

Pathfinder Society

Room 3

10:30 AM Pathfinder: Bid for Alabastrine.

7:30 PM Pathfinder: Sun Orchid Scheme