



RelaxiCon



April 10-12th

GAME PREVIEW

We are excited to present the game offerings for this year's event! Note that the days/times and GM Contact Information is not included; once you've Registered for RelaxiCon 2026, you will receive access to the Full Schedule and sign-up information for these games!

Visit [the RelaxiCon 2026 website](#) for Registration and more event information!



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TABLETOP RPG



A Wicked Secret

Vaesen RPG: Scandinavian folklore and mysteries

In which the player characters seek out a small village in the northern woods, where they encounter a sawmill, a medieval church, and a guardian beast...

Content Warnings: Nordic horror and isolation

4-5 players, Adults Only
GM: Matthew Ruane

Monty Python's Co-Curricular Medieval Reenactment Programme

Monty Python RPG

"And now for something completely different!" Clip-Clop! Clip-Clop! Clip-Clop! What-Ho? A party of heroes holding coconut halves approaches. Is this some sort of RPG? Absolutely NOT! It's Monty Python's Co-Curricular Medieval Reenactment Programme and it's very serious. This programme will feature only the most realistic and historically accurate representation of Merrie Olde Englandtimes. (That's what they called it back then, look it up 😊)

None of your silly dungeons will be involved and hardly a dragon at all! Looking for swashbuckling and derring-do? We'll be having none of that foolishness... oh, what's that? The DM has been sacked? Well who's in charge? And now the woods are suddenly full of giraffes?! Right, we'll jolly well carry on anyway.

The number shall be 4-6 players/reenactors to have a most educational experience! Some story material will have been taken from the core rulebook, so hopefully our reenactors haven't read it, or can at least pretend they haven't. Reenactors may wish to bring a variety of dice and a pencil and paper if they must take notes.

4-6 players, 13 and Over
GM: Burke Glover

The Treasure of Bigat Brancalonia (D&D5e)

Legend has it that the dreaded Bigat ("the giant worm") living along the Fossa River accumulated a vast treasure over the centuries. This is probably the usual folklore on hidden monsters and lost treasures heard all over the Kingdom. Still, since you've been hanging around the Den for weeks with nothing to do, and eating for free without doing a minute's honest work, your band leader, Roughger of Punchrabbit, has given you a kick in the butt and ordered you to find out whether this rumor is true, just to get you out of his hair.

Before you come to blows, you decide to accept this great mission. Cracking jokes and playing pranks, you head off for the given area to look for a certain Biondello of Pera, a rapsallion said to have an extremely valuable long-lost map of this treasure.

This game uses Brancalonia (D&D5e): High Adventure with a Splash of Balderdash & Commedia Dell'arte.

Content Warning: Violence

4-5 players; Adults Only, please!
GM: Matthew Ruane



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TABLETOP RPG



Final Request

AD&Lee (Adapted/"Rules Light" AD&D)

Rafe One-Eye, one of the founders of your adventurer band (All For One), is dying. You were summoned to his bedside and requested to 'do him a solid' and tie up a loose end from one of his last quests before retiring (20 years ago)...'undo the stupid I shouldn't have done.'

4-5 players; Adults Only, please!
GM: Lee McCormick

Stories of the Worlds of the Imperium

Based on the Gamma World System

The Worlds of the Imperium is a custom Sci Fi Tabletop based on the Gamma World System.

The players will generate Gamma World 7.0 characters, however they will not start in that world. Getting to the Imperium will be part of the first season's challenges. The Worlds of the Imperium is based on the concept of multiple parallel time lines or universes if you prefer. The Game's concept is that your characters will explore worlds where something has changed. For example, what if Edison didn't invent so many things and worked with Marconi on something other than radio? How would the world be different? What technology would the people have? What type of economy would there be? What would the population be? What if Napoleon won and Great Britain fell? What if Britain never fell and continued to be a great empire? What if Ancient Rome was around and ruling the world today?

The game will be pulling ideas from a great many Sci Fi and time travel types of story lines. The specific run may vary a bit based on who signs up.

2-5 players, 13 and Over
GM: Scott Gould



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Too Many Witches

Adventures of Solomon Kane (Savage Worlds)

England, 17th century. Fear walks openly, and whispers spread faster than plague.

Your intrepid adventurers are hired to investigate troubling reports from a remote village: strange rites in the woods, livestock found mutilated, children speaking in tongues, and far too many accusations of witchcraft for comfort. Is a true coven at work—or is something darker manipulating a frightened populace?

Armed with faith, steel, and grim determination in the spirit of Solomon Kane, you must uncover the truth before hysteria turns the village against itself... or before damnation claims them all. (And with miniatures to boot!)

Content Warning: Violence, animal mutilation, religious prejudice, possible sexual themes

4-5 players; Adults Only, please!
GM: Matthew Ruane





TABLETOP RPG



Trouble in the Mail Room

Traveller RPG variant

In the vastness of the Imperium x-boats zip from com-array to com-Array keeping the light on in the darkness of non-faster than light communications..... recently one of those lights have gone out and you and the crew of the "Surprise" must investigate.

6 Players, 13 and Over
GM: Brian Kendall

Alice is Missing

Silent TTRPG

Alice is Missing is a silent role-playing game about the disappearance of Alice Briarwood, a high school junior in the small town of Silent Falls. It's played live and without verbal communication. Players inhabit their character for the entirety of the 90-minute play session, and instead of speaking, send text messages back and forth to the other characters in a group chat, as well as individually, as though they aren't in the same place together.

Hauntingly beautiful, deeply personal, and highly innovative, *Alice is Missing* puts a strong focus on the emotional engagement between players, immersing them in a tense, dramatic mystery that unfolds organically through the text messages they send to one another.

For more information, check out the [AiM website](#)

Note: Players will need to share phone numbers for texting to play this game. Everyone should make sure their phones are fully charged and maybe even bring their chargers/external batteries.

Content Warning: *Alice is Missing* is about a missing teenager. This can go into different territory each time that can include triggers for lack of agency, death, grief, helplessness, loss, tense family dynamics, and violence. An X card mechanic will be in effect, but some things might still come up. This game in and of itself can be very emotional.

2-4 players, Adults Only
GM: John Swann

The Auriga Protocol

Mothership TTRPG

When the research vessel Auriga sends out an urgent distress call before going dark entirely, you are sent out as part of a team tasked with investigating the ship and what's happened on it.

Survive. Solve. Save. Pick two.

Mothership is a rules-light game of sci-fi horror, built around being able to run scenarios to the effect of Event Horizon, Alien, or Pandorum. This will definitely be an adults-only game.

Content Warning: Mothership is a sci-fi horror TTRPG meant to run games/campaigns in the vein of Event Horizon, Alien, or Pandorum. Expect violence, body horror, gore, character death, betrayals and more. Safety tools will be in use.

3-5 players, Adults Only
GM: Laren Kight



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TABLETOP RPG

A Quest for Capricorn

D&D 5th Edition



Welcome to Capricorn. Capricorn is a bustling town on the coast, where your ship is in port. There are fishing boats who are willing to hire on additional hands, but there may be more lucrative work available for industrious seafarers.

A quest for Capricorn is a D&D 5th edition one shot scenario. Characters will be provided, or you will be given info to bring your own. All skill levels are welcome to play!

Content Warning: There may be a boatload of pirate puns. No triggers anticipated.

3-7 players, 13 and Over
GM: Rita Flaherty

The Vermilion Moth Tournament Pathfinder 2nd Edition

The nation of Quain is that of true heroes, a nation where any and all may learn martial arts and where cultivators roam the lands to prove their might in duels. In this nation, even common folk can sharpen their axes on their skin or outspeed their oxen at plowing. For children who grow up hearing stories of the feats that true grandmasters can accomplish, to become a cultivator can seem like a dream.

And yet a roaring river starts with a single stream and a typhoon starts with a single breeze. The first step for many is to join a martial sect, and in the small town of Fu Ming, the Vermillion Moth sect has posted notices for an entrance exam, one culminating in a tournament with all the remaining hopefuls.

Thus does one begin the journey towards the martial world!

This is Pathfinder 2e game where minis, dice, and characters will be provided. No prior experience needed with the system. This is a Xianxia styled Pathfinder 2e one shot where level one characters will try to enter the Vermilion Moth martial sect. To enter, they'll need to win the qualifying tournament against all of the other hopefuls (or make an impression on the leaders).

3-6 players, All Ages
GM: Victor Wang

Bay Rum Run! Experimental Playtest TTRPG

Bay Rum Run is a legendary contest to break into the most prestigious magic warehouse in the traveling Bazaar of Kaloose. Once a decade, shop owners – confident in their defenses – invite teams of rogues to test their fortifications by sneaking into heavily guarded stockrooms to pilfer treasures... if they can.

Victors earn a chest of gold and bragging rights. Do you have what it takes?

This is a playtest of a self-guided TTRPG system we plan to use for a LARP/TTRPG hybrid event in 2027. Upon signing up, you'll receive a selection of premade characters or instructions to create your own, along with a short solo pre-game session to get a taste of the system (plus you'll earn an in-game perk!).

Gameplay combines collaborative storytelling prompts with resource management as you attempt to break into the Bay Rum Warehouse, navigate traps and hazards, and escape before time runs out. (Think Choose Your Own Adventure meets Grocery Store Challenge—in a fantasy setting!)

The event concludes with an epic recounting of the heist from each team and a quickie feedback session to help us refine the system.

4 - 16 players, 13 and Over
GM: Kyra Corradin & Mica Corradin



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LARP

Rum, Revelry, and Rapscallions

All Aboard for an evening of swashbuckling shenanigans where player choices shape the outcome of the story. Bargain, bluff, or boldly charge ahead. Your fate will be decided collectively as a crew. This game draws inspiration from fiction like Our Flag Means Death.

This is a home brew Rita larp that will utilize a similar choice/decision system from On the Rocks. No knowledge of the system is needed. All rules and full character packets will be provided. Gender norms of sailing history do not apply in this piece of fiction. The characters are all being written to be played by any gender person.

Content Warning: Some topics of discussion in the game space may/will include alcohol use, sex, capital punishment, thievery/crime, same/any gender romance.

10 to 20 players, Adults Only, please!
GM: Rita Flaherty



First Contact

The earth is as we know it today more or less. There is no war at this time, but the tensions are there and there is a great deal of competition between countries.

You will play 1 of 2 alien spacecraft coming into the solar system towards earth for first contact OR one of up to 10 earth-based countries/organizations (i.e SETI, UN, US, Russia, China, EU, etc). Your considerations are all that you would expect, detection, communication, economic, scientific, military, etc. You have the full range of responses to the aliens or other countries based on your interpretation of your best interest or humanity's best interest.

This game will play in a series of discussions with 5 to 10 minute time slots and 1 hour periods. How you deal or discuss with each other is fine. There is the option of starting a nuclear war. Other wars could be started, but not concluded, before the aliens arrive in orbit. The situation will change as the crafts approach earth Orbit and as the earth-based countries deal with each other. The aliens will have their own agendas and how they play it will be up to those players. Considerations include what is winning? Who will win? How can you win? Will there be a human race when the aliens arrive?

This is the fourth run of this game and every run has been different! Materials will handed out at the start of the game based on sign-ups.

6-12 players, 18 and Over
GM: Scott Gould



Be Your Best Keanu

A zany game about Keanu Reeves trying out directing, with cast & crew of all Keanu / Keanu characters. Simple, short character packets will be chosen by players at game time, however players can optionally pick (and costume) a Keanu in advance and play that!

Content Warning: Content is all decided by the players, which is why there is the discussion beforehand. They are all making the movie up on the fly, so whatever the content is, is fully decided by them.

8-18 players, Adults Only, please!
GM: William Nassau

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LARP

Masked Ball

In a fantasy steampunk kingdom, the monarch has just announced the event of the season – a sumptuous masked ball. But of course, when everyone is masked, who knows who might slip in? There are Wizards seeking to find and enchant powerful magical items, Tinkerers trying to find enough machine parts to construct fearsome engines of destruction, Spies competing to locate hidden secrets, and even Rebels out to assassinate members of the court! Everyone has items that other people want, and abilities to help them obtain what they need. At midnight all secrets are revealed, so the clock is ticking...

Masked Ball is a quick mini-larp-in-a-box, where 6-20 players trade items and information. Casting is done at the start of the game. I hope to find a publisher, but in the meantime, this is your chance to help playtest!

*The designer, Bruce Glassco, was the originator of the 2025 Labor Day game Torch of Freedom, and has also designed the board games Betrayal at House on the Hill, Fantasy Realms, Star Trek Missions, Marvel Remix, and Fantasy Realms: Greek Legends.

Note: This game is expected to take about 1 hour to play and could be run twice in this time slot. When signing up, players should indicate if they are interested in more than one run. A waitlist may be taken to allow more players to participate in the second run.

Content Warnings: Assassinations by deadly animals, poisons, and clockwork.

6-20 players, All Ages
GM: Bruce Glassco



The Man in the Tower: Echoes of the Past and Future

The year is 20XX, and the future is now. Three ingenious inventors have plugged in the city to technology that far surpasses that of any other power in the world. In this society the city is truly a shining beacon on a hill ruled over by those that control the Tower of Central City.

Buried deep within the Network, the augmented reality of Central City, are fragments of code. Memories and intentions left behind by those who built the city once and were erased once time moved forward. The Tower calls them anomalies. Some of the Living Dead call them ghosts. But ghosts still remember how things were before the lies settled in.

Echoes of the Past is not a mission to save the city, it is a moment where history must be prepared to push back. Where minds are sacrificed so that a truth can survive. Where the future is shaped by those who will not live to see it.

When the Network speaks now, it carries more than data.
It carries memory.
And some memories, once awakened, are dangerous.

Inspired by: Bladerunner, The Matrix, Battlestar Galactica, Ready Player One, Tron, Westworld, V for Vendetta. Particularly inspired by Rogue One. ST Note: Please take the inspiration of Rogue One seriously, as it will heavily influence the end of the game. Custom LARP system, we likely will move away from the system we used the last two years as the players have kind of gamified/metagamed it to death. This will be more parlour/consent based LARP with some powers similar to my murder mysteries.

Content Warning: Death is more than likely, it is probable.

20-25 players, 13 and Over
GM: Peter Fitzpatrick



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BOARD GAME/SOCIAL

Bruce's Board Game Playtest Bonanza!

Board Game Playtests



Bruce Glassco was the originator of the 2025 Labor Day game Torch of Freedom and has also designed the board games Betrayal at House on the Hill, Fantasy Realms, Star Trek Missions, Marvel Remix, and Fantasy Realms: Greek Legends. He'll be playtesting some board game creations and you get to help!

Games potentially being playtested include:

Arkham Adventures - You are the hidden forces working behind the scenes to bring Arkham citizens' stories to a happy or horrific end...

To the Barricades! - Players are hidden rebels living under an oppressive regime, seeking to rouse

the fighting spirit of their countrymen and women... Prepare to win or lose a glorious struggle for freedom before too many comrades fall!

Wigs and Muskets - Capture the diplomatic negotiations and flux that swirled in Europe between 1700 and 1775, from the War of the Spanish Succession to the dawn of the Age of Revolutions, in real time!

Betrayal at Boddy Manor - Secrets of Boddy Manor is a Clue variant where you need to do more than just locate a murderer – because everyone has a secret that they're desperate to hide!

Games range from 2-8 Players Each, All Ages
GM: Bruce Glassco



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Blood on the Clocktower

Social Deduction Game

ON THE STROKE OF MIDNIGHT...

During a hellish thunderstorm, a scream echoes through the sleepy town of Ravenswood Bluff. The townsfolk rush to investigate and find the beloved local storyteller has been murdered, their body hanging limp from the clocktower. As blood drips onto the cobblestones below, a realization slowly dawns... a demon has been unleashed, killing by night and taking on human form by day. Can good find the demon in time? Or will evil overrun this once peaceful town?

Blood on the Clocktower is a game of murder and mystery, lies and logic, deduction and deception for eight-to-fifteen courageous players and one devious storyteller. It is a social deduction game where players sit in a circle, and each player receives either a 'good' or 'evil' token with their unique character on it. Good players share information to solve the mystery whilst evil players lie about who they are and what they know. The good team wins if they can piece together their knowledge, trust each other, and execute the demon. The evil team wins if the demon can sow distrust, evade detection, and wipe out the town.

Content Warning: Everyone has reason to lie, so if you don't like being lied to (even with good reason!) or struggle to lie to your friends, this game is sadly not for you.

To learn more, visit the following links:

[How to Play Videos](#)
[Characters & Powers](#)

Actual Plays - [Dropout \(Subscription required\)](#) or [YouTube \(Free w/ ads\)](#)

8-15 players, 13 and Over
GM: Jason Gagliardi





BOARD GAME/SOCIAL

Magic The Gathering: Commander & More

Magic the Gathering (Trading Card Game)



Do you enjoy free stuff? Are you a fan of Trading Card Games? Do you enjoy watching Aang, the Last Airbender (from Avatar: The Last Airbender) throw hands against the evil dragon goddess Tiamat (from Dungeons and Dragons) or matchups from many different fantasy and sci-fi universes? If you're someone interested in playing or trying out Magic The Gathering, come and join us as we host games in the Commander and 1 v 1 formats! We encourage folks of any skill level or interest level to come by and try it out!

Details TBA, but participation will be rewarded in the form of free loot and prizes! If you're interested, definitely reach out so we can determine what kind of Magic folks will want to play at the Con (especially if you might be new/returning to the game!)

12 players; 13 and Over
GM: Daniel Keating



Dragons Down

Dragons Down Board Game

I thought they were crazy, rebuilding civilization on the exact place where the dragons had come down from the sky. Even if it had been over 200 years, everyone knows a dragon's lifetime can be far longer than that. Yet, here I am like all the other fools. Driven by my thirst for fame and to fill my satchel with coin, I arrived in the village at the same time as the other adventurers...

Dragons Down is a fantasy board game where you go on quests to relieve the monsters of their loot.

You can find more information on [Board Game Geek](#)

Style of Game: Lots of dice rolling with a bunch of special 6-sided dice.

4-8 players, 13 and Over
GM: Daniel Farrow and Woolly Farrow



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