



Venture-Captain Jack Brown,

Thank you for taking a moment to review this email for information about the upcoming Initial Con! on June 10, 2019 07:00. Some of this will be new (such as the announcement about the VIP panel, and the use of physical tickets), while some will be a refresher (such as our donation drive).

VIP RPG Panel at SkålCon

Friday, September 14, at 4:00PM at Fantasy Flight Games Center

Your paid admission to SkålCon 2018 gains you access to our first ever VIP RPG Panel at SkålCon 2018!

This year's panelists are:

Tonya Woldridge	Organized Play Manager
Thurston Hillman	Starfinder Society Developer, Author
Jenny Jarzabski	Author (Adventurer's Armory 2, Ungrounded but Unbroken, The Solar Sortie)
Clinton Boomer	Author (Hands of the Muted God, Third Riddle)
Jaye Sonia	Author, Owner of Storm Bunny Studios

Some of the subjects that we'll be discussing are:

- What is coming up in PFS and SFS!
- Care and feeding of GMs (or all the extra bits to run a convention.)
- How to approach freelancers and developers at conventions?
- How do I get involved in writing?
- How to be involved in RPGs when you don't want to freelance!
- How to become a better GM (improv, balancing rules with story, etc)
- Women in the RPG community

There will be plenty of time for Q&A at this panel, so come ready to have your mind blown!

Donation Drive for Tubman!

We will be running a supply drive for Tubman again this year! Please bring items as per [Tubman's General Wish List guide](#), which includes household supplies and certain non-perishable food items. Visit [Tubman's donation page](#) for additional details on what their organization is looking for. Each donation will receive a 'star' that will have in-game benefits during SkålCon! In addition, you can request a donation receipt for tax purposes if you so choose.

There will be in game benefits to bringing your donations, so please be generous!

Ticketing and Mustering

This year we will be trying something new in regards to tickets... as in we will have them!

When you check in, you will receive a packet with your schedule, your badge, and your tickets!

Please see the musterers prior to sitting down a table. These volunteers who will balance the tables to try and make sure that everyone who has a ticket gets a seat at a sub-tier appropriate table.

If you do not have a ticket for a session, or need to change sessions, please see Headquarters. HQ personnel will be glad to help you find a new table. Please do have an idea of what you would like to play, so that HQ can more quickly assist you. Also, please turn in tickets you are not planning on using, so that others can have the pleasure of playing that game. Remember, seats are limited, and space is running out fast!

Online table selection and ticket sales closes: September 6th, 2018 16:43

After September 6th, 2018 16:43 you will no longer be able to select or buy session tickets for games. After this time, all ticket sales/selections will happen at HQ, during the event.
Avoid the lines by getting your tickets now, by logging into [Initial Con!](#) as soon as possible. Act quickly, as seats are going fast!

Have a donation for the raffle or silent auction?

If you have any items you would like to donate for our Raffle, Silent Auction, or to 10,000 Lakes Gaming itself, please head on over to our [donation form!](#)
When you are done with that, please contact us at contact@10klakesgaming.org to arrange a time to drop off your items.
Thank you!

Your schedule at Initial Con! as of September 06, 2018 13:47

Please see [Your Registration](#) for your up to the minute assignments.

Session	Time	Scenario	Location	Signup Type	Payment Due?
MON	Wed 08:00 to Wed 17:00				
FRI AM	Sun 08:00 to Sun 17:00	PFS AP 0: tewst	HQ	GM	
FRI12-17	Sun 12:00 to Sun 17:00	PFS 7-98: Serpents Ire	(Table 33)	GM	
FRI18-23	Sun 18:00 to Sun 23:00	PFS 7-98: Serpents Ire		GM	
SAT12-17	Mon 12:00 to Mon 17:00				
Test from Host	Thu 08:00 to Tue 17:00				

If you need to drop a table that you have volunteered to GM, please reply to this email requesting to be removed. Convention organizers will attempt to find a replacement for you. We apologize for any inconvenience this may cause.

Volunteer Information

Please thoroughly read through this section, and the next, even if you have done so before, as several things have changed.

- If this is your first time volunteering, these guidelines will help answer your questions and guide you through this important part of Paizo Organized Play.
- As a volunteer, you are the eyes, ears, face, and voice of Paizo, 10,000 Lakes Gaming,J and Minnesota Paizo Organized Play. We expect each of you to maintain a positive attitude, professional behavior, and good hygiene.
- The Player Boon token rolls remain the same. There is a 10% chance per token to receive a boon, and you may stack up to five(5) tokens in a single roll (for a maximum chance of 50%). If you win a boon, you will roll randomly for which boon.

Game Master Logistics:

GMs will be required to collect tickets from their players. No player should be seated that has not gone through the Musterering. Thank you for understanding.
Each GM is responsible to provide their own maps, miniatures, handouts, and scenario-specific pre-generated characters (if your scenario requires them such as in Serpent's Ire).
Each GM is responsible for having a reliable copy of the scenario they are running. Power outlets are scarce in the room so GMs must have a backup option in case their computer or tablet runs out of power. For safety reasons, we cannot allow extension cords to be run across the room.
Chronicles and session reporting sheets will be provided.
The HQ has a supply of New Player Packets and pre-generated iconic characters (this does not include scenario-specific pre-generated characters, such as in Serpent's Ire).
GM boons can be claimed when turning in your first session reporting sheet.
Do not leave your assigned table until HQ has released or reassigned you. HQ may assign you to additional tasks.
No personal items may be left in the HQ area.
The convention room will be closed to all players 30 minutes prior to the the running of interactive specials for the GM pre-special meeting. All GM's running the specials are expected to be at this meeting, J and should report at least 30 minutes prior to the session start time. Please be on time, as we will be discussing signaling and the like.

Thank you for making Initial Con! a success!
We can't do it without you !
Initial Con!, 10,000 Lakes Gaming, and Minnesota Paizo Organized Play