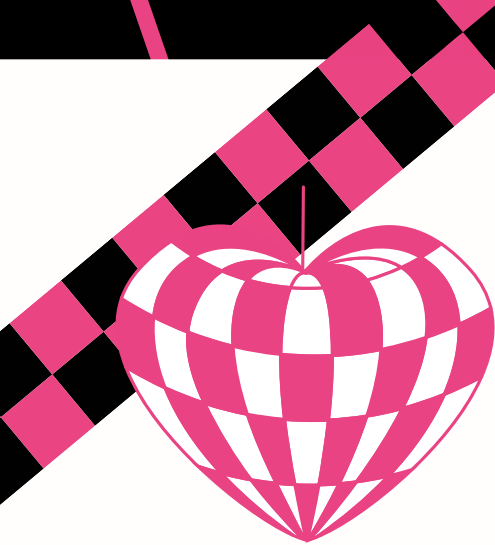


The Collington Post



Vol. I • Issue 2



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THE CONINGTON POST

Where All Are Welcome at Our Tables

Design & Layout — Shaun “The B.A.” Smith
Editor — Tabi Smith

Contributing Writers — Michael “The Murdock” Roark, Scott “The Face” Nichols, Shaun “The B.A. Smith”, Tabi Smith, James Scott, Evie Epifano, Mama Carol, Josh Hughes, Jake Prewitt, Bill Henderson, Erica Lowe

Photography — Shaun “The B.A.” Smith, James Scott

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@coningtoncov (Facebook & Instagram)

www.conington.org

Questions or want to contribute?
shaunsmith@conington.org

CONington NEWS



BORN
TO
GAME!

IT'S OFFICIAL: CONINGTON 2027 IS COMING

Mark your calendars — CONington 2027 is happening!!!

October 1-3, 2027,

right back home in Covington, Kentucky.

I still remember standing in the Leapin Lizard Lounge before our first con, wondering if anyone besides me and a handful of friends would show up. What happened instead blew me away. You showed up, in your awesome cosplay, with your homebrew systems, your favorite games — you brought each other, and WE created this amazing community. .

That's CONington. That's what we're building again.

Here's the big news: CONington 2027 launches on Kickstarter October 1st. That's how you get your badge, and it's also what covers our earliest and most essential costs — securing venues and locking in dates with our host spaces so the con weekend is real before we ever open the doors. Every pledge goes straight into making this next chapter happen.

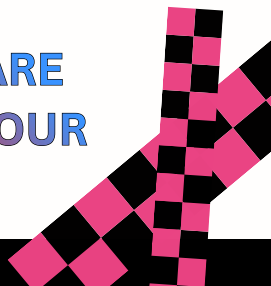
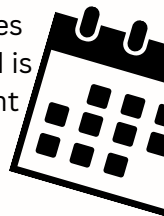
I want you there when it launches.

Keep an eye out for our Kickstarter!

-Shaun “The B.A”

October 1-3, 2027.
Covington, Kentucky.

**WHERE ALL ARE
WELCOME AT OUR
TABLES!**



THE MURDOCK

◆ Michael "The Murdock" Roark

The best advice I have yet received is, "Get out of the house and find a hobby, life has to be more than a little work and a lot of video games" (Dad 2019). I had never gamed much but had been enjoying listening to Critical Role at work, and decided to try gaming more seriously. I started visiting some local game stores and meeting people when I found a guy on Facebook looking to start a Curse of Strahd campaign. Just like that I was hooked, I started meeting the Strahd group Steve put together on Sundays and some folks from the gamestore every other Saturday. Time passed, players came and went and I fell in love with these people I had found to waste some time, eat good snacks, and tell stories with. Over a year or two the core group slowly came together and we became a close family, and told such awesome stories.

We beat Strahd, and screwed up saving Vallaki but that doesn't count. We spent time as superheroes in Marvel, traveled the weird west in Deadlands, hunted troublesome Vaesen and more. Over the last four years, we have been on an epic quest in our friend Steve's Castles and Crusades game. I developed a love for game systems, their intricacies, and idiosyncrasies. Each game offers it's own method to present and interact with storytelling in a way no other medium has managed to capture. They also offer excellent opportunities for flagrant plagiarism. Do you like the Savage Worlds benny system? It belongs in every tabletop game. Enjoy the clocks in Fabula Ultima? Nothing motivates players to move with purpose like a visual timer. Found Ragnaborg's ash effect table? You'll never use anything else for your fantasy drugs.

I may be bad at
push ups & sit
ups...
but my f*ck ups
are legendary



Over the course of playing these games and discovering these stories, Shaun developed the idea for CONington. She drove CONington from an ambitious idea to a reality in less than a year, and it was a blast to be a part of it. After the awesome success of the first convention Shaun approached Steve Scott and me about running and owning CONington together. I hope we can use our convention to spread this amazing hobby to everyone we meet, and make a thousand stories together that we will never forget as one big community.



THE NARRATOR EFFECT: UNDERRATED LITRPG WORTH A SECOND LISTEN (PART 2)

◆ Tabi Smith

Pick two is the kind of title that would probably read as competent on the page — and becomes something else entirely with the right voice behind it.



Heretical Fishing — Haylock Jobson, narrated by Heath Miller

Cozy progression fantasy built around fishing and mild heresy is easy to overlook. Miller's comedic timing is the reason not to: his delivery turns a gimmicky premise into one of the genre's best comfort listens, an ongoing series worth sticking with.

Check back next month for Tabi's next LITRPG recommendation.

NERDY PETS OF CONINGTON: SONY

Some cats knock things off shelves. Sony got put in a board game. Tori's black cat is the real-life inspiration behind one of the kitties in *Cats vs Cucumbers*, the dice game where cats raid boxes, snag treats, and dodge the occasional cucumber jump scare. The rule book even gives him a shoutout: "Sony approves this setup!" Which, frankly, tracks — he looks like he approves of everything, mostly from a safe, judgmental distance.



We want your nerdy pets! Send yours to shaunsmith@conington.org.



QUESTING WITH JAMES: THE EMPANADA'S BOX

◆ James Scott

Nearly every culture has a food that consists of dough with a filling. Hand pies, samosas, and of course, empanadas. It's a great basic food idea, easy to pack for a trip, and something you can often eat with minimal mess. It's a classic for a reason.

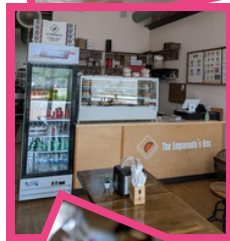
On Pike Street, not far from city hall, is a delightful shop that specializes in such delectable delights, The Empanada's Box in Covington (212 W Pike St, Covington, KY 41011).

The shop was founded by Diego Nunez, who came from Mar del Plata, Argentina and his family runs the shop here in Covington, as well as another one in Findlay Market. I've been several times and I've never had the same thing twice. They're popular for large groups too, I've been to several parties where the host just bought a big tray of their empanadas because it's an easy way to cover a variety of flavors.

The Mumbai is particularly good, and one of my favorite vegetarian meals I've had in town. Today I had the Buenos Aires, a mixture of beef, onion, and bell pepper, which is hearty and what I imagine what traveling adventurers eat. If you get overwhelmed by the amazing choices, you can always choose the empanada of the month, a curated feature selection that's always a cool surprise.

I also like to save room for the Alfajor, which is two lemon cookies sandwiched with dulce de leche. They're lovely and come in boxes of 8, so you can share with a group. I got to chat with them, and they also told me they're moving their shop on Elm Street to something just a few doors down to a larger space. The new shop will feature event space, a larger menu, and a wider variety of adult beverages!

Obviously, I'm a particular fan of the Covington location. My recommendation? Park somewhere nearby and walk down Pike street to get empanadas for lunch and grab some Golden Gelato for dessert. Perfect afternoon.



Happy wandering!



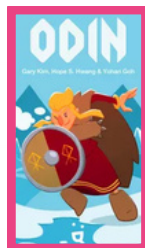
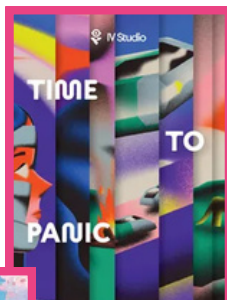
A MESSAGE FROM OUR SPONSOR...



Looking for opportunities to play more games?

Join us at Woodburn Games every Sunday at 11am for Game Club. Bring a game you've been meaning to try, borrow one from our demo library, or coordinate with others on the Woodburn Games Discord.

SOME OF OUR SUNDAY FAVORITES



WELCOME TO: OCCULT CITY

◆ Josh Hughes

Hey! I'm Josh. I'll be writing some articles to give you insights into some independent small gaming companies and the products they're bringing to market.

My chosen ruleset is *Savage Worlds* (SWADE - *Savage Worlds Adventure Edition*), though I do pay attention to other systems, this is just my main focus.

I'm a single dad in my mid 40s, living in rural Kentucky. I enjoy gaming multiple times per week with a mixture of online and in-person, in different settings within the *Savage Worlds* system.

This month I'm introducing you to Ace Licensee - *Dog House Rules* (aka DHR) and their newly pre-released SWADE setting, *Occult City*. This is a setting that utilizes SWADE Core, Horror Companion, Super Powers Companion, and some options that are introduced inside the setting book itself. This combination makes for a wildly varied mix of character options.

"*OCCULT CITY* blends superpowered pulp action with otherworldly horror to tell stories of desperate, masked vigilantes standing against forces they can never truly defeat. At its best, the setting invokes sacrifice in the face of overwhelming danger."

A fantastical horror is taking over The City, those who are normally shunned by the law are now the only ones left defending it. Some of the pregenerated characters are, The Black Hat (a Solomon Kane type character, who has had losses in his life, and vows to cleanse the city of its evils), Mr Stitch (a 'patchwork man' who escaped his creator and wandered in stupor until meeting The Black Hat, gaining a purpose), Lycanthra



(a werewolf who fights to use her gift/curse to serve a greater good), and more... This is a dark, supernatural setting where unlikely characters come together to fight to save their city against the Nightmare.

I look forward to diving further into this setting and experimenting with the tropes possible by utilizing SWADE Core, Horror Companion, and Super Powers Companion all together. This creates the opportunity for vastly different character customization and schemes, all while working within the *Savage Worlds* system.

This setting isn't available to the public at the time of writing, but keep an eye out for it coming to *DriveThruRPG*. DHR (*Dog House Rules*) has other settings well worth the price. Their Dustbunnies setting is another favorite of mine. You play as Dustbunnies under the couch, you collect bobbles and generally create mischief while avoiding the humans and pets. Its a terrific setting to bring younger gamers in, as they can create their 'mini' from cotton balls and some glue, while collaboratively telling the story. Even more fun is just throwing some stuff on the grid and saying "there is our map". Their settings are well thought out, with beautiful artwork and lots of replayability.

YOGA for seated hobbyists Erica Lowe

Hi I'm Erica Lowe ERYT-200 I've been teaching yoga for 8 years. Most of that time I've taught the senior population. When Shaun and I discussed me writing this or leading a yoga class I told her it would focus on seated yoga. Please keep in mind that if your chair has wheels make sure your backside is against the back support section of your chair. It is better to choose a chair that does not have wheels. In yoga you should never feel pain, if it's painful stop.

We as gamers sit for long sessions of our favorite hobby. Here are five yoga poses you can do in your chair during those long gaming sessions.

Seated Lateral Stretch-Hold for five deep breaths. Raise your right arm. Keep your shoulder down, so if your shoulder is pulling toward your ears pull them down engaging the back. Left hand reaches down to the floor, or if your chair as an armrest you can rest your left forearm there. As the right arm reaches to the left. Repeat on reaching toward the right side of your chair with the left arm.

Seated Twist-move with inhale and exhale. In yoga we create space by inhaling and compressing the body with an exhale. Starting position- Inhale reach both arms up. Exhale-twist the body toward the right. Right hand can hold onto the armrest or the back support. Left palm rests on the outside of the right knee. Inhale-untwist the body coming back to your starting position. Repeat on the left side. Repeat this for a total of four rounds.



Seated March-move with inhale and exhale. Inhale lift opposite arm (never go above shoulder height) and opposite leg pulling the toes toward you. Exhale lower the arm and leg down. Repeat this for a total of four rounds.



Seated Widelegged Forward Fold-Hold for five deep breaths. Widen your legs turning the toes to point out. Creating a V shape with the legs. Pushing your backseat as far back into your chair as possible. Placing your palms on your knees while lowering the chest down. If you feel comfortable to reach toward your ankles do so, but keep your backside as far back in the chair as possible. If you fail to do this you could fall out of the chair.

Seated Cat/Cow-move with inhale and exhale. Inhale-placing the palms on the knees push down through your feet lifting the tail bone up, as you lift the chin toward the ceiling. Exhale-Pull the tail bone under you. Rounding the back, as you lower the chin toward your chest.

Repeat this for a total of four rounds.



TABLE TOP XP

◆ **Scott “The Face” Nichols**

Local gamers have a new reason to celebrate as Table Top XP prepares to officially open its doors, striving to become the ultimate neighborhood hub for board games, trading card games, and tabletop RPGs. Designed as a welcoming sanctuary for both seasoned veterans and curious newcomers, the new storefront aims to cultivate a vibrant, inclusive community where players can gather, shop, and connect in a vital community third space. Inside, gamers will discover a massive carefully curated and expansive library of board games that are available to play on open tables at no cost.



Beyond its impressive board game library, **Table Top XP** distinguishes itself by offering multiple gaming rooms equipped with large tables perfect for sprawling casual sessions and epic, multi-session roleplaying campaigns.



To anchor the local gaming scene, the store plans to host a robust calendar of community events, including regularly scheduled game nights, competitive tournaments, and beginner friendly learn to play workshops. Driven by a friendly, expert staff eager to offer tailored recommendations, the shop provides a clean, bright, and enthusiastic environment. More than just a standard retail outlet, Table Top XP is a passion project built by gamers, for gamers, standing ready to welcome everyone into the adventurous world of tabletop gaming.

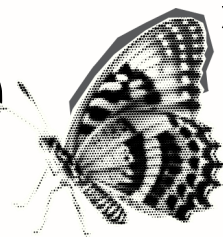


Table Top XP opens September 12th and CONington will be hosting one of our CONington in The Community events during their opening. Details on this event will be listed under the Community Events tab on our website.



SPOTLIGHT

CONington IN THE COMMUNITY



ooo



conington.org



We built a website. Groundbreaking, we know. But buried in there is a **Gaming Calendar** that's actually worth your time — a running list of what's happening from Covington to Cincinnati, Columbus, Dayton, Louisville, Lexington, Indianapolis, and Nashville. TTRPGs, board games, LARP, minis, all of it. So maybe stop playing detective every time you want to find a table. We did the work for you.

Grab your dice bag, because **CONington in the Community** doesn't believe in hibernating between conventions. All year long we're popping up at game shops, art centers, and cozy corners of the region, pulling up chairs and welcoming whoever wants to sit down — no experience needed, just good stories and good company. Every one of those gatherings is on the calendar too, right alongside everything else happening near you.

Running a store, a group, or a con and don't see yourselves on there? There's a form for that. We read every submission ourselves and add it by hand, because a calendar built by robots is a calendar full of garbage, and we'd rather do it right than do it fast. Want more than a listing — a feature, a shoutout, some actual spotlight on your event? There's a form for that too.

THE IMMERSIVE EXPERIENCE

◆ Mama Carol

Let us set The Scene... the stars have aligned, The Fates have blessed your dice, all the players have shown up on time, are gathered round the table with their character sheets with painted minis, the DM has even found time to prep for the night's adventure and everyone has snacks and drinks. PERFECT! Other than Nat 20's and DM rolls in favor of the players; What more could this group of gamers want for?

Let's talk about just that.

The immersive experience. With words the DM uses they paint the setting, players suspend disbelief and forget daily struggles. All focus on another time and place, a different world opens and stepping forth a band of hero's go out to change the world and right the wrongs within. Players and DMs have so many options to choose from on how to personalize and tailor this immersive experience. One often overlooked option is terrain. There are SO many options and this alone can become a hobby unto itself.

I ask you to let me, Mama Carol, be your guide and lead you through this adventure. Together we will question what you may or may not need. Is it big and over the top for a specific event? Should it be small and usable in most all settings? Do you wish to paint and create your own? Can it be let out or does it need to be stored away?

Of course, you rightfully are asking "So what are you trying to sell me and how much will all of this cost?" I wish to stop you there. This is not to be about my business. Yes, I will refer to items I am familiar with but the true beauty of what all of us do is the personalization of the worlds we create and explore. Wherever and however, one chooses to do so.

Thus, I would like to formally invite you into my world and explore it. Take what you will and leave what you don't want. For now, I will take my leave and bid you to "Go Have an EPIC Adventure." I look forward to our next meeting.



*What
We Are
Playing...*



ROLL A NATURAL 20? SCREAM IT WITH US: YAY VIOLENCE!!



Curious why you were hearing tables scream YAY VIOLENCE at CONington?

Here's the mechanic that gets people yelling at the table. Roll a natural 20 in combat, and forget normal damage — you flip to the Yay Violence chart instead. Twenty ways to absolutely wreck an opponent. Strip a tier of armor permanently. Rip open a bleed wound. Go for the beheading. Under 7 HP? There's an option for that too.

And if the whole table screams "Yay Violence!" the second that 20 lands, you roll twice and keep the better one. That's it. No extra rules, no fine print. Just get loud with your friends and the dice reward you for it. It's the kind of rule that turns a quiet combat round into pure chaos — chairs scraping back, someone standing up, the whole table losing it over a single d20. That's exactly what it wants: get loud, get everyone in, and let the dice reward you for it.

The latest from Broken Brain Games, **Ragnaborg** is still up for preorder on Backerkit: https://ragnaborg-www-kickstarter-com.backerkit.com/hosted_preorders



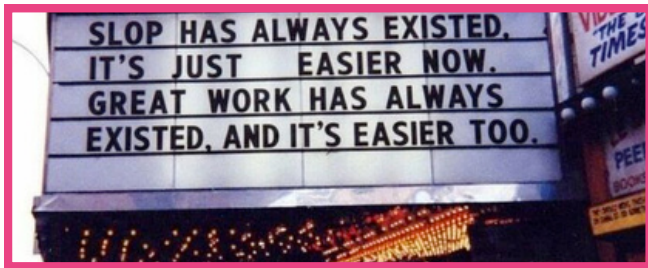
human at the helm

◆ Bill Henderson

I didn't grow up rolling dice and playing D&D (I grew up during the Satanic panic in the foothills of Appalachia) but I have been running tabletop games now since 2024.

Dragonbane, **Shadowdark**, **DarkSpace**, etc. This past GenCon was my third time ever attending, and I ran my 100th convention session there. By the end of the year I'll have attended about seven conventions, somewhere around 30 hours of games at each one. I'm also an affiliate board member for **Nerd Louisville**, a nonprofit that gets people, kids included, into this hobby we all love.

I say all that to say, in my big boy job, I work in AI implementation for an advertising agency. That doesn't always sit well with people when I tell them or they find out on their own. They automatically assume that their thoughts on AI are going to hurt my feelings somehow. I kind of get that, but it's just my job. I've still got a mind and a soul and my own reservations about the great machine uprising.



Many folks in the TTRPG communities do not hide their feelings when it comes to generative AI and I fully understand where they are coming from. Let's be clear: I'm absolutely not defending the use of AI generated artwork in the products you sell. I'm also not advocating for the use of AI to author your social media posts. I'm a champion of responsible & reasonable AI use. I use AI tools often every day, but likely not in the way that you assume.

What does responsible AI use look like? At work I teach a philosophy and mantra called Human at the Helm. This is a desk level implementation that leaves the accountability with the person, a human. Nothing ships or is published without a human touching it. AI is not allowed to be autonomous. I could talk about this principle in regards to AI implementation all day, but this article is meant to be about AI use in TTRPGs.

human at the helm

◆ Bill Henderson

You might think to yourself, "Wait, you ship stuff with AI?" No. No we don't. As an advertising and branding agency the only thing we use generative AI for is concepting. We are now able to mock up a 60 second example of a storyboard instead of sketches, we can do a prototype-style-shot for the shoot that is coming up. We absolutely do not publish the AI generated elements in our products.

We do however use AI to help get us from zero to about 60-70% there on a project or brainstorming and then we take it the remaining 30-40% to the finish line. It's an assistant, not a coworker or employee.

AI shouldn't replace, it should amplify. It's like a microphone, if you can't sing and have a sound system with autotune, it's not going to hide the fact that you suck at singing. You might sound better than you do in the shower, but it's really just making you louder. Too many people are hiding behind their microphone with tremendous confidence nowadays.

Here's what I think about AI: use it to give you super powers. Use AI to eliminate tedium, turn that 4 hour task into a 20 minute task. Aggregate that folder of PDFs to better organize all the different connections in your world-setting. Use it to generate the spell sheets for the pregens for you so the players don't have to flip through the book at the table. Ask to get a list of Orc NPC names from the southern lands (don't sell that list on [Drivethru](#) tho!)

I hate the AI flyers. I hate the AI generated thumbnails. I hate the AI generated LinkedIn posts and excessive emojis on facebook. I hate the facebook posts that people ask if it's real or not.

AI slop is a real problem, but here's a secret: slop has always existed. It's just easier now. Great work has always existed, and it's easier too.

The fences are lower than they've ever been, far more people are capable of far more things than they ever were before. That is both exciting and scary. The rate at which things have changed in the last 9 months alone is insane. No telling what the landscape will look like in another 9 months.



human at the helm

◆ Bill Henderson

What is my point? I think more than anything I just would like for you to know that there is far more that is possible than just the awful flyers people make. AI is a part of our lives now, do we have to like it? No. Is it the next industrial revolution? Yes. It's not exactly the same but it's akin to when electricity, cars, planes, television, internet, home computers, cell phones, social media became a part of everyday life.

The world is far from perfect, but let's not treat that dad that is trying to publish the one-shot adventure he wrote with his kid and used AI for the artwork like Wizards of the Coast used Midjourney for a \$100 rulebook they've released for the 4th time. Let's help them and offer solutions, there's always more to the story.

If you are a creator and you are thinking to yourself 'but how can I get a cool cover or character art for my adventure I want to publish?' There are many options besides using ChatGPT!

1. **Fiverr**. This has its own set of issues but at least it's real people. Usually. We have worked with artists on Fivver that clearly used AI and we refused the product and reported them for a refund. Most of them are very reasonable and will show you sketches and even deliver a layered PSD. There is a level of trust, but it's a very reasonable alternative.
2. **DriveThruRPG**. DriveThru is not just for PDF modules and random roll tables, it has a multitude of artwork available for purchase with licensing included.
3. **StapleCult**. This is a discord that I came across that just started this past summer. I believe it was founded, in part, by a few folks in the CONington community. I heard about it through associations with this convention. It is intended to help creators figure out how to take that next step. There are many creators available in that discord (myself included!) that will share free (and paid) resources that are meant to be used in projects. I've found and learned a lot in this community and it's one of my favorite discords to peruse.



human at the helm

◆ Bill Henderson



I'd love to help out where and how I can to expand the resources available to the creators in our community. I'm not expecting to change your mind or your feelings, but I am asking you to look a little closer, ask a few questions, slow down, before you decide who's the enemy. Most of us are just trying to make cool stuff to share with other tables.



Author Profile:

Bill Henderson

Co-Owner, **Midgar Press**

Bill is a lifelong nerd, game master, and digital marketer based in Louisville, KY. As co-owner of The Midgar Press, he's passionate about storytelling, worldbuilding, and bringing tabletop RPGs to new players. When he's not rolling dice or crafting adventures, he's spending time with his wife and two daughters, volunteering with Nerd Louisville, or running sound at his church. He believes the best stories are the ones we create together, at the table, in the moment, shaped by chance and choice.



THERE ARE

WORLDS

OTHER THAN THIS

◆ Jake Prewitt



Crit Talkers Podcast
has a new series
designed to showcase
games besides the big
one everyone knows.

The [Crit Talkers Podcast](#) is an actual play podcast. Streamlined to make you feel more immersed in the experience. Sfx, original and royalty free music as well as cutscenes to give glimpses on what else is happening in the setting besides what the PCs experience.

Season 1 and 2 of Kingdom of Legacy (KoL) use D&D but we are pivoting away to systems that fit our narrative style better and do not get enough exposure. Here is a description of this new project: "There are worlds other than this..." were the words uttered by High Oracle Ophelia James before her disappearance. She had visions, glimpses into worlds beyond her own.

Those accounts were compiled by the megacorp Conveyance in the Kingdom of Legacy. Labelled the Infinite Universes, collectively they are known as Project Infinite. A series of mini-arcs where each game system is a different universe. You don't have to be caught up on the main story to enjoy these but if you are, you might spot familiar Easter eggs.

Erica Lowe ran [Ragnaborg](#)! That arc has been released for free wherever you listen to podcasts. **Ragnaborg** is built off of the Mork Borg game system. It is part of the OSR or Old School Revival, Renaissance, Revolution depending on who you talk to. It's a rules light system that favors rulings over rules, allowing for more narrative moments without the crunch. It uses a d20, the player rolls the die, adds their modifier and tries to get over the difficulty rating.

We are lining up game developers to come on the show. If you are a developer or adventure writer who has something that you think would be a good fit for this series please contact us at thecast@crittalkerspodcast.com



CONington in the WILD!



OUR AMAZING FRIENDS OF
DARKSPACE JUMPED ON
THE CONINGTON IN THE
WILD TRAIN.

GOT A SHOT OF YOU
REPPING CONINGTON OUT
IN THE WORLD? SUBMIT IT —
YOU MIGHT BE NEXT.



CONington CLASSIFIEDS

CLASSIFIEDS WANTED

Looking for a group? Got a
table with an open seat?
Selling minis, looking for
players, forming a campaign
— this space is for you.
Submit your ad and let the
community find you.

WRITERS WANTED

The CONington Post is
looking for new voices —
tabletop reviews, guest
interviews, con recaps, and
everything in between.
No experience required, just
bring your voice.

ADVERTISE WITH US

Got a business that
speaks to this
community? Get in front
of the people who show
up for CONington.

contact: shaunsmith@conington.org

**BORN
TO
GAME!**

**Your monthly passport
to indie tabletop
gaming, showcasing
original art,
community creators,
small businesses, and
the latest tabletop
news.**

