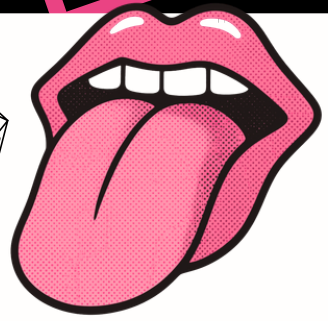
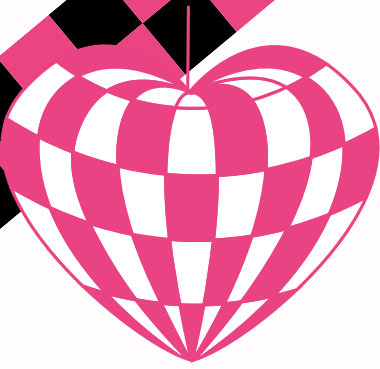


The Collington Post



Vol. I • Issue I



THE CONINGTON POST

Where All Are Welcome at Our Tables

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Special Thanks — Woodburn Games
Vol. 01 · No. 01

Published monthly by **CONington, LLC**

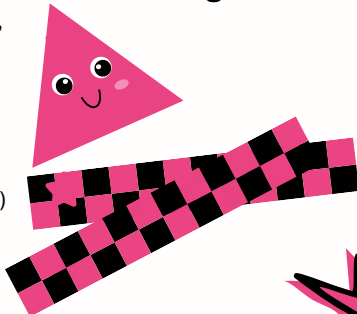
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CONington NEWS

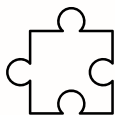


INTRODUCING CONINGTON COMMUNITY

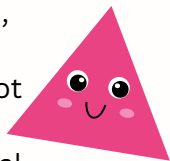
Okay, I can't keep this to myself any longer. CONington Community is officially launching, and I could not be more excited to shout it from the rooftops. If you know me, you know community is everything to me.

So, what is CONington Community? It's our way of keeping the tables open all year, not just during convention weekend — a year-round home for players who don't want to wait until the next CONington to game. CONington Community will start with a monthly gathering built for exactly that, and there's so much more coming that I can't wait to tell you about.

Our first CONington Community event will start off with a bang. We've been wonderfully invited by the Center for Great Neighborhoods, ArtMarKit, and the City of Covington Parks & Recreation Department to bring a kid-focused lineup to Sparks in the Park: Enchanted Forest.



The CONington A-Team will be running two things: Teens' Tavern, where kids 10+ will play The Enchanted Forest ttrpg by Cavalier Adventures, and Knights of Covington. The Enchanted Forest plot follows young heroes returning to the village of Willowmere to stop a dark blight creeping from the woods. Armed with a magical amulet that links their fate to the woods, players team up with friendly spirits to solve riddles, avoid traps, and save their home. Knights of Covington is an all-ages knight training circuit full of games and challenges.



THIS IS JUST THE BEGINNING!!!



THE FACE

◆ Scott “The Face” Nichols



So it was 2019 and I had never played a TTRPG in my life and didn't really know anything about them, except for the fact that a person who I was very close to loved table top gaming. I had known him for a long time and I was doing a lot of woodworking at the time. I wanted to make my friend a gift. So I started looking up gift ideas for people who game. I saw things like dice trays and dice towers and I thought to myself “well why would you need that?” So I watched videos about the dice. “Oh, so the dice add a sense of randomness and they help determine success with attribute and skill checks, that seems kind of cool”. After watching videos from great creators and learning more about the actual games and how they're played. I decided I wanted to try and play. I asked my friend if I could come play a session. He agreed and honestly I loved it from the very first moment. I happen to be joining the last session of their Strahd campaign and I clumsily helped the real heroes defeat the Ruler of Barovia.

After such an amazing first session I think it's easy to see how I fell in love with gaming. I continued to game with that same amazing group and still do to this day. Playing long form campaigns, mini series, and one shots in systems and settings such as *Deadlands*, *Vaesen*, *Castles & Crusades*, *The One Ring*, *Mork Borg*, *Dark Space*, *Pirate Borg*, *RagnaBorg*, *Vast Grimm*, and so many others.

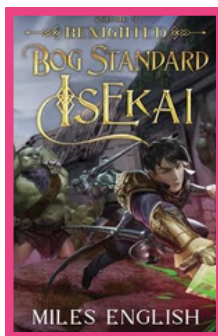
It was in my time gaming with this group that I fell in love with indie games and I met Shaun the founder of CONington. I was immediately interested in helping support CONington in any way I could. After helping Shaun and others ensure that the first CONington was a success and running some incredibly fun games during the convention, Shaun approached me about joining her along with my other friends Steven Smith and Michael Roark in creating an ownership group for CONington. My hope is to continue to support CONington in any way that I can and ensure that Indie gaming, local business, and community engagement are always at the heart of CONington.



THE NARRATOR EFFECT: UNDERRATED LITRPG WORTH A SECOND LISTEN

◆ Tabi Smith

Most LitRPG "hidden gem" lists skip a variable text review can't judge: narration. A great narrator can lift ordinary prose into something memorable; a flat one can bury a genuinely good story. After 300-plus titles consumed by audiobook, these four are the clearest cases of narration adding real value — and all four fly under the broader audiobook radar.



Bog Standard Isekai — Miles English, narrated by Johnathan McClain
Four million-plus views on Royal Road, but little audiobook audience awareness. The premise—reborn in a child's body, unable to level up, in an undead-haunted village—is deliberately modest. McClain's warmth and humor make it endearing rather than familiar.

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



NERDY PETS OF CONINGTON: SEND US YOURS

We want to see your gaming companions in action. Whether they're supervising the dice tray, guarding the character sheets, or just refusing to leave the table during your campaign, we want to meet them.

Send us a photo and, if you've got one, the backstory. Email

shaunsmith@conington.org.



QUESTING WITH JAMES: FEI HOUSE

◆ James Scott

As a primarily homebound Hobbit, there is a short list of places that I feel at peace. Where I don't feel overstimulated just by navigating their space. **Fei House** on Mainstrasse is one. There are few joys quite like getting a personal pot of tea and a good book, maybe a bao if you're lucky.

I particularly like the pu-erh, though they always have amazing offerings. If you prefer iced they've got you covered there too. Don't worry if you aren't a tea fan, there's a good selection of other beverages, including a full complement of coffee offerings.

The staff is incredibly friendly, if you're not sure what you'd want feel free to ask questions. They're knowledgeable and clearly explain the attributes of the different delights. If you don't already have a good read to go with your libation, they have a used book collection.

So stop by and indulge your own inner Hobbit. May you savor every moment.

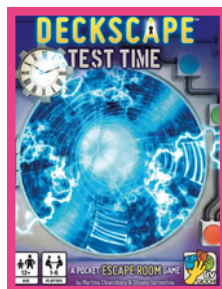
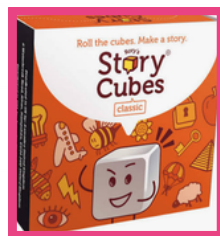
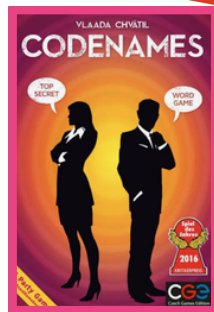


A MESSAGE FROM OUR SPONSOR...



HEY TEACHERS! WE ALL KNOW HOW EDUCATIONAL GAMES CAN BE. HERE ARE WOODBURN GAMES' RECOMMENDATIONS FOR THE BEST GAMES FOR YOUR CLASSROOM TO KICK OFF YOUR SCHOOL YEAR:

- Codenames - **vocabulary development and word association**
- Rory's Story Cubes - **creative writing and shared storytelling**
- Qwixx - **probability and addition**
- Mind Space - **spatial reasoning and planning**
- Deckscape - **problem solving and deduction**





LARRY HASTINGS - VULTURE PRODUCTIONS

If you caught our featured cosplay guest at CONington 2026, you already know why I wanted to spotlight him. Larry Hastings runs Vulture Productions right here in Covington and watching him work a con is one of my favorite parts of this whole event.

Larry builds costumes and props full time, and the range still gets me: raider-style wasteland gear that looks like it survived something, and a Cyberpunk 2077 build wired with working LEDs and skin effects that make the whole thing look lit from the inside. He started small, selling pieces through an Etsy shop back in 2015, and has grown into full costume and prop production without losing that hand-built, one-of-one feel that made people stop and stare in the first place.

Larry describes himself as a "post-apocalyptic, town-raidin', whiskey-drinkin', cigarette-smokin', irradiated wasteland badass." Spend five minutes next to one of his builds and you'll see the bravado is earned — serged seams, real weathering, the kind of detail that holds up when you get right up close, which is the only test that matters at a con like ours.

Having Larry at our tables meant a lot to me. If you're into costuming, prop making, or you just want to see what's possible with foam, leather, and a ridiculous amount of patience, go follow his work.

**Follow Larry: Instagram
@vultureproductions**



SPOTLIGHT

What
We Are
Playing...



FRONTIER SCUM



Recently the CONington crew has been diving into Frontier Scum a western themed hack for the Mork Borg system. Like all games published by Free League the book looks incredible with an amazing layout that looks like an old Sears Western Catalog and includes great art



What is it and who am I playing?

- Frontier Scum adapts the ultra-streamlined and high lethality of Mork Borg in a psychedelic, surreal, and hyper-violent version of the Old West. The "Lost Frontier" features a fever-dream version of the West filled with insatiable greed, eldritch guns, chain-smoking mules, and Lovecraftian horrors. If you loved movies like Dead Man or Bone Tomahawk, then you're going to love this game.
- Frontier Scum lets you play a doomed, wanted outlaw who is trying to survive the bizarre and brutal frontier. Best to make sure you create a degenerate rat bastard who can make it (at least for a little bit).

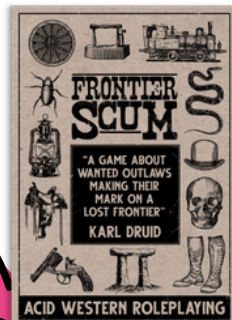
What are some interesting features of **Frontier Scum**?

- Character creation that can happen in minutes and be completely random if you like. Some unique aspects of a Frontier Scum character include strange traits, terrible crimes, and rolling for the bounty on your character's head.
- The "Scumslinger": if you go to frontierscum.com, you can access the "Scumslinger," a feature that will create your scumbag outlaw in a single click.
- You're a crack-shot kid. You never miss when shooting your trusty revolver, making combat fast, lethal, and decided by damage, audacity, and grit.
- The Hat Rule: the best armor in this western is your hat, and damn it, that just feels so right! You can choose to have your hat shot off to completely negate all incoming damage from a single attack.

If you're interested in learning more about Frontier Scum or picking up a physical copy or PDF you can find it at frontierscum.com, freeleaguepublishing.com, and drivethrurpg.com.



◆ Scott "The Face" Nichols ◆





THE WAX DUMMY

◆ Ryan Henry

The king is dying. The assassin's poison is running its course, and the regent has only days to survive. That is, unless the adventurers can gather the components needed to make the antidote. The difficult trial includes dangerous obstacles and fearsome beasts. Worst of all, the assassins want to ensure their job is complete.

That was the thrilling setup for an adventure I ran for a group long ago. However, I botched the ending in a way that was so legendary that I'm writing about it thirty years later.

You see, the king wasn't really dying: he had put a wax dummy in his bed. His plan was to use the dummy as bait to catch the assassins. Unfortunately, the party wasn't in the loop and became pawns in the king's schemes. After all the danger, the characters returned to find that they had been duped. This reduced an otherwise exciting adventure to a pointless errand.

In hindsight, this rug-pull seems an obvious mistake. However, GMs sometimes go to similar lengths to preserve a campaign's status quo. They don't want the players to win so big that it resolves a mystery. Or sometimes they want to show that an NPC is clever at the expense of the characters.

In the example of the wax dummy, it would have been better GMing to let the party save the king and not have the wax dummy at all. Alternatively, bring the players in on the scheme with the king from the beginning, then have them go after the assassins after they take the bait. In either case, the adventure relies on player agency and doesn't end with a "gotcha" moment.

I hope you learn from this mistake and melt your wax dummies. Happy gaming!



CONington in the WILD!



LOOK WHO WE CAUGHT
IN THE WILD.
GOT A SHOT OF YOU
REPPING CONINGTON
OUT IN THE WORLD?
SUBMIT IT FOR
CONINGTON IN THE WILD
— 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 TTRPG news.**

