

# DND SCHEDULE UBCON PART 2

## SUNDAY

**D&D AL – HQ and Character Creation | 9am – 2pm |**

**Baldy 105 | GM: Jonathan J Kennedy–Ellis**

Come and learn how to join the Adventurer’s league! No time to make a character? No problem! Pregens will be available to start in any of our tier 1 adventures. This is also the place to sign up for campaigns durring con.

**Reunited and it Feels So Good (Pregens only)**

**| 10am – 2pm | Baldy Lobby | GM:**

**Jonathan J Kennedy–Ellis**

Reunited and It Feels So Good is a tier 1 adventure by Travis Woodall, using p regenerated characters that takes place in the Moonsea and Avernus, the First Layer of Hell. A comedic adventure that makes use of pregenerated characters, perfect to round out the convention with.

**D&D AL – Six Swords Unbound | 10am – 2pm |**

**Baldy Lobby | GM: Jonathan J Kennedy–Ellis**

CCC–HAL–03 Tier 2 Adventure by Andrew Bishkinskyi. An intense non–stop battle with dramatic story consequences awaits adventurers in this 4–hour adventure for 5th to 10th level characters. In an effort to secure a surface trade route, adventurers find themselves embroiled in the revenge schemes of a powerful drow exile. The chance to learn about the state of the Underdark and the fates of many innocents taken in surface raids is too valuable to pass up. Yet the risk is clear, for what lies ahead is nothing short of an all–out assault on a drow manor. This is the third adventure of the Swords Below the Moonsea saga.

**D&D AL – Into the Depths | 10am – 2pm | Baldy**

**Lobby | GM: Jonathan J Kennedy–Ellis**

CCC–CNE–03 Tier 2 Adventure by Mark McClenaghan. A Shadow of the long–destroyed city of Northkeep has been found deep below the Moonsea. Filled with wild magic and inhabited by strange creatures and people, a group of Warlocks work to bring a great evil into the world. In order to protect the Moonsea, the Warlocks must be stopped. A 4–Hour Adventure for five 5th to 10th Level Characters.

**D&D AL – Necromancer’s Ascent | 10am – 2pm |**

**Baldy Lobby | GM: Jonathan J Kennedy–Ellis**

CCC–ROKZ01–03 Tier 3 Adventure by Jeremy Hochhalter. The necromancer has been revealed, and his tower of black rock now dominates the ruins of Zhentil Keep. You must race against his machinations, or a cloud of undeath will overwhelm the Moonsea and beyond. A 4–hour adventure for 11th–16th level characters.

**D&D AL – Beginner Games – In Volo’s Wake**

**| 10am – 2pm | Baldy Lobby | GM: Jonathan J**

**Kennedy–Ellis**

New to Adventurer’s League? Come make characters with us and then join the short form adventures of In Volo’s Wake occurring most of the weekend! An hourly adventure for 1st–4th level characters

**D&D AL – Regional Premier of In the Hand**

**| 10am – 2pm | Baldy Lobby | GM: Jonathan J**

**Kennedy–Ellis**

DDAL09–17 Tier 3 Adventure by Paige Leitman and Ben Heisler. Your quest to return the Bloody Hooves is nearly at an end. Only the company’s commander remains and then you’ll be ready to ride to the rescue of fallen Elturel! Part Three of the Doors and Corners series of adventures. A 4–6 hour adventure for 11–16th level characters.

**D&D AL Exclusive Adventure: Grime and Gears**

**| 12pm – 2pm | Baldy Lobby | GM: Jonathan J**

**Kennedy–Ellis**

CCC–UBCON01–03 Tier 1 Adventure by Jonathan Kennedy–Ellis. The area surrounding the Moonsea is often home to bandits, orcs, and worse. These miscreants threaten those that travel without appropriate protection, and now word of strange lights and harsh whispers plague the area. A Two–Hour Adventure for Tier 1 Characters. Optimized for APL 3.