

DND SCHEDULE UBCON PART 1

FRIDAY

D&D AL – HQ and Character Creation | 6pm – 10pm | 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 compaigns durring con.

D&D AL – Underworld Speculation (Pregens only) | 6pm – 10pm | Baldy Lobby | GM: Jonathan J Kennedy–Ellis

Operating as secret agents for the Lords of Waterdeep, a promising lead takes you deep into the world of the Xanathar, but what will it take for you to return? This event makes use of level 3 pregenerated characters and is perfect for dipping your toes in the Adventurer’s League.

D&D AL – Six Summoned Swords | 6pm – 10pm | Baldy Lobby | GM: Jonathan J Kennedy–Ellis

CCC-PHA-01 Tier 2 adventure Authored by Andrew Bishkinskyi Meaningful decisions, unexpected twists and memorable characters are the foundations of this dark 4–hour adventure for 5th to 10th level characters. A chance encounter on an unassuming road leads to a dangerous and lucrative opportunity. But what seems simple on the surface turns out to be much more below. Thrust into a world where every enemy has an enemy and everyone has their own dark motive, the only chance to survive is to ally with the right foe. Sometimes “doing the right thing” comes only in shades of black.

D&D AL – The Treasure Beneath | 6pm – 10pm | Baldy Lobby | GM: Jonathan J Kennedy–Ellis

CCC-CNE-01 Tier 2 Adventure by Haider Rizvi. A mysterious location has been uncovered and a group of adventurers are tasked with charting a ship onto the Moonsea. There they begin their underwater quest to find the treasures of the Lost City of Northkeep, facing an assortment of deep-sea challenges and enemies and eventually meeting with an ancient clan of Orcs guarding the isolated ruins of Northkeep. A 4-Hour Adventure for 5-10th Level Characters.

D&D AL – Binder’s Torment | 6pm – 10pm | Baldy Lobby | GM: Jonathan J Kennedy–Ellis

CCC-ROZK01-01 Tier 3 Adventure by Jeremy Hochhalter While attending the first annual Reclamation Day Festival in Phlan, a mysterious book is given to the adventurers, leading them to what appears to be an abandoned print shop west of the city. There they meet a would-be benefactor, who seeks their help in ridding the southern ruins of Zhentil Keep of a growing threat, the Ebon Tide, a group of mercenaries and bandits that are quickly becoming the scourge of the Moonsea. A 4-hour adventure for 11th–16th level characters.

D&D AL Exclusive UBCon Adventure: Back Home Again | 6pm – 8pm | Baldy Lobby | GM: Jonathan J Kennedy–Ellis

CCC-UBCON01-01 Tier 1 adventure Authored by Scott Moore There is continued unrest in Hulburg and around the Moonsea. The Red Wizards are rumored to be kidnapping visitors—but why? A Two-Hour Adventure for Tier 1 Characters. Optimized for APL 3.

D&D AL – Regional Premier of Maddening Screams | 6pm – 10pm | Baldy Lobby| GM: Jonathan J Kennedy–Ellis

DDAL09-15 Tier 3 Adventure by Jessica Ross. The final resting place of the Hellrider company known as the Bloody Hooves has been found. Unfortunately, the Canyon of Screams is well beyond the reach of safe haven, so you must protect Dara behind enemy lines with no one to count on but yourselves. Her holy mission, and your very souls, are at stake. Part One of the Doors and Corners series of adventures. A 4-6 hour adventure for 11-13th level characters

D&D AL – Beginner Games – In Volo’s Wake | 6pm – 10pm | 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 Exclusive Adventure: The Realm of the Brand | 8pm – 10pm | Baldy Lobby| GM:

Jonathan J Kennedy–Ellis

CCC-UBCON01-02 Tier 1 adventure by Garrett Crowe Adventurers on a sinking ship are rescued by a crew setting sail for a mystical island. There, the crew hopes to find healers who can end a plague killing many in villages along the Moonsea coast. It looks like the adventurers are the ones going ashore. A Two-hour adventure for 1st-4th level characters

SATURDAY

D&D AL – HQ and Character Creation | 9am – 12am | Baldy 105 | GM: Jonathan J Kennedy Ellis

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D&D AL – Undermountain: The Musical (Pregens only) | 9am – 11am | Baldy Lobby | GM: Jonathan J Kennedy–Ellis

Undermountain: The Musical! is a lighthearted, satirical adventure optimized for five 8th-level characters that takes place in Waterdeep and later a lost level of that famed dungeon: Undermountain. This event makes use of level 8 pregenerate characters with options not normally available for Adventurer’s League play!

D&D AL – D&D AL Exclusive UBCon Adventure: Back Home Again | 9am – 11am | Baldy Lobby | GM: Jonathan J Kennedy–Ellis

CCC-UBCON01-01 Tier 1 adventure Authored by Scott Moore There is continued unrest in Hulburg and around the Moonsea. The Red Wizards are rumored to be kidnapping visitors—but why? A Two-Hour Adventure for Tier 1 Characters. Optimized for APL 3.

D&D AL Exclusive Adventure: Grime and Gears | 9am – 11am | 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.

D&D AL – Epic: Hellfire Requiem | 12pm – 4pm | Baldy Lobby | GM: Jonathan J Kennedy–Ellis

DDEP09-02 Tier 1 and 2 Epic by Rich Lescouflair and Alan Patrick. Visitors from far and wide gather at Torm’s Hand to honor a fallen hero. Yet, the somber day turns to chaos when a hell-spawned maw erupts over the area, bringing an army of devils with it. Only true courage and sharp minds can banish the dark forces that seek to claim the souls of all within the holy temple. Are you ready to lead the charge?

D&D 4th Annual Mini Swap Event | 5pm – 6pm | Baldy 112 | GM: William Tschaepe

Have some miniatures that you are no longer using!? Want to see if you can get something better? Come to the Mini Swap event! Where you bring your own miniatures and you can trade them with everyone! You can get rid of that one mini you haven’t used in ages and maybe you can find one you have been looking for, for the longest time!

D&D AL – Rrakkma (Pregens only) | 6pm – 12am | Baldy Lobby | GM: Jonathan J Kennedy–Ellis

You stand before the Sha’sal Khou elders as the most diverse gith hunting party ever assembled. Are you powerful enough to keep the mind flayers from enslaving your people once again? You’ll have to race across the planes to find out. This adventure makes use of 9th level pregenerated characters, perfect for experienced D&D players new to the Adventurer’s League.

D&D AL Exclusive Adventure: Grime and Gears | 6pm – 8pm | Baldy Lobby | GM: Jonathan J

Kennedy–Ellis

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D&D AL – Six Striking Swords | 6pm – 10pm | Baldy Lobby | GM: Jonathan J Kennedy–Ellis

CCC-HAL-02 Tier 2 Adventure by Andrew Bishkinskyi Unusual allies, unbridled chaos and an Underdark mystery await characters in this dark 4-hour adventure for 5th to 10th level characters. A mysterious resident has taken over an abandoned castle along a perilous trade route. Now, strange happenings have the traders spooked and there is concern about the economic fallout. Adventurers are dispatched to make a deal with the paranoid and potentially unstable occupant. This is the second adventure of the Swords Below the Moonsea saga.

D&D AL – Before the Hatch | 6pm – 10pm |

Baldy Lobby | GM: Jonathan J Kennedy–Ellis

CCC-CNE-02 Tier 2 Adventure by Matthew Chung The Ancient sunken city of Northkeep is filled with wild magic and and unknown dangers. Within this desolate place, a warlock experiments on wildlife to create the ultimate living weapon capable of destroying the entire Moonsea region. In order to save the world, adventurers must stop the experiments from completing. A 4 hour adventure for 5-10th level characters.

D&D AL – Zhentarim’s Lament | 6pm – 10pm |

Baldy Lobby | GM: Jonathan J Kennedy–Ellis

CCC-ROZK01-02 Tier 3 Adventure by Jeremy Hochhalter A dark force is rising from the ruins of Zhentil Keep. The Zhentarim themselves are on the move to stop it from spreading, and you have been pulled into the struggle. Will you find the objects of power that your adversary searches for before it is too late? A 4-hour adventure for 11th–16th level characters.

D&D AL – Zhentarim’s Lament | 6pm – 10pm |

Baldy 106 | GM: Jonathan J Kennedy–Ellis

DDAL09-16 Tier 3 Adventure by B D Donlon Accompanying the Chosen of Ilmater and baring the newly discovered Ward of Faithfulness, you proceed further into the tomb of the Bloody Hooves. Time is running short. Zariel’s forces hunt for you even now. Part Two of the Doors and Corners series of adventures. A 4-6 hour adventure for 11-16th level characters

D&D AL – Twice as Nice for Half the Price

| 6pm – 10pm | Baldy 109 | GM: Jonathan J

Kennedy–Ellis

DDAL00-11f Twice as Nice for Half the Price is a tier 4 adventure by Alan Patrick, optimized for 18th-level characters that takes anywhere in Faerûn and Nessus, the Ninth Layer of Hell.

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Kennedy–Ellis

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Jonathan J Kennedy–Ellis

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