

Pathfinder Society

Honour's Echo

The grand Taldan Empire once controlled half of Avistan but during the Even-Tongued Conquest it could not manage an ongoing war with both its neighbour Qadira and the secessionist rebels in its outer provinces.

As Taldor struggled to control its crumbling territories its monarchs sought scapegoats for its failures including the righteous war hero Countess Honaria Alcasti. Stripped of its nobility her family has survived in obscurity for seven hundred years. However her descendant Remaio has identified evidence that might redeem the Alcasti name and his ancestor's honour. Can you help exonerate her name and bring glory to Taldor once more?

Dungeon's and Dragon's Adventures League

DDEP06-01 Relics of Khundrukar by Bill Benham

An AVCON exclusive EPIC 4 hour adventure for multiple tables of level 1-4 (3) or level 5-10 (8) characters working in concert.

Khundrukar held many fine implements of war in its heyday, many of them now lost to time. Clues point to some of the long dead Master Smith Durgeddin's handy work in the service of sinister forces that bid their time deep in the Underdark. Reclaim the riches of Khundrukar from the darkness if you dare.

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DDAL07-01 A City on the Edge

Often called the "Gateway to Chult", the exotic city of Port Nyanzaru is built upon a landscape both mystifying and marvelous. However, the city's vibrant beauty is overshadowed by a mysterious scourge that plagues all within the land. Can the divergent forces within the city discover the truth before all are overcome by this growing threat?

5 Linked Adventures by Rich Lescouflair for Level 1-4 (1) Characters.

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DDAL06-01 A Thousand Tiny Deaths by Travis Woodall

A 2 hour adventure for 3 to 6 characters of level 1-4 (3).

The promises of glory and the chance of riches draw you to Blasingdell, a small village near the infamous Stone Tooth. Within the rocky mountain lay the dwarven stronghold Khundrukar and the fabled Forge of Fury, to which a chance encounter provides you with the location of a hitherto unknown entrance. Are you brave enough to explore this mystery? Will it lead to wealth or doom?

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DDAL06-02 The Redemption of Kelvan by Greg Marks

A 2 hour adventure for 3-6 characters of level 5-10 (?).

A strange, foreign wizard calling himself Kelvan has appeared at the same time a strange mountain materializes out of thin air. He asks you to recover the Gloomblade from a Netherese ruin in order to help him with his research into this strange new mountain.

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DDAL04-01 Suits of the Mists by Shawn Merwin

Four 1 hour adventures for characters of level 1-2 (1).

Strange things are afoot in the Moonsea. The factions have called all those willing and able to investigate strange occurrences in the region surrounding Phlan. Dark whispers and unseen terrors lurk in the misty shadows between this world and someplace much more sinister

Dungeon's and Dragons 5th Edition:

The Grifftin' of Cliffton

Cliffton the idyllic sleepy sea side town would be the perfect country village if it weren't for the pesky nearby goblin tribe, who every year send out their young to raid the town of its trophies. The villagers have come to accept their fate but the new duke of the nearby city,

Daggerford, has decided enough is enough and he wants the tribe dealt with. He has enlisted a party of adventurers to defend Cliffton with the view to have them turn the tables on the goblins and destroy their hold over the region. In this scenario you choose, will you be the bloodthirsty goblins or the righteous defenders of Cliffton. This game will pit the defenders and raiders against each other on opposing tables, where the actions of the players will affect each other's tables in various ways. Everything you will need to participate will be provided for you including dice, character sheets and anything else you need to play. Both new and experienced players are welcome.

World of Darkness

Chronicles of Darkness Game (New World of Darkness 2nd Edition)

"Neighbourhood Watchers"

Paul Whan

2-6 Players

Something is afoot! The Glenelg neighbourhood watch is in disarray. In the past few months a series of unusual crimes has made the newsletter look more like a war story. Residents and business owners are demanding something be done, but a few like-minded individuals have decided that enough is enough and it's time to take the investigation into their own hands. Problem is, what unknown horror will they find? There's more mystery in the square than they know...

Chronicles of Darkness is an investigative horror game system with dramatic elements. Beginners, veterans and first time roleplaying game players are welcome (and encouraged!) to come play.

Beginners Path

An introductory scenario into World of Darkness: Mage the Awakening 2nd Edition.

Recommended for new players

Call of Cthulu

Santa Claus is coming to town (6 players)

Players take the role of Police investigators on Christmas eve in the Canadian town of St Anthony, with a population of 2,688 there is rarely anything noteworthy.. until a call in of a missing person brings much concern to the men of the police department. All this while the people of St Anthony are braving one of their coldest Winters in record. What could possibly be going wrong in this Town the night before Christmas? Join the game to find out.

Quest Voyage (6 players)

It is 1922, exploration of Antarctica is currently in the heroic age, those that go to explore are seen as heroes risking life and limb for science given the extreme climate of the region. You are part of the crew of one Sir Ernest Shackleton aboard the Quest, a modest ship with many modern comforts. The expedition is a simple one, to map the uncharted coastline of Antarctica. The captain however has been restless about something he won't tell anyone about and keeps mentioning something about Douglas Mawson....

Do you dare try to find out what secrets are left to find in the Antarctic?

Dread

Beneath the Mask

It was supposed to be a relaxing weekend at your friend's cabin. Then the power went out, and some psycho in a hockey mask attacked. Now two people are dead, and your host is a gibbering wreck. Can you make it through to morning? This is a slasher-flick story in the form of a Dread story for 6 characters.

If you are new to the system please check out this quick rules guide (https://www.tiltingatwindmills.net/wp-content/uploads/2014/10/dread_quickstart_letter.pdf) so that you can understand the mechanics of this format and please arrive 10-15 mins early to complete your character questionnaire!

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The sleepover was to be the greatest moment of your childhood, until the whimpering woke you up. Is this even the right house?

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Gurps

'Dance of winter winds'

Locked away deep in the dungeons of Arcadia, you thought that you would never see the light of day again. The Queen of Winter has you dragged before her in chains to hear her final Judgment on you; you have but one chance to save yourselves.

The Queen wishes you to find her a mortal partner to take to the Winter Solutes Ball, and if she is happy with how the evening goes you are free.

If she is dissatisfied she will have the ball conclude with a hunt and you the prey.

This is an up to 6 player game and will be run using GURPS 4th edition rules

SHADOWRUN

GM: Trystan Perry

It's the year 2075. Mages and chromed-out trolls roam the streets together. And you are a Shadowrunner. An elite criminal mercenary, operating out of Adelaide.

An armoured convoy carrying valuable goods will be making its way down King William Road tomorrow. Your team will need to get the payload back to your mysterious employer, Mister Johnson.

FATE

It's the year 1925, and recent archaeological digs in Egypt have unearthed something mysterious, a buried complex large enough to be an entire city. In order to properly explore this city, intrepid adventurers such as yourself have been brought in, but be warned, the city is fraught with peril, those who discovered it were assaulted by traps, and were chased from the city by a mysterious force. To make matters worse, the Thule society have already begun their own investigation, and what they discover could spell doom for us all!

Are you courageous enough to brave these dangers and discover the secrets of... THE TOMB CITY OF EGYPT!

Dark Heresy

"Drafted in service of the Emperor by the Inquisition, a small group is sent to infiltrate the Imperial Guard, and hopefully discover the dark secrets within before the attrition of war claims them. "

Bloody Quest

Bloody Quest 1 Tony Pettersen **"What's in the box?"**

The lady Ursula Gotlieb has tasked your band with hunting down an item of extreme importance. Unfortunately it has been stolen by a band of ruthless Orcs said to be holed up in the Venot Woods, and you will need to track and fight your way through lethal ambushes, sinister traps and traitorous terrain. Do you have what it takes to survive the perils of the Venot Woods and the dangers that lie within? What's in the box is a large scale environmental exploration campaign filled with multiple encounters and a sand box like map to explore. It's designed for 4-5 player to play through with a rough play time of around 3 hours.

Bloody Quest 2 Daniel Griffiths **"Extreme Excavations"**

You and your fellow mercenaries have been hired to escort a pair of archaeologists across the ocean and safely to their campsite deep within the frozen wastes of JellIsland. The island itself is renowned for its eternal winter and savage, berserker locals. This short scenario is designed to give 3-5 players a taste of the Bloody Quest RPG and its visceral combat prior to its upcoming open beta release

	Friday	21st July		
16:00	Sign ups		Pathfinder (2-3 tables) D&D AD (4 tables)	Block A WoD Paul Fate Max
16:30	Block A			
17:00	4:30 - 9:00	Block B		
17:30		5:00 - 9:30		
18:00				
18:30				Block B Bloody Quest BQ Team Shadow Run Trystan Dark Heresy Miska
19:00				
19:30				
20:00				
20:30				
21:00				
21:30				

Saturday		22nd July			
10:00	Sign ups	Sign ups			
10:30	RPG Block A		Pathfinder (2-3 tables)	D&D AD (4 tables)	Block A Bloody Quest Call of Cthulu BQ Crew Kosta
11:00	10:30-12:30	RPG Block B			
11:30		11:00-1:00			
12:00					Block B Dark Heresy GURPS Miska James E
12:30					
13:00	RPG Block C				Block C Shadow Run WoD Trystan Michael K
13:30	1:00 - 4:30	RPG Block D			
14:00		1:30 - 4:30			
14:30					
15:00					
15:30					
16:00					Block D Bloody Quest Dread BQ Team Katey
16:30	Quiz Night Set UP	up			
17:00					

Sunday		23rd July			
10:00	Sign ups	Sign ups	Sign ups	Sign ups	
10:30					Block A
11:00	RPG Block A		Pathfinder (2-3 tables)	D&D AD (4 tables)	Dread Bloody Quest Katey BQ Crew
	11:00 - 1:30	RPG Block B		Special	
12:00		11:30-2:00			Block B Dark Heresy WoD Miska Paul
12:30					
13:00					Block C Bloody Quest WoD BQ Team Michael K
13:30	RPG Block C				
14:30	2:30 - 5:30	RPG Block D			
15:00		3:00-5:30			
15:30					
16:00					
16:30					
17:00					Block D Call of Cthulu Fate GURPS Kosta Max James E
17:30	Pack Up	Pack Up	Pack Up	Pack Up	
18:00					