

Pathfinder Society South Australia

Silver Hex Chronicles

Friday: 4:30pm – 9pm

Saturday: 11am -1:00pm; 1:30pm – 4:00pm

Sunday: 11:00am – 1:30pm; 2:30pm – 5:30pm

GM: Troy Beaton and Louie Griffith

The River Kingdoms is a tumultuous land of bloodthirsty bandits, treasure-laden ruins, and self-proclaimed kings, and for years it has been the subject of study for Ulisha, a curious and capable half-orc explorer. Shortly after performing a heist that enraged the local nobility, she came across a collapsing stone circle and discovered Silverhex, an enchanted sickle used by druids millennia before. She did not have long to admire her find, though, for the nobles had posted a bounty to end her meddling for good.

Unable to deal with her pursuers on her own, she has contacted you. If you can raise enough money, she's willing to sell Silverhex to you at a steep discount and then pay off her bounty.

The Silverhex Chronicles is a series of six Quests, short adventures that take you to a graveyard in Gralton, a mist-choked forest in Ustalav, a brainwashed village in Razmiran, an ancient crash site in Numeria, and finally to a city of assassins in Daggermark.

All players must use one of the 1st-level Pathfinder Society pregenerated characters, available from paizo.com/pathfinderSociety/gmResources.

Phantom Phenomena

Friday: 4:30pm – 9:00pm

Saturday: 10:30am -12:30pm; 1:00pm – 4:00 pm

Sunday: 11:30pm – 2:00pm; 3:00pm -5:30pm

GMs: Ronnie Ellis and Andrew Phillis

A series of six Quests designed for 1st-level characters.

Bizarre phenomena have tormented the people of southeastern Ustalav for decades, and these events become stronger and more dangerous every year. Hoping to uncover the origins of these flashes of red lightning and spectral hauntings, Dr. Quolorum from the Sincomakti School of Sciences has set out with a team of able-bodied assistants. Can the PCs help the professor unlock the secret that dwells above Lantern Lake? Phantom Phenomena includes six, 1-hour adventures that take the PCs to a superstitious village, a lightning-scarred woodland, an ancient Kellid monolith, a haunted manor, an occult university, and finally into the storm-choked mountains. Experience the adventures in any order to create a unique story.

These Quests are designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world.

Shadow Run 5th Ed:

Milk Run

Saturday: 11:00am – 1:00pm

Sunday: 11:30am – 2:00pm

GM: Trystan Perry

"The year is 2075. You are a Shadowrunner, an elite criminal mercenary with years of training. You have been tasked with "acquiring" some special cargo from a train from Seattle bound for Salt Lake City. There will be armed guards, angry spirits, and elite soldiers. Just another milk run, chummer!"

Final Count Down

Friday: 4:30 pm– 9:00pm

Saturday: 1:30pm – 4:00pm

Sunday: 2:30pm – 5:30 pm

GM: Glynn Butler

A twist on the standard run, This time the runners are leaving Seattle and heading to Space! When a Mysterious figure approaches the Runners and asks them to prevent a spacecraft launch, you know things will only get crazier from there. Throw in some advanced technology, Corporate Security, and a dwarf mathematician named Anthony, and you get a run to remember

Dungeons and Dragons Adventure League:

Death House

Friday: 5:00pm – 9:30pm

GM: Michael Manson

Dungeons & Dragons 5th Edition, D&D Adventurers League, character levels 1-4

Death House is the name given to an old row house in the village of Barovia. The house has been burned to the ground many times, only to rise from the ashes time and again-by its own will or that of Strahd. Locals give the building a wide berth for fear of antagonizing the evil spirits believed to haunt it. Celebrate Season 4 with this special event written specifically for the launch of our latest D&D season

The Horseman:

Sunday: 11:00am – 1:30pm

GM: Michael Manson

The unexpected ally imparts the secret you have been searching for and now only one more puppet remains before you can finally face the enemy. Unfortunately your allies begin to pay the price for your interference in the enemy's plans. Part thirteen of Misty Fortunes and Absent Hearts.

Designer: Dan Helmick

Characters of Level 5-10

Dungeons and Dragons 5th Ed:

Journey into the heart of the Forgotten Realms:

Saturday: 10:30am – 12:30pm

Sunday: 2:30pm – 5:30pm

GM: James Dekort

Journey into the heart of the Forgotten Realms in this introductory Dungeons and Dragons 5th Edition adventure. Suitable for D&D newcomers and veterans of older additions alike, this short adventure is designed to show you the ropes and whet your appetite for the crazy shenanigans unique to role playing games.

This adventure is taken from the 5th Edition starter set 'The Lost Mines of Phandelver'. Your journey begins as a caravan escort on the way to the town of Phandalin. The mission seems simple but as any experienced player would expect, everything that can go wrong soon will. As one of 5 iconic classes you will have to battle or talk your way through deadly encounters as you struggle to survive in a dangerously fantastic world.

You will be supplied with one of five pre made characters and all of the resources necessary to play a fantastic game of D&D.

The Death House

Friday: 5:00pm – 9:30pm

Sunday: 3:00pm – 5:30pm

GM: Kylie Neuman

The woods are quiet this night, and the air grows chill. Your fire sputters as a low mist gathers around the edges of your camp, growing closer as the night wears on.

By morning, the fog hangs thick in the air, turning the trees around you into gray ghosts. It's then you notice these aren't the same trees that surrounded you the night before.

Welcome, to Barovia!

Tranquil Haze

Saturday: 11:00am – 1:00am; 1:30pm – 4:00pm

GM: Hope Lucas

In the quiet town of Lysdale, a strange calm has fallen on the otherwise bustling town. When our heroes need the help of the town militia to fight the oncoming war, they must ask themselves; where has this illusive fog of tranquility come from? And can they fight whatever magic is at work here - before they too succumb to the haze?

World of Darkness

Mystery of the Blue Lake

Friday 4:30pm – 9:00pm

Saturday: 1:00pm – 4:00pm

Sunday: 11:30pm – 2:00pm

GM: Paul Whan

You're a member of the local constabulary in Mount Gambier, the quiet village down the southeast. Strange things have been happening, lately. Do you protect your friends and family? Investigate the strange occurrences? What is happening in the secret world behind the obvious façade?

This game is an investigative horror story, to be enjoyed with a group of people of up to 6 people. The game will be focused on exploration and choices through

Call of Cthulhu

Saturday: 11:00am – 1:00pm

Sunday: 2:30pm – 5:30pm

GM: Kosta Karatsinidis

"The year is 1956. You and your friends through no fault of your own have ended up in the hotel Sagemore hotel New York, Number 08 on 14th Street. On one particular midsummers night, the power mysteriously cuts out and you are left in a dark room. Strange noises seem to be coming from the basement where the fusebox resides, do you dare try to discover what is truly happening at this hotel? or will the insistent sounds slowly drive you insane? find out if you dare try to play The Call Of Cthulhu "

Exalted

“God’s No More!” – The temple of Lost Gods

Saturday: 10:30am – 12:30pm

Sunday: 11:30 am – 2:00pm

GM: James Evans

As a member of an archaeological team you and your companions venture in to the ruins of a temple said to have been built in an age long forgotten by most. Will you discover Treasure, Hidden Lore of the First Age or ancient powers lost to time? What what’s to be found in a place even the gods have forsaken?

This game is an Action, adventure, comedy for 5 players set in the world of Exalted, a world of magic, spirits, gods and those blessed by them to wield great power and be Heroes.

Fate

The Temples of Terror

Friday: 5:00pm – 9:30pm

Sunday: 3:00pm – 5:30pm

GM: Max Allstrom

The year is 1925, The twenties are in full swing, and trouble is brewing in South America

Deep in the Andes mountain range lays the hidden Incan temples of the sun. Rumoured to contain the treasures of gods, and words of power carved into gold tablets that can grant the power of the sun into the body of a man.

These rumours may just be rumours, but the Thule Society seems to believe that they are true, and have armies, seemingly pulled from nowhere, scouring the Andes looking for them.

Whether the tales of the temples are true or not, it's up to the brave centurions of the Century club, an ancient organisation formed to promote the arts and sciences, to bring the secretive Thule Societies actions, and the temples themselves, into the light. Centurions like you

Everyone Is John

Saturday: 1:30pm – 4:00pm

Sunday: 11:00 – 1:30pm

GM: Ellen Vlachos

BASIC RULES

While the GM acts as "John" (an average man with multiple personalities and severe narcosis), each player acts as one of John's personalities - each with their own secret desires, obsessions, and abilities. Players receive points for completing each of their obsessions each time they complete them. Their first obsession rewards them the fewest points, while their third (and more difficult) obsession rewards them more points. The other players are not aware of the obsessions and abilities of each personality, but may be able to figure out what they are throughout the game, and so attempt to make succeeding in these obsessions more difficult to complete by putting John in different situations. Players choose their own skills based on what they believe will be most helpful when completing their obsessions (these skill choices must be approved by the GM).

SYNOPSIS

John wakes to find himself in bed with a splitting headache with a knock on the door; the police ask if he knows of the whereabouts of his sister, Joanne, as she was reported missing by her husband. While John cannot remember where she is, he returns inside to find her body on the kitchen counter...

Dark Heresy

Saturday: 10:30am-12:30pm

Sunday: 2:30pm – 5:30pm

In the grim of darkness there is only war.

Loyal servant of the Emperor, you have orders to head over to a long forgotten world of the Imperium. You and your team will secure the nuclear power plant. However, be warned heretics and traitors will be everywhere and sometimes even closer than you think.

Bloody Quest

Friday: 5:00pm – 9:30pm

Saturday: 10:30am -12:30pm; 1:30pm – 4:00pm

Sunday: 11:30am – 2:00pm; 3:00 – 5:30pm

GMs: Tony Petterson, Paul Harvey, Megan Summerton, Daniel Watkins, Daniel Griffiths

An Adelaide developed RPG that with its first time demoing at a major convention.

Bloody Quest is a furious and entertaining tabletop roleplay game. Combat is gruesome; there is every chance your character will come out of a fight with horrific physical wounds. Couple this with a sense of epic adventure, exploration and decision making, and you have a powerful experience which appeals to beginner and veteran players alike.

The mechanics behind the game are focused on providing a fun and easy-to-use system. A head for math isn't required; players have a very simple set of rules which results in quick and brutal encounters. The onus is on sitting around a table and having fun with your friends.