

# Friday 12-17 – runs for 5 hours

## DDALI 07-09 Unusual Opposition (Tier 3, levels 11-16)

The trail leading from the Fane of the Whispered Fang has grown cold, but you can still taste the machinations of the yuan-ti in Chult's humid, stagnant air. Because of this, you must venture deeper still into the jungle and petition the aid of an unlikely ally—the fabled Ramshackle King. His assistance is crucial to the effort to save Chult! A DDAL Event designed for level 11-16 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: FRI 1200      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: TBD  
Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALI 07-10 Fire and Ash (Tier 3, levels 11-16)

Within the jungles of Chult lay a vast expanse of ash. While a red dragon is known to reside deep within the Land of Ash and Smoke, it is far from the deadliest of its denizens. Deeper still lay a pit filled to the brim with pure evil. None who have sought out its secrets have survived to tell its tale. Will you be more successful than they? A DDAL Event designed for level 11-16 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: FRI 1200      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: TBD  
Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALI 08-01 The Map with No Names (Tier 1, levels 1-4)

Rumors abound of a map that leads to a treasure of unimaginable value. When chance drops the map into your hands, you have the chance to become wealthy beyond your wildest dreams. But you're not the only ones with that dream. The chase is on. Part One of the Umbral Aristocracy Trilogy. A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: FRI 1200      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: Warren Parker  
Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALI 08-01 The Map with No Names (Tier 1, lv.1-4)

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Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: Paul Kiehne  
Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALI 08-02 Beneath the City of the Dead (Tier 1, levels 1-4)

The treasure hunt has led to the City of the Dead. Beneath that well-manicured park is an ancient crypt where the treasure awaits you! Part Two of the Umbral Aristocracy Trilogy. A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: FRI 1200      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: Steve McCann  
Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL 08-03 Dock Ward Double Cross (Tier 1, levels 1-4)

You've been set up. However, the man you were set against is more than willing to forgive and forget, if you are willing to join forces to see, a terrible vengeance. Part Three of the Umbral Aristocracy Trilogy. A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: FRI 1200	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL 08-04 A Wrinkle in the Weave (Tier 1, levels 1-4)

The Blackstaff has discovered an oddity in the Weave that surrounds Waterdeep. The enigma may have been there all along or it might be new and the Blackstaff intends to figure it out using an ancient artifact from the reign of Emperor Shoon III. Part One of the Folded Time Trilogy. A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: FRI 1200	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: John Laitinen

Sponsor: *Source Comics and Games and Wizard of the Coast*

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Game Start: FRI 1200	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Rory Philstrom

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL 08-07 Into the Dark (Tier 2, levels 5-10)

Are there actually vampires in Undermountain? The Baron of Blood demands that you find out! Part Two of the Vampire Hunt trilogy. A DDAL Event designed for level 5-10 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before. A DDAL Event designed for level 5-10 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

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Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Eric Schulz

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL 08-07 Into the Dark (Tier 2, levels 5-10)

When one of the Lords of Waterdeep asks you to root out a threat to the city, you respond to the call. Prepare for a foray into Undermountain. Part One of the Vampire Hunt trilogy. A DDAL Event designed for level 5-10 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: FRI 1200	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Ken Martinson

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL 08-08 Crypt of the Dark Kiss (Tier 2, lv.5-10)

Are there actually vampires in Undermountain? The Baron of Blood demands that you find out! Part Two of the Vampire Hunt trilogy. A DDAL Event designed for level 5-10 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before. A DDAL Event designed for level 5-10 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: FRI 1200      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: Adam Hocum  
Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL 08-10 The Skull Square Murders (Tier 2, lv.5-10)

When Volothamp Geddarm hires you to recover a missing key, you find yourself wrapped up in a series of murders in Lower Skullport. Can you find the killer before they find you? Part One of the Skullport Shakedown trilogy.

Game Start: FRI 1200      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: James Stewart  
Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL CCC-CotN-01 By the Seashore (Tier 1, lv.1-4)

Chaotic magic torments the village of Stonedock, presenting opportunity to a devious grifter. Unknown to the charlatan, a possessed trinket brings with it the wrath of Thay. Who will bring warming hope to icy woe?

Game Start: FRI 1200      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: Kailey Smith  
Sponsor: *Source Comics and Games and Wizard of the Coast*

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Game Start: FRI 1200      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: Steve Warzaha  
Sponsor: *Source Comics and Games and Wizard of the Coast*

# Friday 17-18 – runs for 1 hour

## Fai Chen's Trade Bazaar

Fai Chen's Fantastical Faire is a special event to add value to the player experience of this convention—serving as a way for players to trade away their unwanted magic items and gain rare certificates for use in the D&D Adventurers League.

Game Start: FRI 1700      Location: Conference Room D-01      Players: 120      Materials: None  
Game Length: 1 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: DDAL SYSTEM  
Sponsor: *Source Comics and Games and Wizard of the Coast*

# Friday 18-23 – runs for 5 hours

## DDAL| 07-10 Fire, Ash, and Ruin (Tier3, lv.11-16)

Within the jungles of Chult is a vast expanse of ash. While a red dragon is known to reside deep within the Land of Ash and Smoke, it is far from the deadliest of its denizens. Deeper still is a pit filled to the brim with pure evil. None who have sought out its secrets have survived to tell its tale. Will you be more successful than they?

Game Start: FRI 1800      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: Christopher J Sloan

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL| 08-02 Beneath the City of the Dead (Tier1, lv.1-4)

The treasure hunt has led to the City of the Dead. Beneath that well-manicured park is an ancient crypt where the treasure awaits you! Part Two of the Umbral Aristocracy Trilogy. A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: FRI 1800      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: Paul Kiehne

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL| 08-02 Beneath the City of the Dead (Tier1, lv.1-4)

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Game Start: FRI 1800      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: Warren Parker

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL| 08-03 Dock Ward Double Cross (Tier 1, levels 1-4)

You've been set up. However, the man you were set against is more than willing to forgive and forget, if you are willing to join forces to see, a terrible vengeance. Part Three of the Umbral Aristocracy Trilogy. A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: FRI 1800      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: TBD

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL| 08-04 A Wrinkle in the Weave (Tier 1, levels 1-4)

The Blackstaff has discovered an oddity in the Weave that surrounds Waterdeep. The enigma may have been there all along or it might be new and the Blackstaff intends to figure it out using an ancient artifact from the reign of Emperor Shoon III. Part One of the Folded Time Trilogy. A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: FRI 1800      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: John Laitinen

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL 08-05 Hero of the Troll Wars (Tier 1, lv.1-4)

Hurling through time, you find yourself embroiled in a struggle to keep the fledgling town of Waterdeep from succumbing to a vicious Troll invasion. But sometimes the true threat lies within the city walls... Part Two of the Folded Time Trilogy. A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: FRI 1800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Rory Philstrom

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL 08-07 Into the Dark (Tier 2, lv.5-10)

When one of the Lords of Waterdeep asks you to root out a threat to the city, you respond to the call. Prepare for a foray into Undermountain. Part One of the Vampire Hunt trilogy. A DDAL Event designed for level 5-10 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: FRI 1800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Daniel Kiuru-Ribar

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL 08-08 Crypt of the Dark Kiss (Tier 2, lv.5-10)

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Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Eric Schulz

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL 08-09 Fangs and Frogs (Tier 2, levels 5-10)

Your chase to wipe out the vampires of Undermountain leads to the Slitherswamp. The master vampire is close at hand! Part Three of the Vampire Hunt trilogy.

Game Start: FRI 1800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Nathan Elliot

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL 08-11 Poisoned Words (Tier 2, levels 5-10)

You search for Volo's key has kept you in Skullport where is likes like you are about to cross wits, or swords, with the drow of Bregan D'aerthe. Only the one with the most style will survive. Part Two of the Skullport Shakedown trilogy.

Game Start: FRI 1800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: James Stewart

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL 08-XX To Be Determined (Tier 3, levels 11-16)

A DDAL Event designed for level 11-16 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: FRI 1800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDAL| CCC-CotN-01 By the Seashore (Tier 1, lv.1-4)

Chaotic magic torments the village of Stonedock, presenting opportunity to a devious grifter. Unknown to the charlatan, a possessed trinket brings with it the wrath of Thay. Who will bring warming hope to icy woe?

Game Start: FRI 1800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Kailey Smith

Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDAL| CCC-CotN-01 By the Seashore (Tier 1, lv.1-4)

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Game Start: FRI 1800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Kim Lemrick

Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDAL| CCC-CotN-01 By the Seashore (Tier1, lv.1-4)

When Volothamp Geddarm hires you to recover a missing key, you find yourself wrapped up in a series of murders in Lower Skullport. Can you find the killer before they find you? Part One of the Skullport Shakedown trilogy.

Game Start: FRI 1800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Marcello Velazquez

Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDAL| XX-XXb To Be Determined (Tier 2, levels 5-10)

A DDAL Event designed for level 5-10 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: FRI 1800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDAL| XX-XXc To Be Determined (Tier 2, levels 5-10)

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Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

Sponsor: *Source Comics and Games and Wizard of the Coast*

## Saturday 8-13 – runs for 5 hours

### DDAL| 05-08 Durlag's Tower (Tier 3, levels 11-16)

East of Beregost, nestled in the outskirts of the Wood of Sharp Teeth, Durlag's Tower has intrigued and yet stymied adventurers for decades. Stuffed full of mechanical traps and arcane wards, and rumored to be inhabited by fiends, very few have managed to extract any REAL treasure from the former home of Durlag Trollkiller.

Game Start: SAT 800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Charles Tedder

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL 05-18 The Mysterious Isle (Tier 4, lv.17-20)

Baron Bajram's forces have secured the Nelanther Isles and have scoured the Sword Coast for treasures. Now they have begun to explore a mysterious island that recently just popped into existence nearby. SEER seems to believe that an aboleth artifact is their goal. It is up to the adventurers, in competition with the baron, as well as aboleths, the Kraken Society, and the mysterious caretaker of th

Game Start: SAT 800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Eric Hendrickson

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL 08-00 Once in Waterdeep (Tier 1, levels 1-4)

Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the hearth, and let YOUR story begin! A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SAT 800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Stephen Maxson

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL 08-03 Dock Ward Double Cross (Tier 1, lv.1-4)

You've been set up. However, the man you were set against is more than willing to forgive and forget, if you are willing to join forces to see, a terrible vengeance. Part Three of the Umbral Aristocracy Trilogy. A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SAT 800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Paul Kiehne

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL 08-06 Purging the Blood (Tier 1, levels 1-4)

Still falling through time, Waterdeep has grown into a small city with a problem, a vampire problem, but an old friend offers a solution. Part Three of the Folded Time Trilogy.

Game Start: SAT 800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Rory Philstrom

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL 08-08 Crypt of the Dark Kiss (Tier 2, lv.5-10)

Are there actually vampires in Undermountain? The Baron of Blood demands that you find out! Part Two of the Vampire Hunt trilogy. A DDAL Event designed for level 5-10 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before. A DDAL Event designed for level 5-10 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SAT 800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Brandon Pyshora

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL 08-09 Fangs and Frogs (Tier 2, levels 5-10)

Your chase to wipe out the vampires of Undermountain leads to the Slitherswamp. The master vampire is close at hand! Part Three of the Vampire Hunt trilogy.

Game Start: SAT 800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Eric Schulz

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALI 08-10 The Skull Square Murders (Tier 2, lv.5-10)

When Volothamp Geddarm hires you to recover a missing key, you find yourself wrapped up in a series of murders in Lower Skullport. Can you find the killer before they find you? Part One of the Skullport Shakedown trilogy.

Game Start: SAT 800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Nathan Elliot

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALI 08-12 Xanathar's Wrath (Tier 2, levels 5-10)

This couldn't get worse. The key you are searching for has fallen into the hands of the eye tyrant of Skullport himself. Now you just need to rob Xanathar without getting disintegrated. Part Three of the Skullport Shakedown trilogy.

Game Start: SAT 800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: James Stewart

Sponsor: *Source Comics and Games and Wizard of the Coast*

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Game Start: SAT 800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Glenn Berman

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Chaotic magic torments the village of Stonedock, presenting opportunity to a devious grifter. Unknown to the charlatan, a possessed trinket brings with it the wrath of Thay. Who will bring warming hope to icy woe?

Game Start: SAT 800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Marcello Velazquez

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALI XX-XX To Be Determined (Tier3, levels 11-16)

A DDAL Event designed for level 11-16 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SAT 800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALI XX-XXb To Be Determined (Tier 3, levels 11-16)

A DDAL Event designed for level 11-16 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SAT 800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALI XX-XXb To Be Determined (Tier 4, levels 17-20)

A DDAL Event designed for level 17-20 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SAT 800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

Sponsor: *Source Comics and Games and Wizard of the Coast*



### DDAL XX-XXg To Be Determined (Tier 1, levels 1-4)

A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SAT 800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDAL XX-XXg To Be Determined (Tier 1, levels 1-4)

A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SAT 800	Location: Conference Room F-04	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDAL XX-XXg To Be Determined (Tier 1, levels 1-4)

A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SAT 800	Location: Conference Room F-09	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDAL XX-XXg To Be Determined (Tier 1, levels 1-4)

A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SAT 800	Location: Conference Room F-03	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDAL XX-XXg To Be Determined (Tier 1, levels 1-4)

A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SAT 800	Location: Conference Room F-08	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDAL XX-XXg To Be Determined (Tier 1, levels 1-4)

A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SAT 800	Location: Conference Room F-07	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDAL XX-XXg To Be Determined (Tier 1, levels 1-4)

A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SAT 800	Location: Conference Room F-06	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALI XX-XXg To Be Determined (Tier 1, levels 1-4)

A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SAT 800	Location: Conference Room F-05	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALIXX-XX To Be Determined (Tier 3, levels 11-16)

A DDAL Event designed for level 11-16 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SAT 800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

Sponsor: *Source Comics and Games and Wizard of the Coast*

## ELW01 Murder in Skyway (Tier 1, levels 1-4)

On a dark and stormy night, the characters discover a dead body in Sharn's wealthiest district... just as the Sharn Watch arrives! To clear their names, the characters must hunt the real killer through the mean streets of the City of Towers.

Game Start: SAT 800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Jonathan Powell

Sponsor: *Source Comics and Games and Wizard of the Coast*

# Saturday 13-18 – runs for 5 hours

## DDALI 05-09 Durlag's Tomb (Tier 3, levels 11-16)

However, a powerful item in the ancient fight against the giants is said to be housed there, and the cloud giant Baron Rajiram has committed significant resources toward recovering it. After a pleasant tea in her garden, SEER calls upon you to beat him there and put a stop to his efforts!

Game Start: SAT 1300	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Charles Tedder

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALI 05-19 Eye of Xxiphu (Tier 4, levels 17-20)

Part 2 of The Mysterisous Isle/Eye of Xxiphu. Baron Bajram's forces have secured the Nelanther Isles and have scoured the Sword Coast for treasures. Now they have begun to explore a mysterious island that recently just popped into existence nearby. SEER seems to believe that an aboleth artifact is their goal. It is up to the adventurers, in competition with the baron, as well as aboleths, the

Game Start: SAT 1300	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Eric Hendrickson

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALI 07-09 Unusual Opposition (Tier3, lv.11-16)

The trail leading from the Fane of the Whispered Fang has grown cold, but you can still taste the machinations of the yuan-ti in Chult's humid, stagnant air. Because of this, you must venture deeper still into the jungle and petition the aid of an unlikely ally—the fabled Ramshackle King. His assistance is crucial to the effort to save Chult!

Game Start: SAT 1300	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Christopher J Sloan

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL 08-02 Beneath the City of the Dead (Tier1, lv.1-4)

The treasure hunt has led to the City of the Dead. Beneath that well-manicured park is an ancient crypt where the treasure awaits you! Part Two of the Umbral Aristocracy Trilogy. A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SAT 1300	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Justin Carpenter

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL 08-04 A Wrinkle in the Weave (Tier 1, lv.1-4)

The Blackstaff has discovered an oddity in the Weave that surrounds Waterdeep. The enigma may have been there all along or it might be new and the Blackstaff intends to figure it out using an ancient artifact from the reign of Emperor Shoon III. Part One of the Folded Time Trilogy. A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SAT 1300	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Paul Kiehne

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL 08-08 Crypt of the Dark Kiss (Tier2, lv.5-10)

Are there actually vampires in Undermountain? The Baron of Blood demands that you find out! Part Two of the Vampire Hunt trilogy. A DDAL Event designed for level 5-10 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before. A DDAL Event designed for level 5-10 characters. This adventure is mea

Game Start: SAT 1300	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Daniel Kiuru-Ribar

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL 08-08 Crypt of the Dark Kiss (Tier2, lv.5-10)

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Game Start: SAT 1300	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Ken Martinson

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL 08-09 Fangs and Frogs (Tier 2, levels 5-10)

Your chase to wipe out the vampires of Undermountain leads to the Slitherswamp. The master vampire is close at hand! Part Three of the Vampire Hunt trilogy.

Game Start: SAT 1300	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Adam Hocum

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL 08-09 Fangs and Frogs (Tier 2, levels 5-10)

Your chase to wipe out the vampires of Undermountain leads to the Slitherswamp. The master vampire is close at hand! Part Three of the Vampire Hunt trilogy.

Game Start: SAT 1300	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Brandon Pyshora

Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDALI 08-10 The Skull Square Murders (Tier2, lv.5-10)

When Volothamp Geddarm hires you to recover a missing key, you find yourself wrapped up in a series of murders in Lower Skullport. Can you find the killer before they find you? Part One of the Skullport Shakedown trilogy.

Game Start: SAT 1300      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: Eric Schulz  
Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDALI 08-10 The Skull Square Murders (Tier2, lv.5-10)

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Game Start: SAT 1300      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: Justin King  
Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDALI 08-10 The Skull Square Murders (Tier2, lv.5-10)

When Volothamp Geddarm hires you to recover a missing key, you find yourself wrapped up in a series of murders in Lower Skullport. Can you find the killer before they find you? Part One of the Skullport Shakedown trilogy.

Game Start: SAT 1300      Location: Board Room 1-06      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: Justin King  
Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDALI CCC-BMG-14 Phlan 1-2 Enemy of My Enemy (Tier 3, levels 11-16)

Something odd is happening to the citizens of Phlan. Some have inexplicably gone mad and must be restrained, while others have developed strange magical abilities. No one is immune as it has affected young and old, rich and poor, strong and weak. Opinions about the cause are plentiful, but some theories seem more solid than others.

Game Start: SAT 1300      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: Rory Philstrom  
Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDALI CCC-CotN-01 By the Seashore (Tier 1, lv.1-4)

Chaotic magic torments the village of Stonedock, presenting opportunity to a devious grifter. Unknown to the charlatan, a possessed trinket brings with it the wrath of Thay. Who will bring warming hope to icy woe?

Game Start: SAT 1300      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: Kim Lemrick  
Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDALI CCC-CotN-01 By the Seashore (Tier 1, lv.1-4)

Chaotic magic torments the village of Stonedock, presenting opportunity to a devious grifter. Unknown to the charlatan, a possessed trinket brings with it the wrath of Thay. Who will bring warming hope to icy woe?

Game Start: SAT 1300      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: Stephen Maxson  
Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDALI CCC-CotN-01 By the Seashore (Tier 1, lv.1-4)

Chaotic magic torments the village of Stonedock, presenting opportunity to a devious grifter. Unknown to the charlatan, a possessed trinket brings with it the wrath of Thay. Who will bring warming hope to icy woe?

Game Start: SAT 1300      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: Warren Parker  
Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALI CCC-MIND01-01 Lost in Thought (Tier 3, lv.11-16)

With the liberation of Phlan, refugees from the city have been invited back to start their lives anew. But trouble strikes when one family of refugees goes missing while on the road to Phlan. The new Chancellor seeks answers. Will the adventurers find out what happened to the missing refugees or will they be lost forever

Game Start: SAT 1300      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: Glenn Berman  
Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALI CCC-TRI-05 Into the Darkness (Tier3, lv.11-16)

As Faerûn recovers from the demon threat, a prominent leader goes missing. Is this a simple rescue mission, or is there more at stake? Part 1 of the Yulash series

Game Start: SAT 1300      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: Kailey Smith  
Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALI ELW04 Jack of Daggers (Tier 1, levels 1-4)

Caught between House Phiarlan and a criminal syndicate, the characters delve into the city's underworld to discover who's hiring killers for their dirty work. Things get out of control fast – and what could be faster than the high-speed lightning rail to Thrane?

Game Start: SAT 1300      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: Brandon Howarth  
Sponsor: *Source Comics and Games and Wizard of the Coast*

# Saturday 18-19 – runs for 1 hour

## Fai Chen's Trade Bazaar

Fai Chen's Fantastical Faire is a special event to add value to the player experience of this convention—serving as a way for players to trade away their unwanted magic items and gain rare certificates for use in the D&D Adventurers League.

Game Start: SAT 1800      Location: Conference Room D-01      Players: 120      Materials: None  
Game Length: 1 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: DDAL SYSTEM  
Sponsor: *Source Comics and Games and Wizard of the Coast*

# Saturday 19-24 – runs for 5 hours

## DDAL DDEP08-02 Stardock Under Siege (Tier 1, lv.1-4) - 10 tables

An illithid invasion fleet threatens Stardock, and only you and your allies can stop it!

Game Start: SAT 1900      Location: Conference Room D-01      Players: 60      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: DDAL SYSTEM  
Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL DDEP08-02 Stardock Under Siege (Tier 2, lv5-10) - 6 Tier 2 tables

An illithid invasion fleet threatens Stardock, and only you and your allies can stop it!

Game Start: SAT 1900      Location:      Players: 36      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: DDAL SYSTEM  
Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDAL DDEP08-02 Stardock Under Siege (Tier3, lv11-16) - 4 Tier 3 tables

An illithid invasion fleet threatens Stardock, and only you and your allies can stop it!

Game Start: SAT 1900	Location:	Players: 24	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: DDAL SYSTEM

Sponsor: *Source Comics and Games and Wizard of the Coast*

## Sunday 8-13 – runs for 5 hours

### DDAL 08-00 Once in Waterdeep (Tier 1, levels 1-4)

Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the hearth, and let YOUR story begin! A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SUN 800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Steve McCann

Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDAL 08-05 Hero of the Troll Wars (Tier 1, lv.1-4)

Hurling through time, you find yourself embroiled in a struggle to keep the fledgling town of Waterdeep from succumbing to a vicious Troll invasion. But sometimes the true threat lies within the city walls... Part Two of the Folded Time Trilogy. A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SUN 800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Paul Kiehne

Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDAL 08-11 Poisoned Words (Tier 2, levels 5-10)

You search for Volo's key has kept you in Skullport where is likes like you are about to cross wits, or swords, with the drow of Bregan D'aerthe. Only the one with the most style will survive. Part Two of the Skullport Shakedown trilogy.

Game Start: SUN 800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Eric Schulz

Sponsor: *Source Comics and Games and Wizard of the Coast*

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Game Start: SUN 800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Justin King

Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDAL CCC-MIND01-02 Mind Trip (Tier 3, levels 11-16)

Phlan's refugees are being assaulted on the road and taken into the Underdark to become illithid thralls. Can the characters save some of the travelers and uncover the mastermind of this evil operation? Only a delve into the Underdark will tell.

Game Start: SUN 800	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Glenn Berman

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALI CCC-TRI-02 Impression Left Behind (Tier3, lv.11-16)

Elanil Elassidil's successful recovery brings dire news, and only enough to raise the fears of all. On the urgent request of the factions, a covert raid party must be sent in to secure as much knowledge as possible, and destroy whatever schemes lie below. Part 2 of the Yulash series.

Game Start: SUN 800      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: Kailey Smith  
Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALI ELW02 Boromar Ball (Tier 1, levels 1-4)

The trail of a stolen letter leads the characters to an extravagant party thrown by Sharn's most powerful criminal family. At this ball, the wrong dance step means death!

Game Start: SUN 800      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: Jonathan Powell  
Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALI ELW06 A Holy Visit (Tier 2, levels 5-10)

When the Church of the Silver Flame visits Sharn's finest inn, it's a chance for the characters to infiltrate and ask hard questions. But they're not the only ones looking for answers.

Game Start: SUN 800      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: Brandon Howarth  
Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALI XX-XX To Be Determined (Tier3, levels 11-16)

A DDAL Event designed for level 11-16 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SUN 800      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: TBD  
Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALI XX-XX To Be Determined (Tier3, levels 17-20)

A DDAL Event designed for level 17-20 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SUN 800      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: TBD  
Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALI XX-XXd To Be Determined (Tier 1, levels 1-4)

A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SUN 800      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: TBD  
Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALI XX-XXd To Be Determined (Tier 2, levels 5-10)

A DDAL Event designed for level 5-10 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SUN 800      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: TBD  
Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDALI XX-XXe To Be Determined (Tier 1, levels 1-4)

A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SUN 800      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: TBD  
Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDALI XX-XXf To Be Determined (Tier 1, levels 1-4)

A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SUN 800      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: TBD  
Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDALI XX-XXg To Be Determined (Tier 1, levels 1-4)

A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SUN 800      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: TBD  
Sponsor: *Source Comics and Games and Wizard of the Coast*

## Sunday 13-18 – runs for 5 hours

### DDALI 08-01 The Map with No Names (Tier 1, levels 1-4)

Rumors abound of a map that leads to a treasure of unimaginable value. When chance drops the map into your hands, you have the chance to become wealthy beyond your wildest dreams. But you're not the only ones with that dream. The chase is on. Part One of the Umbral Aristocracy Trilogy. A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SUN 1300      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: Warren Parker  
Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDALI 08-06 Purging the Blood (Tier 1, levels 1-4)

Still falling through time, Waterdeep has grown into a small city with a problem, a vampire problem, but an old friend offers a solution. Part Three of the Folded Time Trilogy.

Game Start: SUN 1300      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: Paul Kiehne  
Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDALI 08-09 Fangs and Frogs (Tier 2, levels 5-10)

Your chase to wipe out the vampires of Undermountain leads to the Slitherswamp. The master vampire is close at hand! Part Three of the Vampire Hunt trilogy.

Game Start: SUN 1300      Location: Conference Room D-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track: None  
Game Type: RPG      Game System: Dungeons & Dragons 5th Ed.      GM: Ken Martinson  
Sponsor: *Source Comics and Games and Wizard of the Coast*



## DDALI 08-10 The Skull Square Murders (Tier 2, lv.5-10)

When Volothamp Geddarm hires you to recover a missing key, you find yourself wrapped up in a series of murders in Lower Skullport. Can you find the killer before they find you? Part One of the Skullport Shakedown trilogy.

Game Start: SUN 1300	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Adam Hocum

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALI 08-12 Xanathar's Wrath (Tier 2, levels 5-10)

This couldn't get worse. The key you are searching for has fallen into the hands of the eye tyrant of Skullport himself. Now you just need to rob Xanathar without getting disintegrated. Part Three of the Skullport Shakedown trilogy.

Game Start: SUN 1300	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Eric Schulz

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALI 08-12 Xanathar's Wrath (Tier 2, levels 5-10)

This couldn't get worse. The key you are searching for has fallen into the hands of the eye tyrant of Skullport himself. Now you just need to rob Xanathar without getting disintegrated. Part Three of the Skullport Shakedown trilogy.

Game Start: SUN 1300	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Justin King

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALI CCC-CotN-01 By the Seashore (Tier1, lv.1-4)

Chaotic magic torments the village of Stonedock, presenting opportunity to a devious grifter. Unknown to the charlatan, a possessed trinket brings with it the wrath of Thay. Who will bring warming hope to icy woe?

Game Start: SUN 1300	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Kim Lemrick

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALI CCC-MIND01-03 Dream Walkers (Tier 3, lv.11-16)

The characters reach the lair of an elder brain and must make their way through its minions to recover the refugees. May be able to get most the refugees out without facing the elder brain. But leaving the menace alive may have consequences too dire to ignore.

Game Start: SUN 1300	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Glenn Berman

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALI CCC-NUKE-01-01 The Blighted Sun (Tier1, lv.1-4)

The secluded settlement of Sunboughs has enjoyed prosperity within the Moonsea for centuries. A trade agreement is threatened when a fierce enemy strikes, seeking to destroy the elves and thwart their time-honored agreement! Who will come to their aid?

Game Start: SUN 1300	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Todd Hanson

Sponsor: *Source Comics and Games and Wizard of the Coast*

## DDALI CCC-TRI-14 The Voice in the Night (Tier 3, levels 11-16)

A bizarre sea monster has been spotted near Hillsfar. Strange voices visit people in their dreams. Zealots preach about the Great Old Ones' return. Can you find out the truth before the voice consumes everyone's sanity?

Game Start: SUN 1300	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Kailey Smith

Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDALI XX-XX To Be Determined (Tier3, levels 11-16)

A DDAL Event designed for level 11-16 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SUN 1300	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDALI XX-XX To Be Determined (Tier3, levels 17-20)

A DDAL Event designed for level 17-20 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SUN 1300	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDALI XX-XXe To Be Determined (Tier 1, levels 1-4)

A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SUN 1300	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDALI XX-XXf To Be Determined (Tier 1, levels 1-4)

A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SUN 1300	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

Sponsor: *Source Comics and Games and Wizard of the Coast*

### DDALI XX-XXg To Be Determined (Tier 1, levels 1-4)

A DDAL Event designed for level 1-4 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League credit and can be replayed by a different character if played before.

Game Start: SUN 1300	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: None
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

Sponsor: *Source Comics and Games and Wizard of the Coast*