

Change: # Players

Isle of Skye

A tile-laying game. As chieftain of a Scottish clan, buy and sell tiles from other clans to add ships, forts, farms, lighthouses, whiskey stills, cows, and yes- sheep to your growing domain. A quick, light and strategic Euro game.

Game Start: FRI 1200	Location: Boardroom 2-01	Players: 10	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track:
Game Type: Board	Game System: Isle of Skye		GM: Erik Olsrud

Sponsor: *First Minnesota Historical Wargame Society*

Change: New

Centruy: Golem Edition

In Century: Golem Edition, players are caravan leaders who travel the famed golem road to deliver crystals to the far reaches of the world.

Game Start: FRI 1200	Location: Studio 05-06	Players: 1	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track:
Game Type: Board	Game System: Century: Golem Edition		GM: Drew Motylinski

Sponsor:

Change: # Players

Hansa Teutonica

A classic Euro strategy game. Develop trade routes and control cities in the Hanseatic League. There are many paths to victory, but don't forget to block your opponents and stop at the Inn to eat dinner.

Game Start: FRI 1400	Location: Boardroom 2-01	Players: 10	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track:
Game Type: Board	Game System: Hansa Teutonica		GM: Erik Olsrud

Sponsor: *First Minnesota Historical Wargame Society*

Change: New

Villainous

Each player takes control of one of six Disney characters. Each player has their own decks, player board, and 3D character.

On your turn, move your character to a different location on your player board, take one or more of the actions visible on that space, then refill your hand to four cards. You need to use your cards to fulfill your unique win condition.

Game Start: FRI 1400	Location: Conference Room C-01	Players: 6	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track:
Game Type: Card	Game System: Various Games		GM: Cory Orman

Sponsor:

Change: New

Baseball Highlights 2045

This will be a tournament event. All players will play several mini-games to establish their team and seeding. They'll then enter the single elimination playoffs with best of 7 mini-game format. No experience or equipment necessary. Arrive half-hour early for teaching. Bringing your own copy guarantees you a spot. Otherwise space is limited to however many we get.

Game Start: FRI 1400	Location: Boardroom 2-06	Players: 20	Materials: All
Game Length: 4 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: Intro/Learn To Play
Game Type: Card	Game System: Baseball Highlights 2045		GM: Mark Jefferson

Sponsor: *First Minnesota Historical Wargame Society*

Change: New

Wind Chime Chronicles - The Legend

You discovered the first of several artifacts involved with a thousand year old prophecy. The references deciphered thus far suggest speed is critical if you are to either save this planet from decimation or its inhabitants from extermination. You volunteered for Professor Felton's special music class but did you volunteer for this? The adventure continues

Game Start: FRI 1600	Location: Studio 15-02	Players: 7	Materials: None
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Game Length: 4 hrs
Game Type: RPG

Rating: Teen Rules Knowledge: None
Game System: Justice, Inc.

Special Track:
GM: Don Prust
Sponsor:

Change: Location

Blazing Inferno

Can you and the other players rescue the people trapped inside the burning building before it collapses? Come join us and find out.

Game Start: FRI 1800
Game Length: 2 hrs
Game Type: Board

Location: Conference Room B-05 Players: 4
Rating: Everyone Rules Knowledge: None
Game System: Flash Point: Fire Rescue

Materials: None
Special Track:
GM: Scott Price
Sponsor:

Change: Cancelled

Zombicide: Green Horde

Taking place in the same medieval setting of Black Plague, players will become different Survivors with skill focuses looking to defeat the shuffling, undead menace by any means available. Zombie Orcs are stronger than typical zombies, and represent a bigger challenge to even seasoned undead-hunting veterans. A new mechanic is introduced - the horde ambush!

Game Start: FRI 1800
Game Length: 4 hrs
Game Type: Board

Location: Conference Room F-08 Players: 6
Rating: Teen Rules Knowledge: Some
Game System: Zombicide Green Horde

Materials: None
Special Track:
GM: Damarra Atkins, Daniel Greene
Sponsor:

Change: New

Young Bloods Painting Class

Play DND and want your figures to pop?

New to Warhammer and want to improve your army?

This class is designed to present the fundamentals of base coating, washes and highlights. A figure and materials provided.

This class is for teens by teens, and will be taught by our award winning teen painters with greybeard oversight.

Game Start: FRI 2000
Game Length: 2 hrs
Game Type: Seminar

Location: Conference Room B-01 Players: 6
Rating: Everyone Rules Knowledge: None
Game System: Seminar

Materials: None
Special Track:
GM: Shawn Espeseth
Sponsor:

Change: New

The Wreck of the Bellerophon

After a terrible storm wrecks the Bellerophon in the Caribbean Sea in 1741. The remaining crew needs to survive on the unknown island, and hope another ship can rescue them.

This is a horror adventure in the sense that your characters will be unprepared for the situation they find themselves in, as well as, whether they can survive long enough to be saved by a passing ship.

Game Start: FRI 2000
Game Length: 4 hrs
Game Type: RPG

Location: Conference Room B-04 Players: 5
Rating: Mature Rules Knowledge: None
Game System: GURPS 4th ed.

Materials: None
Special Track:
GM: Matthew Rose
Sponsor:

Change: New

Illimat - Learn to Play

Illimat is a modern classic card game designed by Keith Baker and The Decemberists. If you've ever enjoyed Hearts, Bridge, Cassino, or Gin, Illimat will feel both familiar and unlike anything you've ever played before. End your day with this easy to learn but addictive game.

Game Start: FRI 2400
Game Length: 2 hrs
Game Type: Card

Location: Conference Room B-01 Players: 4
Rating: Everyone Rules Knowledge: None
Game System: Illimat

Materials: None
Special Track: Intro/Learn To Play
GM: Paul Easton
Sponsor:

Change: # Players

RA

A classic auction game. Develop ancient Egypt by bidding on sets of pharaohs, rivers, floods, technology, and monuments while avoiding disastrous earthquakes, drought and civil disorder. One of the best Euros ever!

Game Start: SAT 800	Location: Boardroom 2-04	Players: 10	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track:
Game Type: Board	Game System: Ra		GM: Erik Olsrud

Sponsor: *First Minnesota Historical Wargame Society*

Change: New

Galactic Infamy

Galactic Infamy is a competitive science fiction themed board game in which players take on the roles of bounty hunters in search of the galaxy's most notorious crime lord. Capture bounties to collect credits and infamy. Turn in the crime lord and the player with the most infamy is the winner!

Visit www.2simpletons.com and www.fb.com/2simpletons to learn more!

Game Start: SAT 800	Location: Conference Room H-03	Players: 6	Materials: None
Game Length: 4 hrs	Rating: Teen	Rules Knowledge: None	Special Track: Intro/Learn To Play
Game Type: Board	Game System: (Open Board Gaming)		GM: James Gatzmer

Sponsor:

Change: # Players & Loc.

Arkadia

Possibly the best older Euro game you've never heard of. Players are architects building a castle, but vie against each other to increase the value of their own work and decrease the value of the other architect's work.

Game Start: SAT 1000	Location: Boardroom 1-05	Players: 8	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track:
Game Type: Board	Game System: Arkadia		GM: Erik Olsrud

Sponsor: *First Minnesota Historical Wargame Society*

Change: New

Evolution: Climate

In Evolution: CLIMATE, players adapt their species in a dynamic ecosystem where food is scarce, predators lurk, and the climate can swing between scorching hot and icy cold. With over 200,000 ways to evolve your species, every game evolves into a different adventure.

Game Start: SAT 1000	Location: Boardroom 1-08	Players: 6	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: Intro/Learn To Play
Game Type: Board	Game System: Evolution		GM: Samuel Miller

Sponsor: *Chess & Strategy Game Association*

Change: New

Memoir '44 D-Day Landings

Play Memoir 44 with the D-Day Landing Maps! We will use the Overlord Rules as well as reinforcements rules, expansion pack equipment, and more!

Game Start: SAT 1000	Location: Boardroom 1-03	Players: 11	Materials: None
Game Length: 6 hrs	Rating: Everyone	Rules Knowledge: None	Special Track:
Game Type: Board	Game System: Memoir 44		GM: Alex Siechen

Sponsor: *Chess & Strategy Game Association*

Change: New

Galactic Infamy

Galactic Infamy is a competitive science fiction themed board game in which players take on the roles of bounty hunters in search of the galaxy's most notorious crime lord. Capture bounties to collect credits and infamy. Turn in the crime lord and the player with the most infamy is the winner!

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Game Start: SAT 1200 Location: Conference Room H-03 Players: 6 Materials: None
Game Length: 4 hrs Rating: Teen Rules Knowledge: None Special Track: Intro/Learn To Play
Game Type: Board Game System: (Open Board Gaming) GM: James Gatzmer
Sponsor:

Change: Title

DDAL Epic Event. (Special and all Tiers)

Your foe seeks to unlock the Iron Door beneath the Peaks of Flame and open the way for the Eater of the World. You must find your way through the maze of tunnels and stop them, or it will be the end of all things. Part Four and conclusion of the Broken Chains Series. A DDAL Event designed for level 17-20 characters. This adventure is meant to be played for Dungeons and Dragons Adventurers League c

Game Start: SAT 1300 Location: Conference Room D-01 Players: 0 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track:
Game Type: RPG Game System: Dungeons & Dragons 5th Ed. GM: DDAL SYSTEM
Sponsor: *Source Comics and Games and Wizard of the Coast*

Change: Location

Small World & Variations

Small World is inhabited by dwarves, wizards, amazons, giants, orcs, and even humans. Conquer adjacent lands, picking the right combination from the 14 different fantasy races and 20 unique special powers. Players expand their empires and must also know when to push their civilization into decline!

Game Start: SAT 1400 Location: Boardroom 1-01 Players: 15 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track:
Game Type: Board Game System: Small World GM: Bill Nara
Sponsor: *First Minnesota Historical Wargame Society*

Change: New

SIGMATA: This Signal Kills Fascists

Anti-fascist FM-radio-powdered cyberpunk in alt-1986 America.
This session will be run by the game's author, a Twin Cities local.

Game Start: SAT 1600 Location: Studio 04-01 Players: 5 Materials: None
Game Length: 4 hrs Rating: Mature Rules Knowledge: None Special Track: Intro/Learn To Play
Game Type: RPG Game System: (Open RPG Gaming) GM: Chad Walker
Sponsor:

Change: Location

SPACE HULK

On this ship everyone can hear you scream. The alien genestealers have taken over a large ship and it is the duty of your battalions to reach your goal without dying. Troops include heavy terminator armored ranks or light troops, both with a variety of weapons, claws or grenades. Original game with updated rules.

Game Start: SAT 1600 Location: Conference Room C-05 Players: 8 Materials: None
Game Length: 4 hrs Rating: Everyone Rules Knowledge: None Special Track:
Game Type: Miniatures Game System: Spacehulk GM: Cully Smutzler
Sponsor:

Change: New

Galactic Infamy

Galactic Infamy is a competitive science fiction themed board game in which players take on the roles of bounty hunters in search of the galaxy's most notorious crime lord. Capture bounties to collect credits and infamy. Turn in the crime lord and the player with the most infamy is the winner!

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Game Start: SAT 1600 Location: Conference Room H-03 Players: 6 Materials: None
Game Length: 4 hrs Rating: Teen Rules Knowledge: None Special Track: Intro/Learn To Play
Game Type: Board Game System: (Open Board Gaming) GM: James Gatzmer
Sponsor:

Change: New

Illuminati: The Game Of Conspiracy

Come and take over the world with Illuminati. Play as one of the more popular conspiracy groups (Bavarian Illuminati, Gnomes of Zurich, UFOs, etc) and compete with the other players over smaller groups to increase your power. Alliances will be made and broken, so don't bring anyone who will take backstabbing too personally! All players welcome.

Game Start: SAT 1800 Location: Boardroom 2-08 Players: 5 Materials: None
Game Length: 4 hrs Rating: Everyone Rules Knowledge: None Special Track:
Game Type: Card Game System: Illuminati: The Game Of Conspiracy GM: Alex Siechen
Sponsor: *Chess & Strategy Game Association*

Change: New

Amnesiacs Unite

Waking up with no idea who or where you are is just the beginning. This is a journey of discovery of the new, strange world you have found yourself in. Will you be able to discover who you were, and why you are here?

Game Start: SAT 2000 Location: Conference Room C-02 Players: 4 Materials: None
Game Length: 4 hrs Rating: Mature Rules Knowledge: None Special Track:
Game Type: RPG Game System: GURPS 4th ed. GM: Matthew Rose
Sponsor:

Change: New

Galactic Infamy

Galactic Infamy is a competitive science fiction themed board game in which players take on the roles of bounty hunters in search of the galaxy's most notorious crime lord. Capture bounties to collect credits and infamy. Turn in the crime lord and the player with the most infamy is the winner!

Visit www.2simpletons.com and www.fb.com/2simpletons to learn more!

Game Start: SAT 2000 Location: Conference Room H-03 Players: 6 Materials: None
Game Length: 4 hrs Rating: Teen Rules Knowledge: None Special Track: Intro/Learn To Play
Game Type: Board Game System: (Open Board Gaming) GM: James Gatzmer
Sponsor:

Change: New

Illimat - Learn to Play

Illimat is a modern classic card game designed by Keith Baker and The Decemberists. If you've ever enjoyed Hearts, Bridge, Cassino, or Gin, Illimat will feel both familiar and unlike anything you've ever played before. End your day by learning to play this easy but addicting card game!

Game Start: SAT 2400 Location: Conference Room B-02 Players: 4 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: Intro/Learn To Play
Game Type: Card Game System: Illimat GM: Paul Easton
Sponsor:

Change: # Players

Isle of Skye

A tile-laying game. As chieftain of a Scottish clan, buy and sell tiles from other clans to add ships, forts, farms, lighthouses, whiskey stills, cows, and yes- sheep to your growing domain. A quick, light and strategic Euro game.

Game Start: SUN 800 Location: Boardroom 2-04 Players: 10 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track:
Game Type: Board Game System: Isle of Skye GM: Erik Olsrud
Sponsor: *First Minnesota Historical Wargame Society*

Change: # Players

Colt Express

Players are old west train robbers who punch and shoot each other to try to get as much loot for themselves, while dodging the dangerous Marshal. 3-D movement on a real (cardboard) train. Fun violent chaos.

Game Start: SUN 1000 Location: Boardroom 1-01 Players: 10 Materials: None

Game Length: 2 hrs
Game Type: Board

Rating: Everyone Rules Knowledge: None
Game System: Colt Express

Special Track:
GM: Erik Olsrud

Sponsor: *First Minnesota Historical Wargame Society*

Change: Location

My Neighbor, My Friend

Golden Sky Stories is a heartwarming tabletop game, set in a small town in rural Japan, and players are animals with just a little magical power, including the ability to temporarily take human form. These adventures are all about helping others and becoming friends. If you ever wished My Neighbor Totoro was a roleplaying game, this may appeal to you.

Game Start: SUN 1000 Location: Studio 14-01 Players: 4 Materials: General
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: Intro/Learn To Play
Game Type: RPG Game System: Golden Sky Stories GM: Miriah White
Sponsor:

Change: New

Sentinels of the Multiverse (Beginner Game)

You are a team of superheros united to take on the Multiverse's greatest villains. Each play will assume the role of one of these heroes with unique powers and gear. Will you take down your foe, or will they finally succeed in their plan?

Rules will be explained beginners are welcomed.

Game Start: SUN 1000 Location: Conference Room B-04 Players: 4 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: Intro/Learn To Play
Game Type: Card Game System: Sentinels of the Multiverse Base Game GM: Timothy Ray
Sponsor:

Change: New

The Hungry Cloud

In the town of Breed, stories are passed down about a terrible event known only as The Culling. According to the town elders, it's been a hundred years since the last Culling - and the time of another is at hand...

This very-low-combat, puzzle-solving 5e adventure is great for total newbies and seasoned players alike. 1st level characters will be provided, just bring dice and your creativity!

Game Start: SUN 1000 Location: Studio 04-03 Players: 6 Materials: General
Game Length: 4 hrs Rating: Teen Rules Knowledge: None Special Track:
Game Type: RPG Game System: Dungeons & Dragons 5th Ed. GM: Shaina Davis
Sponsor:

Change: New

Playing with Fire

You are each an elite assassin sent against one of the leaders of the Five Nations, banding together to accomplish a nearly impossible goal: Kill Jaela Daran in the seat of her power....

Game Start: SUN 1000 Location: Studio 13-01 Players: 6 Materials: General
Game Length: 4 hrs Rating: Mature Rules Knowledge: Some Special Track:
Game Type: RPG Game System: Pathfinder GM: Adam Gottfried
Sponsor:

Change: New

Return of the Texas Rangers

At GenCon in the 1980s, the Champions tournament started with 'The Texas Rangers' as characters that may have faded but are not forgotten. Today they arrive in a small Texas town in the 1880s. The 'old west' with gunfights in the middle of main street, cattle rustlers, train robbers and desperados of all kinds. What will you do to make your Champions Western Hero come alive? PCs provided

Game Start: SUN 1000 Location: Studio 02-02 Players: 8 Materials: None
Game Length: 4 hrs Rating: Teen Rules Knowledge: None Special Track:
Game Type: RPG Game System: Champions GM: Don Prust, Mike Malone
Sponsor:

Change: Replaced

Sworn to Serve

Negotiate, back stab, & bribe your legislation through the US congressional gauntlet as an “Honorable” Senator, member of the “Stalwart” Media, or a “Friendly Neighborhood” Lobbyist - all while facing the greatest threats America’s ever seen!

Sworn to Serve is triumphantly returning to Minnesota for Con of the North after a phenomenal debut at GenCon 2018.

Design by Minnesota Megagames.

Game Start: SUN 1000	Location: Viking Lounge 01	Players: 40	Materials: None
Game Length: 6 hrs	Rating: Teen	Rules Knowledge: None	Special Track: Intro/Learn To Play
Game Type: LARP	Game System: Megagame Design		GM: Peter Nixon
			Sponsor:

Change: New / Replacement

Draft Night 3077

Forget the eco-disasters and corporo-government coups, it’s Draft Night for most popular (and profitable) sport! Define the culture of the sport and draft the best players to win the World Bowl!

Game Start: SUN 1000	Location: Viking Lounge 01	Players: 48	Materials: None
Game Length: 6 hrs	Rating: Teen	Rules Knowledge: None	Special Track:
Game Type: LARP	Game System: Megagame Design		GM: Peter Nixon
			Sponsor:

Change: New

Kingsburg

Players gain points by influencing the King's advisors, constructing valuable buildings, and winning battles against the invading enemies. Uses dice placement and resource management.

Game Start: SUN 1200	Location: Boardroom 2-01	Players: 10	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track:
Game Type: Board	Game System: Kingsburg		GM: Brian Rood
			Sponsor: <i>First Minnesota Historical Wargame Society</i>

Change: Location

Magical Kitties and the Bite on the Neck

One of the magical kitties' humans has not been feeling well. All she wants to do is lie in bed all day. Nobody is sure what's wrong until one of the magical kitties notices two holes, like a pair of teeth marks on the human's neck. Will the kitties find the one responsible and help the human heal before it's too late?

Game Start: SUN 1200	Location: Studio 02-05	Players: 2	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: Kid-Friendly
Game Type: RPG	Game System: Magical Kitties!		GM: Matthew Hanson
			Sponsor:

Change: New

Boxed In; With no where to Run

Follow a mystical Traveller as it portals from world to world collecting treasures. Visit a Future world, alternate earth, different times, and genres! Stop the creature if you can, but beware of the obstacles and indigenous perils! Uses Universal Horizons (see website) RPG.

Game Start: SUN 1200	Location: Studio 02-03	Players: 6	Materials: None
Game Length: 4 hrs	Rating: Everyone	Rules Knowledge: None	Special Track:
Game Type: RPG	Game System: Universal Horizons		GM: AJ Schmidt
			Sponsor:

Change: New

Century Spice Road

Spice Trading game. Acquire and play cards to gather, upgrade, or trade spices. Turn in spices to claim monuments for points.

Game Start: SUN 1400	Location: Boardroom 2-01	Players: 10	Materials: None
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Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track:
Game Type: Board Game System: Century: Spice Road GM: Brian Rood
Sponsor: *First Minnesota Historical Wargame Society*

Change: New

Plunderers of the Labyrinth (4 player)

A game of competitive treasure raiding with constantly shifting passages; place walls to block your opponents or to secure your own route to the treasure. Playtest; this prototype has quality art and components and the gameplay is fairly solid at this point, but the game hasn't been published yet.

Game Start: SUN 1400 Location: Conference Room C-06 Players: 4 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track:
Game Type: Board Game System: Plunderers of the Labyrinth GM: Jason Gieske
Sponsor:

Change: System

Arkham Horror

Arkham Horror is a cooperative adventure game of survival, horror, and investigation. A terrible creature from beyond time and space—an Ancient One—is awakening, roused by dimensional gates that open across the city. Joining forces, the investigators must secure the city, encountering its haunted and mysterious locations before the Ancient One awakens.

Game Start: SUN 1400 Location: Conference Room B-03 Players: 6 Materials: None
Game Length: 4 hrs Rating: Everyone Rules Knowledge: None Special Track:
Game Type: Board Game System: Arkham Horror Boardgame - 2nd Ed. GM: Will Herrmann
Sponsor:

Change: New

Cryptomancer

A fantasy RPG about hacking. Might be demoing Cryptomancer 2.0 if it is available in playtest form by this time. This session will be run by the game's author, a Twin Cities local.

Game Start: SUN 1400 Location: Studio 02-01 Players: 5 Materials: None
Game Length: 4 hrs Rating: Teen Rules Knowledge: None Special Track: Intro/Learn To Play
Game Type: RPG Game System: (Open RPG Gaming) GM: Chad Walker
Sponsor:

Change: New

Falling

This game is from an odd genre, real-time card games. Each of the players (except the dealer) is a goblin falling to his death. The goal is not to live, rather just to be the last one to go splat. The dealer continues dealing cards to players, eventually giving them 'ground' cards. But on the way down players can do all kinds of nasty stuff to each other to ensure their relative longevity.

Game Start: SUN 1600 Location: Regnecy 08 Players: 8 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track:
Game Type: Card Game System: Falling GM: Luke Dodge
Sponsor:

Change: New

Ticket to Ride Europe

Gather train cards for building track between cities in Europe. Introduces Tunnels and Ferries to the original game system.

Game Start: SUN 1600 Location: Boardroom 2-01 Players: 10 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track:
Game Type: Board Game System: Ticket to Ride Europe GM: Brian Rood
Sponsor: *First Minnesota Historical Wargame Society*

Change: New

Plunderers of the Labyrinth (8 player - teams)

A game of competitive treasure raiding with constantly shifting passages; place walls to block your opponents or to secure your own route to the treasure. Playtest; this prototype has quality art and components but be warned this is the first live test of 8 player 2v2v2v2 team gameplay. The game hasn't been published yet.

Game Start: SUN 1600	Location: Conference Room C-03	Players: 8	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track:
Game Type: Board	Game System: Plunderers of the Labyrinth		GM: Jason Gieske
			Sponsor:

Change: New

When Good Food Goes Bad

In a small Midwestern town during the fall of 1957 at a Christian Mother's dinner fundraiser for aid of foreign children, the food is delicious but packs a nasty bit of indigestion.

Men in Black suits, rampaging vegetables, mad professors and much more in this atomic horror adventure.

Game Start: SUN 1600	Location: Studio 09-03	Players: 5	Materials: None
Game Length: 4 hrs	Rating: Mature	Rules Knowledge: None	Special Track:
Game Type: RPG	Game System: GURPS 4th ed.		GM: Matthew Rose
			Sponsor:

Change: New

Illimat - Learn to Play

Illimat is a modern classic card game designed by Keith Baker and The Decemberists. If you've ever enjoyed Hearts, Bridge, Cassino, or Gin, Illimat will feel both familiar and unlike anything you've ever played before.

Game Start: SUN 1800	Location: Conference Room B-02	Players: 4	Materials: None
Game Length: 2 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: Intro/Learn To Play
Game Type: Card	Game System: Illimat		GM: Paul Easton
			Sponsor:

Change:

Game Start:	Location:	Players:	Materials:
Game Length: hrs	Rating:	Rules Knowledge:	Special Track:
Game Type:	Game System:		GM:
			Sponsor:

Friday 12-17 – runs for 5 hours

DDAL| CCC-CotN-01 By the Seashore (Tier 1, levels 1-4)

A Con of the North exclusive adventure! 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 12	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Kailey Smith

DDAL| CCC-CotN-01 By the Seashore (Tier 1, levels 1-4)

A Con of the North exclusive adventure! 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 12	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Steve Warzaha

DDAL| 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 12	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

DDAL| 07-15 Streams of Chaos (Tier4, levels 17-20)

The Soulmonger is shattered and its pieces scattered across the peninsula of Chult. Dire forces seek out those shards for their own nefarious purposes, and the Red Wizards are rumored to have found a number of them already. Can you wrest those necromantic artifacts from the hands of the dread mages? Part One of the Broken Chains Series. 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: FRI 12	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

DDAL| 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 12	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Paul Kiehne

DDAL 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 12	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

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 12	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

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 12	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
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 12	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

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

DDAL 08-05 Hero of the Troll Wars (Tier 1, levels 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 12	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

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 12	Location: Conference Room D-01	Players: 6	Materials: None
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Game Length: 5 hrs
Game Type: RPG

Rating: Everyone
Game System: Dungeons & Dragons 5th Ed.

Rules Knowledge: None

Special Track: No
GM: Ken Martinson

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 12
Game Length: 5 hrs
Game Type: RPG

Location: Conference Room D-01
Rating: Everyone
Game System: Dungeons & Dragons 5th Ed.

Players: 6

Materials: None
Special Track: No
GM: Eric Schulz

DDAL| 08-08 Crypt of the Dark Kiss (Tier1, 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.

Game Start: FRI 12
Game Length: 5 hrs
Game Type: RPG

Location: Conference Room D-01
Rating: Everyone
Game System: Dungeons & Dragons 5th Ed.

Players: 6

Materials: None
Special Track: No
GM: Adam Hocum

DDAL| 08-10 The Skull Square Murders (Tier 2, levels 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 12
Game Length: 5 hrs
Game Type: RPG

Location: Conference Room D-01
Rating: Everyone
Game System: Dungeons & Dragons 5th Ed.

Players: 6

Materials: None
Special Track: No
GM: James Stewart

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 17
Game Length: 1 hr
Game Type: RPG

Location: Conference Room D-01
Rating: Everyone
Game System: Dungeons & Dragons 5th Ed.

Players: 120

Materials: None
Special Track: No
GM: DDAL SYSTEM

Friday 18-23 – runs for 5 hours

DDAL| CCC-CotN-01 By the Seashore (Tier 1, levels 1-4)

A Con of the North exclusive adventure! 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 18
Game Length: 5 hrs
Game Type: RPG

Location: Conference Room D-01
Rating: Everyone
Game System: Dungeons & Dragons 5th Ed.

Players: 6

Materials: None
Special Track: No
GM: Kailey Smith

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

DDAL| 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: FRI 18	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Michael Foster

DDAL| 07-10 Fire and Ash (Tier3, 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 18	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Christopher John Sloan

DDAL| 07-16 Pools of Cerulean (Tier 3, levels 11-16)

The Land of Ash and Smoke was once home to a wizard's sprawling complex and although the balor and its minions are now destroyed, evidence has come to light that more than a little of the arcane enclave was shifted into the Abyss. Where such magics take hold, the world strains to contain such power. Some speak of the land rippling like water, and the air boiling into murderous mist, and of powerful abominations that step out of thin air. Part Two of the Broken Chains Series. 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 18	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

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: FRI 18	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

DDAL| 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 18	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

DDAL| 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 18	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Paul Kiehne

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 18	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

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 18	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

DDAL 08-05 Hero of the Troll Wars (Tier 1, levels 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 18	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

DDAL 08-06 Purging the Blood (Tier1, levels 1-4)

Just off the southern coast of Chult churns the waters of the Cauldron, a single volcano with a terrible history. Legends from the jungle lands say that it vomits forth lava, stone, and monsters if the peninsula is threatened – and yet the recent events did not set it off. So why is it threatening to explode now? Part Three of the Broken Chains Series. 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 18	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

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 18	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Daniel Kiuru-Ribar

DDAL 08-08 Crypt of the Dark Kiss (Tier1, 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.

Game Start: FRI 18	Location: Conference Room D-01	Players: 6	Materials: None
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Game Length: 5 hrs
Game Type: RPG

Rating: Everyone
Game System: Dungeons & Dragons 5th Ed.

Rules Knowledge: None

Special Track: No
GM: Eric Schulz

DDALI 08-09 Fangs and Frogs (Tier1, 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 18
Game Length: 5 hrs
Game Type: RPG

Location: Conference Room D-01
Rating: Everyone
Game System: Dungeons & Dragons 5th Ed.

Players: 6
Rules Knowledge: None
GM: Nathan Elliot

Materials: None
Special Track: No

DDALI 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 18
Game Length: 5 hrs
Game Type: RPG

Location: Conference Room D-01
Rating: Everyone
Game System: Dungeons & Dragons 5th Ed.

Players: 6
Rules Knowledge: None
GM: James Stewart

Materials: None
Special Track: No

DDALI 08-XX To Be Determined (Tier 2, levels 11-16)

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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: FRI 18
Game Length: 5 hrs
Game Type: RPG

Location: Conference Room D-01
Rating: Everyone
Game System: Dungeons & Dragons 5th Ed.

Players: 6
Rules Knowledge: None
GM: TBD

Materials: None
Special Track: No

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

Saturday 8-13 – runs for 5 hours

DDALI CCC-CotN-01 By the Seashore (Tier 1, levels 1-4)

A Con of the North exclusive adventure! 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 8
Game Length: 5 hrs
Game Type: RPG

Location: Conference Room D-01
Rating: Everyone
Game System: Dungeons & Dragons 5th Ed.

Players: 6
Rules Knowledge: None
GM: Glenn Berman

Materials: None
Special Track: No

DDALI 05-18 The Mysterious Isle (Tier 4, levels 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 the island, to locate the Eye of Xxiphu and avert catastrophic disaster.

Game Start: SAT 8
Game Length: 5 hrs
Game Type: RPG

Location: Conference Room D-01
Rating: Everyone
Game System: Dungeons & Dragons 5th Ed.

Players: 6
Rules Knowledge: None
GM: Eric Hendrickson

Materials: None
Special Track: No

DDALI 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 8
Game Length: 5 hrs
Game Type: RPG

Location: Conference Room D-01
Rating: Everyone
Game System: Dungeons & Dragons 5th Ed.

Players: 6
Rules Knowledge: None
GM: Jonathan Powell

Materials: None
Special Track: No

DDAL 07-17 Cauldron of Sapphire (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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SAT 8	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

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 8	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Stephen Maxson

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: SAT 8	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Paul Kiehne

DDAL 08-08 Crypt of the Dark Kiss (Tier1, 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.

Game Start: SAT 8	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Brandon Pyshora

DDAL 08-09 Fangs and Frogs (Tier1, 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 8	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Eric Schulz

DDAL 08-10 The Skull Square Murders (Tier 2, levels 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 8	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Nathan Elliot

DDAL 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 8	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: James Stewart

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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SAT 8	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBA

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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SAT 8	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBA

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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SAT 8	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBA

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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SAT 8	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
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 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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SAT 8	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SAT 8	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
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 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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SAT 8	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

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

Saturday 13-18 – runs for 5 hours

DDALI 05-19 The 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 Kraken Society, and the mysterious caretaker of the island, to locate the Eye of Xxiphu and avert catastrophic disaster.

Game Start: SAT 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Eric Hendrickson

DDALI CCC-CotN-01 By the Seashore (Tier 1, levels 1-4)

A Con of the North exclusive adventure! 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 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Stephen Maxson

DDALI CCC-CotN-01 By the Seashore (Tier 1, levels 1-4)

A Con of the North exclusive adventure! 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 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Warren Parker

DDALI CCC-TRI-01 Into the Darkness (Tier 3, levels 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?

Game Start: SAT 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Kailey Smith

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 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Brandon Howarth

DDAL 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!

Game Start: SAT 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.	GM: Christopher John Sloan	

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: SAT 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
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 (Tier1, 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.

Game Start: SAT 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.	GM: Daniel Kiuru-Ribar	

DDAL 08-08 Crypt of the Dark Kiss (Tier1, 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.

Game Start: SAT 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.	GM: Ken Martinson	

DDAL 08-09 Fangs and Frogs (Tier1, 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 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.	GM: Adam Hocum	

DDAL 08-09 Fangs and Frogs (Tier1, 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 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.	GM: Brandon Pyshora	

DDAL 08-10 The Skull Square Murders (Tier 2, levels 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 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Eric Schulz

DDAL 08-10 The Skull Square Murders (Tier 2, levels 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 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Justin King

DDAL 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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SAT 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

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

DDAL 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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SAT 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

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

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

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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SAT 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
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 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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SAT 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

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 18	Location: Conference Room D-01	Players: 120	Materials: None
Game Length: 1 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
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

DDEPI EPIC - Chaos in the City of Splendors Epic Event

A DDAL SPECIAL Event designed for multiple tiers/levels of characters. The hunt for the dragon's cache has attracted ne'er-do-wells and fortune seekers to Waterdeep from far and wide and the gangs of Waterdeep are not about to let such a bounty of talent go to waste. Chaos and shenanigans await the brave and the bold in the City of Splendors!

Game Start: SAT 19	Location: Conference Room D-01	Players: 120	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Jon Lamkin

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

Sunday 8-13 – runs for 5 hours

DDALI CCC-CotN-01 By the Seashore (Tier 1, levels 1-4)

A Con of the North exclusive adventure! 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 8	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Ken Martinson

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

DDALI CCC-TRI-02 Impression Left Behind (Tier 3, levels 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.

Game Start: SUN 8	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
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 8	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
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 8	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Brandon Howarth

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

DDALI 08-05 Hero of the Troll Wars (Tier 1, levels 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 18	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Paul Kiehne

DDALI 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 8	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Justin King

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

DDALI 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 8	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Eric Schulz

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

DDALI XX-XXb 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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SUN 8	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SUN 8	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SUN 8	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SUN 8	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SUN 8	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
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 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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SUN 8	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
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 (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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SUN 8	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SUN 8	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
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 ELW03 The Cannith Code (Tier 1, levels 1-4)

To crack a secret code, the characters trace the gnome who formulated the cipher. When they learn he's been imprisoned in a high-security compound, they launch the jailbreak of the century to bust him out.

Game Start: SUN 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Michael Foster

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

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

Just off the southern coast of Chult churns the waters of the Cauldron, a single volcano with a terrible history. Legends from the jungle lands say that it vomits forth lava, stone, and monsters if the peninsula is threatened – and yet the recent events did not set it off. So why is it threatening to explode now? Part Three of the Broken Chains Series.. 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 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Paul Kiehne

DDALI 08-09 Fangs and Frogs (Tier1, 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 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Ken Martinson

DDALI 08-10 The Skull Square Murders (Tier 2, levels 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 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Adam Hocum

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 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
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 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: Justin King

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

DDAL1 XX-XXb 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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SUN 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

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

DDAL1 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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SUN 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

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

DDAL1 XX-XXc 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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SUN 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

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

DDAL1 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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SUN 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

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

DDAL1 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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SUN 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

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

DDAL1 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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SUN 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SUN 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
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 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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SUN 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
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 (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. Additional information will be listed on the Con of the North Web Site as it becomes available.

Game Start: SUN 13	Location: Conference Room D-01	Players: 6	Materials: None
Game Length: 5 hrs	Rating: Everyone	Rules Knowledge: None	Special Track: No
Game Type: RPG	Game System: Dungeons & Dragons 5th Ed.		GM: TBD

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