

Dungeons and Dragons Adventures - Collector Con - 30 May 2021

Adventures run from 9.30am to 12.00noon or 12.30pm to 3.00pm. We are also introducing a full day session from 9.30am-3.00pm.

Pre-purchase your Collector Con entry ticket and book into the adventure you want to participate in. Your Collector Con entry ticket not only gives you access to D&D, it also gives you access to 250 trading tables, pop culture community groups, professional wrestling demonstrations, cosplayers and more! Head to www.collectorcon.com.au/dnd to find out more and to pre-purchase your Collector Con entry ticket.

AM/PM	Name	Adventure	Setting	Character levels	Age level	Skill level
9.30 – 12.00	Keith	The lost mirror of Atreyos - Come all adventurous souls and those brave enough to search for the fabled Mirror of Atreyos. Set amid the backdrop of the lands of Theros, this quest is inspired by Greek mythology. It will take you on adventures with heroic battles to win the favour of the gods. Beware, there are evil monsters lurking in the shadows, puzzles to be solved, and of course, as much roleplay as your heart desires. A tale of epic heroes and conspiring gods.	Theros – Based on Greek Mythology	Level 3	All	All
9.30 – 12.00	Ellen	The Goldcliffe Express - A mysterious missive arrives in your hands. It is an invitation to board the Goldcliffe Express, a train that travels through the majestic mountain range surrounding the grand city of its namesake – the city of Goldcliffe. On a train carrying antique valuables, what's the worst that could happen...?	Forgotten Realms with a mix of homebrew	Level 5	All	All
9.30 – 12.00	Rob	All too Familiar Troubles - You and your party are a wizards' familiars. You find yourselves alone and separated from your masters whilst a band of brigands run roughshod, ransacking the academy for wizards. What do you do? How do you retaliate? Who do you seek for aid?	Exandria with a mix of homebrew	Level 2	All	All
9.30 – 12.00	Ilya	Heart of Pride - Your party has hired a ship to make a journey to the strange island of Ten'thura. You seek the famed lost treasure known as the Heart of Pride. But you are not the only ones wanting the grand Prize...This adventure incorporates a mix of exploration, puzzle solving, combat, and role play.	Homebrew	Level 3	All	All
9.30 – 12.00	Steven	The Island with No Name - Fifty years ago, the notorious pirate Captain Blackheart and the crew of the <i>Howl of the Sea</i> stormed a galleon full of golden crowns. The stories say Blackheart sailed far to the west, finding a shimmering island that is not on any of the charts. It's obviously a myth right? Or is it... Your party voyages through rough seas and fights dangerous monsters in the hopes that the stories are true. Can you find the lost treasure of Captain Blackheart? This module is a mix of role play and combat encounters.	Open seas and treasure island	Level 1	10+	All

9.30 – 12.00	Charmaine	The Alchemist's Scales - The Alchemist of Orlbar, Tombert, has gone missing! His merchant wife, Aritra, has hired your party to find out what has happened to him. He was last seen leaving town to gather more herbs. With him is their prized family heirloom - a set of scales that can discern the cost of anything. This module is a mix of role play and combat encounters.	Forgotten Realms with a mix of homebrew	Level 2	All	All
9.30 – 12.00	Ian	Gorgoldand's Gauntlet - A beloved book-collector has gone missing. He has a connection to a challenge-filled dungeon that is rumoured to contain vast treasure. Are you adventurous enough to run this gauntlet? This module is a mix of roleplay, puzzles and combat encounters.	Forgotten Realms	Level 1	13+	All
9.30 – 12.00	Jessica	A Mess in Crownshelm - The Multi-Gods Cult of the south is attacking the city of Crownshelm. They are quick and sneaky, entering and leaving town and then expertly hiding away from anyone who follow. You and your party have been hired to gather information or to capture and return a member of the cult. This module is a mix of roleplay, combat and puzzle solving.	Cunlak	Level 5	13+	All
9.30 – 12.00	Benjamin	The Weir - The town of Weir is a bastion of civilisation, which through ingenuity and innovation has tamed even the water to build their dwellings in the lowlands. For years people have gone missing in the wilds in an unusual fashion and the Burgomaster has forbidden anyone from leaving. Yet something hungers in the woods...It is up to you and your party to save the town and eliminate the lurking threat on the flanks. This Module is a mixture of role play, combat encounters and skill checks.	Forgotten Realms	Level 3	15+	All
9.30 – 3.00	Thea	Digging deeper - A geology expedition from Yuris University have been forced to mostly abandon their most recent expedition. Team members have started to become ill, falling into a state half-asleep, half-awake state, plagued by visions and fears. Your party of intrepid adventurers have been sent to retrieve the final team members from the site. Set amongst the dizzying heights of the Sleeping Mountains, you may need to navigate mountain caverns, deal with the denizens of the cave, find the team members, and avoid becoming casualties of whatever is causing the illness. This module contains a mix of cave crawling, puzzles/problem solving, role play, low level horror (possibly), and potentially combat.	Mountainous Dungeon Delving	Level 4	18+	All

12.30 – 3.00	Keith	<p>Return to castle Ülfengard - After a raucous night in the tavern, you awaken in a cell, deep in the bowels of Castle Ulfengard, the infamous stronghold on the hill, outside the village of Sachsenwald, home of now deceased Doctor Balthazar Ülfengard. Somehow you must find your way out of the castle and solve the mystery of just how you came to be imprisoned within the walls of a troubled and haunting place like Castle Ülfengard. Will you be brave enough to withstand the horrors and clever enough to solve the mystery hidden within the walls and rooms of the infamous Castle Ülfengard? This adventure is set amid the backdrop of a gloomy Carpathian-esque village and creepy castle.</p>	Ravenloft-esque story set Sachsenwald (homebrew)	Level 3	All	All
12.30 – 3.00	Ellen	<p>The Goldcliffe Express - A mysterious missive arrives in your hands. It is an invitation to board the Goldcliffe Express, a train that travels through the majestic mountain range surrounding the grand city of its namesake – the city of Goldcliffe.</p> <p>On a train carrying antique valuables, what's the worst that could happen...?</p>	Forgotten Realms with a mix of homebrew	Level 5	All	All
12.30 – 3.00	Rob	<p>Other side of the Veil - You are a rag-tag troupe of hunters, guards, thieves and misfits who have been chosen to search for a mysterious artefact stolen from the Kryn Dynasty. Accompanied by the Dark Elf Wizard Essek Theylus, you and your party must traverse the swamp in order to head off those thieving humans before they escape to the Dwendalian Empire and recover what they stole.</p>	Exandria with a mix of homebrew	Level 4	All	All
12.30 – 3.00	Lauren	<p>The Amnesia Ball - Darkness engulfs your vision. The ticking sound of an old father clock grows as lights race pace you, fleeting. A voice comes through your mind...</p> <p>“Hmmm, yes. Let’s have some fun, shall we? Well, if you can find me first, hahaha...”!</p> <p>Suddenly, within a flash you awaken, but how did you get here...? Wait... where are you? Better yet, who are you? And who are these other people!?!?</p> <p>You must work out who you are and how you are going to escape. You’ll face different rooms with different puzzles as you battle your way through.</p> <p>This adventure is better for experienced players with a mixture of roleplay, Puzzle solving and fighting</p>	Dimension hopping high fantasy	Level 5	18+	Experienced

12.30 – 3.00	Steven	<p>The Island with No Name - Fifty years ago, the notorious pirate Captain Blackheart and the crew of the Howl of the Sea stormed a galleon full of golden crowns. The stories say Blackheart sailed far to the west, finding a shimmering island that is not on any of the charts. It's obviously a myth, right? Or is it...</p> <p>Your party voyages through rough seas and fights dangerous monsters in the hopes that the stories are true. Can you find the lost treasure of Captain Blackheart?</p> <p>This module is a mix of role play and combat encounters.</p>	Open seas and treasure island	Level 1	10+	All
12.30 – 3.00	Charmaine	<p>The Alchemist's Scales - The Alchemist of Orbar, Tombert, has gone missing! His merchant wife, Aritra, has hired your party to find out what has happened to him. He was last seen leaving town to gather more herbs. With him is their prized family heirloom - a set of scales that can discern the cost of anything. This module is a mix of roleplay and combat encounters.</p>	Forgotten Realms with a mix of homebrew	Level 2	All	All
12.30 – 3.00	Ian	<p>The Haunting of Silvyr Tower - The journey began with a simple fetch quest- your noble patron's assignment to recover her inheritance, an ancient Staff rumoured to have the power to control dragons. Everyone you've talked to on the way speak in hushed tones about the ruined tower in which the staff is rumoured to rest, and that anyone who has been there has never returned...A ghost story with a mix of role play, exploration and combat.</p>	Ravenloft inspired (Forgotten Realms base setting)	Level 3	18+	All
12.30 – 3.00	Jessica	<p>A mess in Crownshelm - The Multi-Gods Cult of the south is attacking the city of Crownshelm. They are quick and sneaky, entering and leaving town and then expertly hiding away from anyone who follow. You and your party have been hired to gather information or to capture and return a member of the cult. This module is a mix of role play, combat and puzzle solving.</p>	Cunlak (Homebrew)	Level 5	13+	All
12.30 – 3.00	Benjamin	<p>The Weir Woods - For years townsfolk of The Weir have gone missing in the wilds of the Weir Woods. The town was recently saved by a group of intrepid adventurers. The fearful townsfolk have gathered to call on adventurers once again. They beg you to finish what was started and bring the fight to the lair of who, or what, has been terrorising the town. The players resolve to either defend or doom the town, and perhaps resolve political intrigues along the way.</p> <p>This is a stand-alone module that continues from the morning narrative. It is not a prerequisite to play the morning session to participate. This module is a mixture of skill checks, role play, and combat encounters.</p>	Forgotten Realms	Level 3	15+	All