

AURAWRA

MOUNTAINS OF MAYHEM



FROM THE CHAIR

Greetings valiant explorers and welcome to Aurawra 2024! Our third year and my first as chair. This is a very special time to me, as hundreds of us from all different walks of life place our differences and normal selves aside for a weekend to descend upon this convention—to embrace our furry selves and really let loose as a community! For some it's a chance to get together, for others a chance to get away.

If you had told me 15 years ago that the Australian furry community would be where it is today, I wouldn't have believed you. Without all of us working together and supporting each other, this wouldn't be possible. I am surrounded by such an amazing team who put their hearts and souls into making this happen and for that, I am so thankful. So with that in mind, if you see me around, come say G'day and let's toast a cold one to celebrate this amazing community. Cheers and on with the story!

Last time we caught up with our ragtag team of ambitious adventurers, they had delved too deep and had awoken an ancient power. Now, as they travel beyond the lost empire, they emerge into the crisp cold air, finding themselves amongst a jagged mountain range. Before them and beyond the rocky precipice, the enormous figures of two venerable forces collide. Beset with a sense of determination, our heroes charge into the mountainous abyss. For those that offer up their spirited souls in combat, glory or death is only a dice roll away.

- **FOXDALE**



THE AURAWRA TEAM



AnnoyingRains
Social Media / Web Team



Aquaticas
Dealers Den Manager



Grimm
Prop Team



Sirius - Aurora
Art / Prop Team



Eddie
Social Media / Web Team



Flay
MC, Hotel / GOH Liason



Frosted Monster
Art Team



Geosnep
Social Media / Web Team



Johari
DJ Liason, Virtual Asset Co-Lead



Kai
First Aid Chief, Virtual Asset Co-Lead



Kat
Art Team, Merchandise Chief



Kira
Events Team



Wynter
Events Team



Macaroon Deer
Prop Team



Maui
Prop Team



Maxx
Art Team



Meraki Pen
Prop Team



Mocha
Charity Team



Mojo
Secretary, Vice Chair



Raul
Charity Team



Reyfar
Charity Team



Shep
Personnel Manager



Sli Cougar
Fursuit Chief



Sporetur
Social Media / Web Team



Tallow
Media & Marketing Manager



Tano'rath
Art Team Manager



Tempest
Prop Lead



Toffee
Prop Team



Useral Thepony
Photography



Nea
Prop Team

TERMS AND CONDITIONS

LEGAL STUFF

By registering to attend Aurawra, all guests agree to indemnify and hold harmless Aurawra and New South Wales Anthro Group (NSWAG), its staff, volunteers, agents, representatives and all other employees from any claim for personal injuries or other damages arising out of any participation in Aurawra events, activities, or attendance to the convention itself under any circumstances, unless otherwise required by applicable law.

NSWAG reserves the right to revoke your registration and access to events or the convention space at any time, at the discretion of the convention staff.

NSWAG retains the right to change the terms and conditions without notice at any time as deemed necessary by the organisers to protect the safety and security of attendees and the event.

BADGES AND ID

You must be 18 years of age or older to attend Aurawra.

It is a requirement upon registering for the event that you provide your full and legal name and provide legal proof of identification upon picking up your badge. NSWAG reserves the right for Aurawra staff to refuse event access if you cannot provide identification.

Attendee badges are to be worn at all events and within the event space. NSWAG retains the right for Aurawra staff to revoke any attendee access to an event if they cannot provide their badge when asked to do so. A badge is only valid for the person it was issued to and may not be shared.

Changing information on your badge or deliberately obscuring your badge is not allowed and may result in you being asked to leave the event and being possibly banned from future events.

NSWAG retains ownership of all attendee badges until the conclusion of the Sunday night event, and may cancel the badge or withhold it if your registration is revoked for any reason.

GENERAL RULES

Please treat each other respectfully and politely. Harassment of any kind, including but not limited to physical assault, battery, deliberate intimidation, stalking, or any unwelcome physical interactions, will not be tolerated.

Always follow the directions of convention staff and volunteers.

Any damages incurred to an event space or the belongings of other staff, attendees or persons (including yourself) as a direct result of

your actions are not covered by NSWAG or the convention. You will be expected to make reparations and pay for damages if you cause them.

Be aware that the hotel bar and lobby areas are all public spaces and as such will be accessible to non-convention goers. Please ensure to be respectful, give them their space and give them the best possible impression of our fandom.

Registration to Aurawra is general admission and not a guarantee of access to all content hosted. The schedule may change due to unforeseen circumstances and space availability, and specific events may be cancelled or modified on short notice.

MEDIA

Aurawra attendees and volunteers do not speak on behalf of the entities Aurawra and NSWAG, only members of the board of managers can make executive decisions and speak officially on behalf of Aurawra and any associated NSWAG auspiced events. Aurawra attendees and volunteers are allowed to speak of their own views and experiences, however these do not reflect on the views or goals of Aurawra or NSWAG as an entity.

HATE SPEECH AND SYMBOLS

Speech of any form that promotes discrimination, harassment or violence against others based on race, gender identity, sexual orientation, ethnicity, age, religion or nationality is strictly prohibited.

Symbolism attached to 'alt-right', 'alt-furry' or any other extremist groups are forbidden to be worn, shown or propagated at any NSWAG associated or auspiced events.

HOTEL RULES

Attendees may not enter service areas of the hotel unless on behest of hotel staff. This includes but is not limited to backstage areas, service elevators, emergency exits or anywhere that is defined as "Staff Only".

It is strictly forbidden to throw, dangle or hang anything over any balcony, window or any elevated location in the hotel.

Any food and drink purchased outside the hotel cannot be consumed on hotel property, with the exception of your own private room.

Disabling or deliberately triggering any form of fire protection system or security system (such as smoke detectors, door alarms or sprinklers) is strictly prohibited.

No sleeping in the lobby, hallways or convention areas. If you don't have your own room, please do not attempt to stay at the hotel.

No large electrical devices or appliances are to be operated in rooms, including heating or cooling devices. Small fans, phone chargers, laptops or tablets are fine, but please don't bring anything bigger.

Sale of merchandise outside the Dealers Den is not permitted without permission from the NSWAG Board, and is not permitted in public spaces around Paramatta or in the Hotel.

Display of Not Safe For Work (NSFW) materials is not permitted in public areas of the hotel, including but not limited to on doors, in hallways or as part of flyers, posters or stickers.

Use of stickers on any public or hotel property is prohibited and is considered vandalism. This can be reported to the local authorities.

Private gatherings in rooms are at the risk of the room owner. Complaints may lead to consequences with the hotel. NSWAG will not support you if you are evicted from the hotel for reckless behaviour. Housekeeping staff are to be treated with respect and dignity at all times, please ensure to cleanup after yourselves including bagging your own rubbish and don't leave too large a mess.

ALCOHOL AND OTHER SUBSTANCES

If you are intoxicated and your actions become irresponsible, Aurawra staff retains the right to ask you to leave the convention space. If you refuse you will be asked to LEAVE the event and may be banned from attending further events.

Please do not bring alcoholic beverages into the convention space. Drinks bought from the hotel are to be consumed in their respective venues.

It is illegal in NSW to supply or sell liquor to persons under the age of 18. Attendees found to be supplying or selling liquor to minors will be removed from the event and will receive a permanent lifetime ban from further NSWAG run and auspiced events and details will be forwarded to NSW law enforcement.

Persons found to be in possession of, partaking in or selling any illegal or controlled substances will be removed from the event and will receive a permanent lifetime ban from further NSWAG run or auspiced events and their details will be forwarded to NSW law enforcement.

Smoking and/or vaping is not permitted in any non-smoking areas of the hotel.

BEHAVIOUR & CODE OF CONDUCT

A dress code applies in all convention and hotel spaces. This means at very least a shirt, pants and some form of footwear.

Costumes and accessories are okay to be worn in public spaces, provided they do not fall into the theme of fetish or adult-oriented materials. This includes but is not limited to:

- Full body rubber or vinyl costumes
- Costumes that are visibly "anatomically correct"
- Costumes or accessories related to age play, pet play or BDSM*
- Costumes indecently revealing the wearer's own private anatomy
- Muzzles or choke collars
- Electric shock devices (visible or not)

*Standard collars, decorative wristbands and sled dog harnesses are permitted when used tastefully as part of a costume.

Headwear commonly referred to as "pup hoods" are acceptable in the convention space provided they are worn in conjunction with street-wear appropriate for a public setting.

Real weapons are not permitted, for our policies on prop weapons refer to our website.

If you are uncertain of something you wish to wear or bring to the convention space, please visit con-ops first and the staff will be happy to answer any queries.



Art by Sporetur



Art by Gaia Meroaw

GUESTS OF HONOUR

GAIA MEROAW

Medium Dragon, Chaotic Good

Skills Shirt Making +5, Fantasy Art +14

Damage Immunities con crud

Languages Draconic, Common

Challenge 1 (200 XP)

STR **DEX** **CON** **INT** **WIS** **CHA**

8 (-1) 12 (+1) 10 (+0) 10 (+0) 8 (-1) 15 (+2)

ACTIONS

Geek out about dragons. If the conversation topic becomes focused around dragons, the dragon gains advantage in charisma checks

Deal. (Recharge 5-6) If the dragon is spotted in a den, the target gains +1 Shirt and +1 Charm

DAVIDTOONS

Pocket Monstrosity, Neutral Evil

Skills Animation +16, Aura Sphere +6

Damage Immunities poison, client revisions

Languages Common, Own Name

Challenge 1 (200 XP)

STR **DEX** **CON** **INT** **WIS** **CHA**

5 (-3) -10 (-10) 50 (+20) ∞ (+DOG) 6 (-2) -2 (-6)

ACTIONS

Onion Skin. Creature gains +1 to drawing checks for each consecutive drawing made

Squash and Stretch. *Melee Weapon Attack* +4 to hit, reach 5ft., one target. Hit: 11 (2d8 + 2) bludgeoning damage

YEAR THREE CHARITY



In Their Own Words

"Our mission is to care for sick, injured, and orphaned native wildlife. Sydney Wildlife is also involved in educating the community about native wildlife and its habitat."

WHO THEY ARE

Sydney Metropolitan Wildlife Services Inc., better known as Sydney Wildlife Rescue, has been running since 1997 and currently operates with around 500 volunteers. Every volunteer is trained in basic animal rescue and fostering as well as having professional veterinary support. The charity is dedicated to the rescue and rehabilitation of wildlife within the Greater Sydney metropolitan area and the education of the public on wildlife and environmental issues. Sydney Wildlife Rescue can be found supporting animals and communities from the Hawkesbury River in the north, to Picton in the south and from the foothills of the Blue Mountains to the ocean.

THEIR WORK

Alongside animal rescue and rehabilitation, Sydney Wildlife Rescue also operates a 24-hour emergency assistance hotline as well as conducting community education programs and running a mobile rehab centre made from a converted camper van. The organisation's community work extends from delivering information at stalls at local fairs, shows and school events to having a dedicated team that regularly gives wildlife education talks at pre-schools and nursing homes. These talks have become popular at schools, scouts and guide groups as well as at

adult groups such as Probus Clubs, council residents groups and seniors centres.

In 2024 so far, Sydney Wildlife Rescue has made close to 4000 animal rescues and over 500 releases.

HOW TO HELP

If you'd like to support the charity beyond Aurawra, there are a few ways to do so! The charity takes direct donations as well as opportunities such as being a sponsor, where you can sponsor your favourite animals on the road to recovery. If you'd like to go even further, Sydney Wildlife also offers a range of volunteer positions extending from being an operator on their 24-hour hotline and animal rescue to helping to deliver education and talks at events. All this information and more can be found on their website: <https://www.sydneywildlife.org.au/>



HALT! BEFORE YOU SET OFF ON YOUR ADVENTURE, GATHER YOUR PARTY AND FOLLOW THESE BASIC DAILY GUIDELINES (OR ELSE)



Take a long rest and get at least 6 hours of sleep!

Enjoy a break and consume at least 2 filling meals!

2

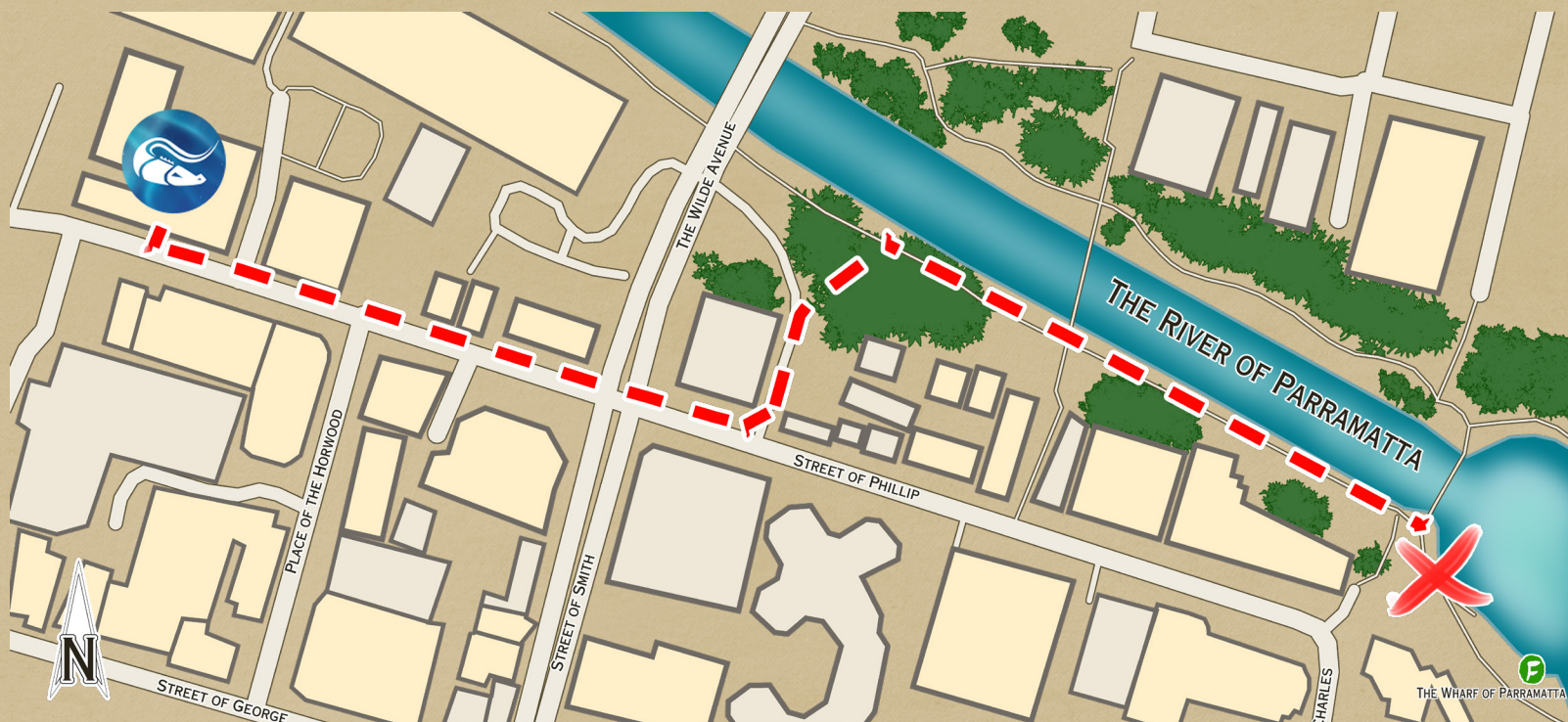


De-slime yourself and enjoy at least 1 shower!



DOING SO WILL RESULT IN A WEEKEND FULL OF NATURAL 20'S AND LITTLE TO NO DEATH SAVES!





FURSUIT WALK

A grand adventure awaits those who dare seek it! So stock up on your health potions, charge your mana crystals and get ready to set forth on our fursuit walk and photoshoot on **Saturday** morning!

Bold adventurers should gather in the Ballroom for an **11:00am departure**. Fursuiters, be sure to have an allied handler in your party and a stock of water, for one should never quest without appropriate support!

When the appointed time comes, your quest leaders shall direct all to traverse east along the **Street of Phillip, cross the Wilde Ave, then descend left towards The River of Parramatta**. Our destination will lie not much further, the **Wharf at Grand Parramatta Quay**.

Once arrived, fursuiting adventurers can have themselves immortalised in our epic Rainbow Fursuit Photo! All of the scaled, feathered and fluffy quest-goers shall arrange themselves alike the colours of the rainbow; **Red Brown Orange Yellow Green Blue Purple Pink Black and White**.

If your health bar is running low, your priority should be finding one of our First Aid guardians, garbed in the **green** vests of healing. And remember, one of the keys to a successful quest is following the objectives set by our friendly Staff in **blue** vests, or Volunteers.

If the Deities do not smile upon our adventure and call down rain on Saturday, there shall be no walk. Never fear though, keen adventurers will still be able to fulfil the side quest that is partaking in our Rainbow Fursuit Photo, which shall occur in the **Ballroom** should the weather be most foul.

We look forward to seeing you there!





Kevin ↗



Art by Eddie!

iwag

July 2025

Ibis Style Sunter
Jakarta



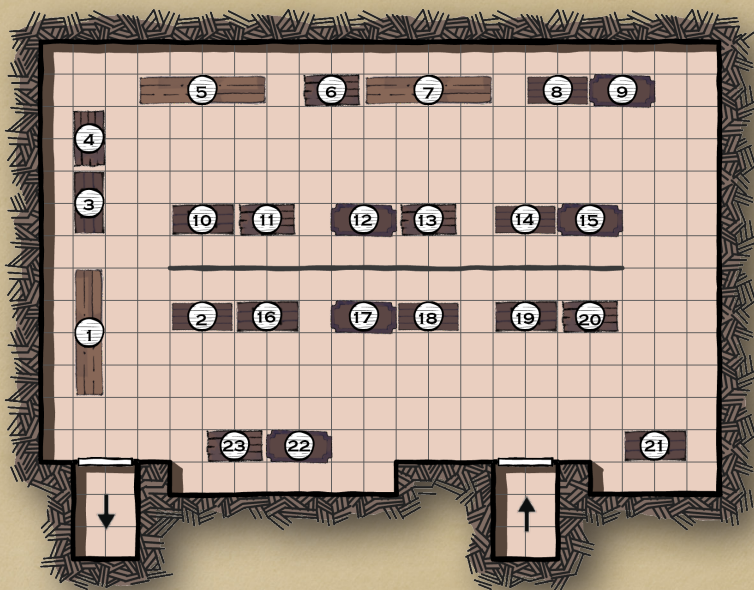
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CONSPACE MAP

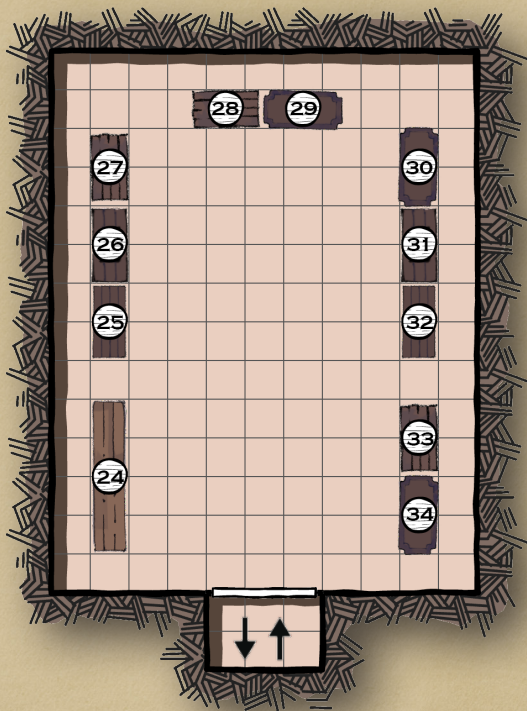


DEALERS DENS

DEN 1



DEN 2



Den 1

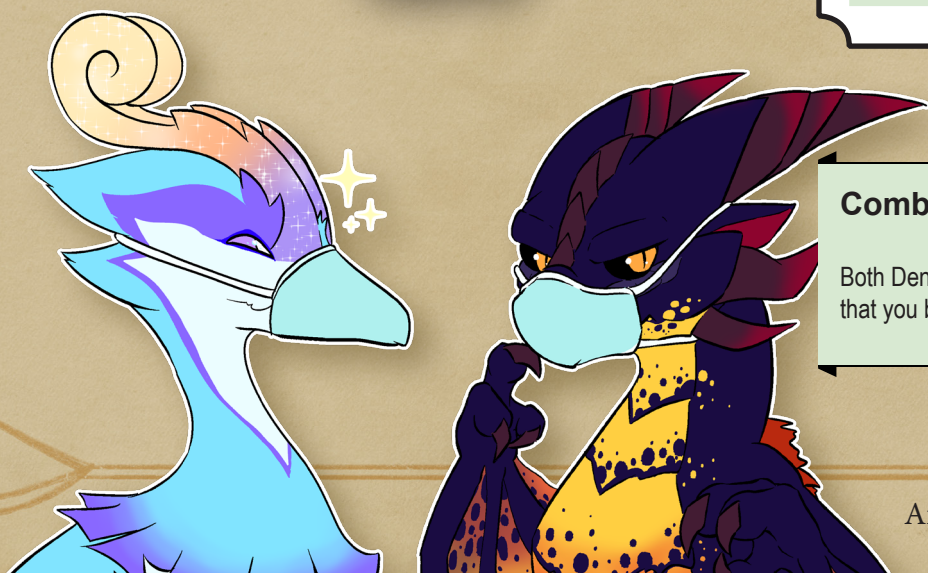
- 1 **AURAWRA**
- 2 **Meroaw Illustrations (GOH)**
- 3 Frosted Monster Design
- 4 Cavehoney
- 5 Touji Style
- 6 shyshyoctavia
- 7 OROCKSEAL - Niftji & Norangcha
- 8 Arinaca
- 9 The Rambling Fox
- 10 Key Feathers
- 11 Bunsanity
- 12 Tonfoxsu
- 13 Lead Castle
- 14 Jen Tuyet
- 15 Toxi Art
- 16 Crowlees / Snappakappa
- 17 kingofthemonkel / O_kaytea
- 18 Hawberries
- 19 Silvixen
- 20 Tess Monty Art
- 21 Eastern Dragon Studios
- 22 The Orthrus
- 23 Aliwyrn / Gomgrut

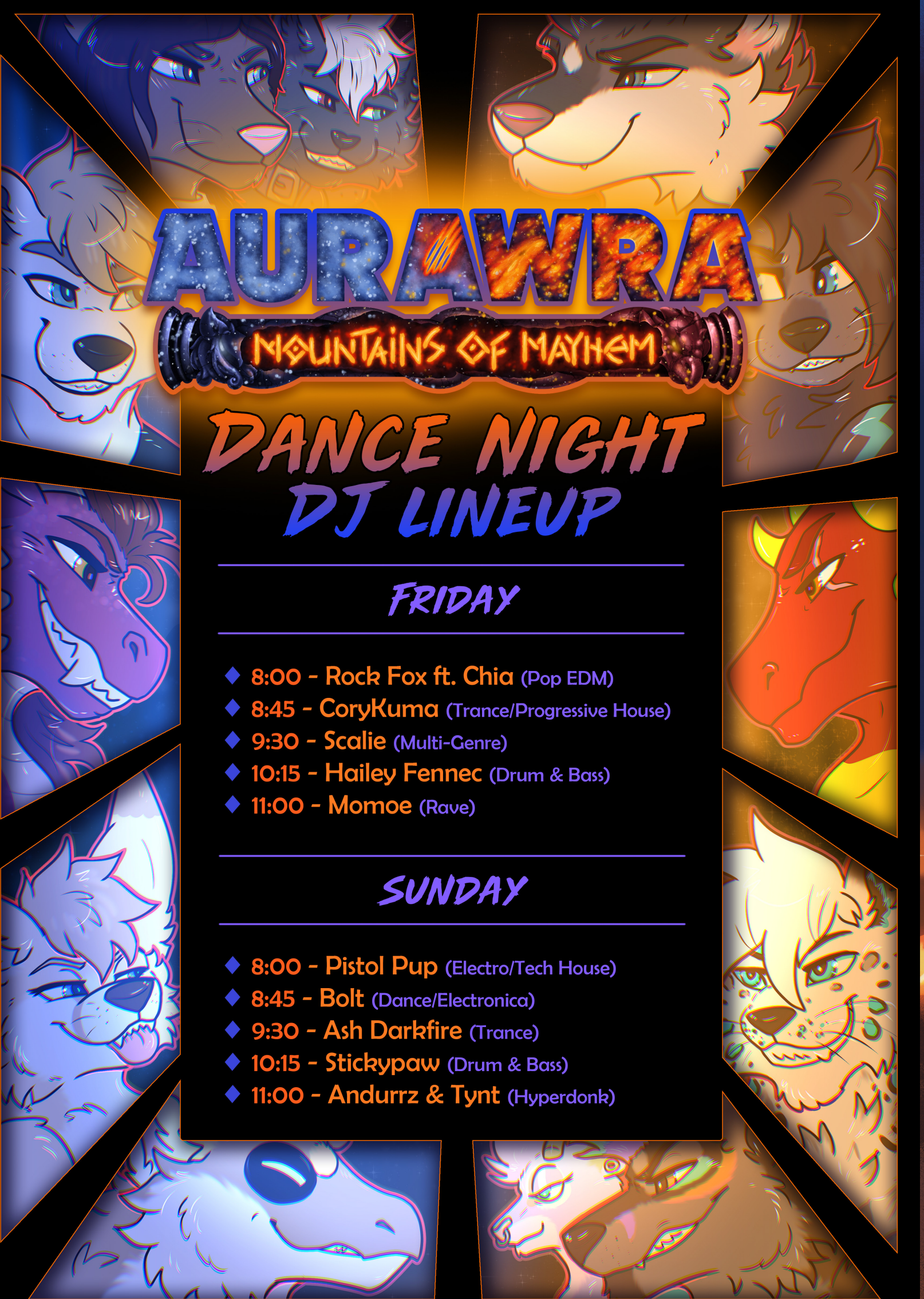
Den 2

- 24 Skunky Designs
- 25 Gates of Eden Project
- 26 FIVECLAWD
- 27 EmuFur
- 28 Stitch Up Fursuits
- 29 Jaye's Books
- 30 Sly Fox Leather
- 31 Deus Ex Moose
- 32 COOLKOINU
- 33 Glowyrn Creations
- 34 The Unholy Collective

Combating the Ancient Plague

Both Dens are **Mask Mandatory** spaces. It is highly recommended that you bring your own, as mask availability at the door is limited.



The poster features a central black rectangular area containing the event title and DJ lineup. This central area is surrounded by eight triangular panels, each containing a stylized, colorful illustration of a different animal head, likely a fox or dog, with various expressions and colors including purple, blue, orange, and white. The title 'AURAWRA' is in large, bold, blue letters with a starry, nebula-like texture. Below it, 'MOUNTAINS OF MAYHEM' is written in a glowing, orange, jagged font that resembles fire or lava. The main event title 'DANCE NIGHT' is in large, bold, orange letters, and 'DJ LINEUP' is in large, bold, blue letters. The days of the event, 'FRIDAY' and 'SUNDAY', are written in a stylized, italicized font. The DJ lineup is presented as a list of names and genres, each preceded by a small orange diamond symbol.

AURAWRA

MOUNTAINS OF MAYHEM

DANCE NIGHT DJ LINEUP

FRIDAY

- ◆ 8:00 - Rock Fox ft. Chia (Pop EDM)
- ◆ 8:45 - CoryKuma (Trance/Progressive House)
- ◆ 9:30 - Scalie (Multi-Genre)
- ◆ 10:15 - Hailey Fennec (Drum & Bass)
- ◆ 11:00 - Momoe (Rave)

SUNDAY

- ◆ 8:00 - Pistol Pup (Electro/Tech House)
- ◆ 8:45 - Bolt (Dance/Electronica)
- ◆ 9:30 - Ash Darkfire (Trance)
- ◆ 10:15 - Stickypaw (Drum & Bass)
- ◆ 11:00 - Andurrz & Tynt (Hyperdonk)

FLOOF DOOF

FURBALL

NEW YEARS
EVE 2024



FLOOF
DOOF

ADELAIDE, AUSTRALIA - 31ST DECEMBER 2024

FLOOF DOOF X FURBALL NEW YEAR'S EVE

MORE INFO SOON AT WWW.FLOOFDOOF.COM OR [T.ME/FLOOFDOOF AU](https://t.me/floofdoofau)

POSTER ART: RUBY BUG - DESIGN: KUSAKI



FURBALL

SCHEDULE

THURSDAY

Ballroom

Pre-Registration

3:00p - 8:00p

Beat the lines and hit the ground running by collecting your rego early.

FRIDAY

	8:00	9:00	10:00	11:00	12:00	1:00	2:00	3:00	4:00	5:00	6:00	7:00	8:00	9:00	10:00	11:00
Ballroom	Registration				1st Con / IceBreakers		Fursuit Electronics		Join AV		Opening Ceremony			Dance Rock Fox ft. Chia CoryKuma Scalie Hailey Femnee Momoe		
Macquarie						How to Art	GOH David-Toons		Brewing Dawg							
Marsden						A She-Wolf Therian's Spiritual Journey		TF Furs		Queer				Kink Social & Photoshoot		
Games Room			Free Play													
Dealers Dens		Benefactor	Sponsor	OPEN			OPEN									
Lobby										Go Walk						

SATURDAY

	9:00	10:00	11:00	12:00	1:00	2:00	3:00	4:00	5:00	6:00	7:00	8:00	9:00	10:00	11:00				
Ballroom				Fursuit Walk		B&Barter	Speed Drawing		D&D OneShot				Quiz Night!						
Macquarie				Closed for Fursuit Walk			Retro Game Modding		Xenofiction		Zelda		MTG Casual Commandfurr						
Marsden						Sticker & Pin Swap		Fat Furs		Bluey			Art Night / Art Comp						
Games Room					Free Play														
Dealers Dens					OPEN														
Restaurant							International Furs		Plushie		Sponsor Canapés								

SUNDAY

	9:00	10:00	11:00	12:00	1:00	2:00	3:00	4:00	5:00	6:00	7:00	8:00	9:00	10:00	11:00
Ballroom			Fursuit Drawing			SCA Fighters			Closing Ceremony	Charity Auction					
Macquarie		Furry RC		GOH Gaia Meroaw		2 Spd Drngs	FitFurs						Pistol Pup	Bolt	Ash Darkfire
Marsden														Stickypaw	Andurz & Tynt
Games Room															
Dealers Dens		Quiet Hour*	OPEN				OPEN								

ALL WEEKEND

Con Ops

Open 9:00a - 11:00p

Headless Lounge

Open 9:00a - 11:00p

LOOKING FOR SOMETHING TO DO?
CHECK OUT OUR QUEST BOARD
IN THE LOBBY!

QUICK REFERENCE

Dealers Dens

Friday 10:00a - 12:00p, 1:30p - 5:00p

Saturday 1:30p - 6:30p

Sunday 10:00a - 12:00p, 1:30p - 3:30p

Events

Opening Ceremony Fri 5:00p

Fursuit Walk Sat 10:30a

Closing Ceremony / Charity Auction Sun 4:30p

*Dealers Dens Quiet Hour

The Quiet Hour is an hour of lower room caps and lowered voices, to provide a more comfortable experience for adventurers with sensory needs. All are welcome!



EVENTS

BALLROOM

1st Con / Icebreakers	Fri 11:30a	If you're new to Furry cons or scenes, this is your one-stop-shop for all you need to know for a fun, safe con. You might even make some new friends while you're here!
Fursuit Electronics	Fri 1:30p	Come learn about basic electronics for your fursuit. Learn tips and tricks to install and maintain lights, fans and more.
Join Your Local Con's AV Team	Fri 3:30p	A behind the scenes look into AV and what we do for big cons, pick up some basics and learn how you can get involved.
Brushes & Barter	Sat 1:30p	Moved on from watercolour? Got marker colours that you don't like? Got gifted something you'll never use? Come bring your unwanted art & craft supplies for some quick trades, or drop them in the Free To A Good Home box to donate them to others!
Speed Drawing	Sat 2:30p	Draw some weird and whacky pictures in an easy, chill game using some randomised prompts.
Journey into Aurawra: A D&D one-shot!	Sat 4:00p	Come play a D&D one-shot based on the Aurawra storyline! New and existing players alike are welcome!
Fursuit Life Drawing	Sun 10:30a	Come practice your furry anatomy with live references to draw! With a few mini challenges added in to build your skills.
Society of Creative Anachronism: Fighting Demonstration	Sun 1:30p	Learn how to fight with a sword and shield in this demonstration by Medieval Society community members.

MACQUARIE

How to art but also enjoy it because that's the point.	Fri 12:00p	It's art! If it isn't fun, we'll MAKE it fun! The rundown for the basics of drawing for starting out or for pros that want to flex (Puppet included).
GOH DavidToons The Pokémon Showdown	Fri 1:30p	Settle the 28 year debate on the best Pokémon! Participate in polls, answer funny questions, and together we'll find out which Pokémon truly is legendary.
Brewing Dawg	Fri 3:00p	All you ever wanted to know about brewery life and getting crafty at home! From planning to pint, cleaning to canning and everything in between (including sensory).
ReFurbished: Retro Game Modding & Dev	Sat 2:00p	Have you ever wondered how making games for 8-bit retro consoles worked? From development tools to making cartridges, come see how a Gameboy game is made in 2024!
Animal Books / Xenofiction Literature for the Casual and Serious Reader	Sat 4:00p	Delve into furry literature with Kat Aclysm and learn about some big titles and how they've shaped today's furry fiction.
The entire Legend of Zelda Time Line In One Hour	Sat 5:30p	Legend of Zelda. One Hour. Many Funny.
MTG Casual Commandfurr	Sat 7:30p	Commander is a 4-player game format from the popular card game Magic the Gathering. Decks will be available for new players to use during the event.
Furry Model makers RC and Other forms.	Sun 10:00a	We are Model makers that will talk about model making with RC Stuff. We are not fashion models. (The only catwalk is the arrival of our feline hosts)
GOH Gaia Meroaw	Sun 12:00p	Dragons? Have a panel with the dragon master Gaia Meroaw and learn about drawing & designing dragon characters!
2 Stupid Dragons	Sun 1:30p	Join James and Tano'rath for a round of queries. Ask stupid questions. Receive stupid answers.
Fit Furs	Sun 2:30p	Your next gym session! Join Smiley, Jino and Kita for some hands-on cardio and body-weight training.

MARSDEN

A She-Wolf Therian's Spiritual Journey	Fri 12:00p	Jade shares her experiences as a She-Wolf in both mind and spirit. Therians and Otherkin welcome.
Wild-shapes - A Transfur/TF deep-dive	Fri 2:30p	One of the many niches prevalent in the "early" furry art and stories of the internet age! Part meet-part presentation, with the opportunity for TF/Transformation enthusiasts to meet and hang out with a presentation on the history of TF to go with it.
YOU ARE QUEER! (...and it's completely fine & good even! we promise!)	Fri 4:00p	An introduction, exploration & discussion of what 'being Queer' is/means & how it can apply to <pretty much everyone & everything> to the benefit of all!
Kink Social & Photoshoot	Fri 7:30p	Want to show off your favourite gear, meet like-minded kinksters and forge new friendships? Come join us in this gear-friendly social space & make some new connections! Remember to be Safe, Sane and Consensual.
Sticker and Pin Swap	Sat 1:30p	Come grab some stickers, pins, and more! Trade with other furries, contribute to the charity auction, and collect as many free stickers as you'd like!
Fat Furs	Sat 3:30p	Come and join our meet and greet for fat furs, macro/micro enthusiasts, and all those who revel in bigness! Fursuits, plushsuits and furtographers are absolutely welcome!
Bluey's Stardom: How the Heelers caught the hearts of many	Sat 5:00p	For Real Life?! A entire panel dedicated to the show Bluey! Join us for Pass the Parcel, Quizzes, Prizes, a Photoshoot, and a conversation around the show's success and our favourite moments! Wackadoo!!
Art Competition	Sat 7:30p	We're running a little art competition! If you're up for a challenge, listen in during the Opening Ceremony or at Art Night for the keywords! Submissions can be made at con-ops prior to 10am on Sunday and can be found on display for voting on the Quest Board, Winners will be declared at the Closing Ceremony!
Artist Alley	Sun 9:00a	A place to trade, buy and sell quirky trinkets of all kinds! No bookings needed!
Pooltoy Playground	Sun 7:00p	Come chill with a collection of inflatable friends! No sharp objects in this space, please!

LOBBY

Pokémon Go Walk	Fri 4:00p	Get ready to catch them all in Parramatta! New and veteran players all welcome! Meetup in the lobby.
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UPSTAIRS RESTAURANT

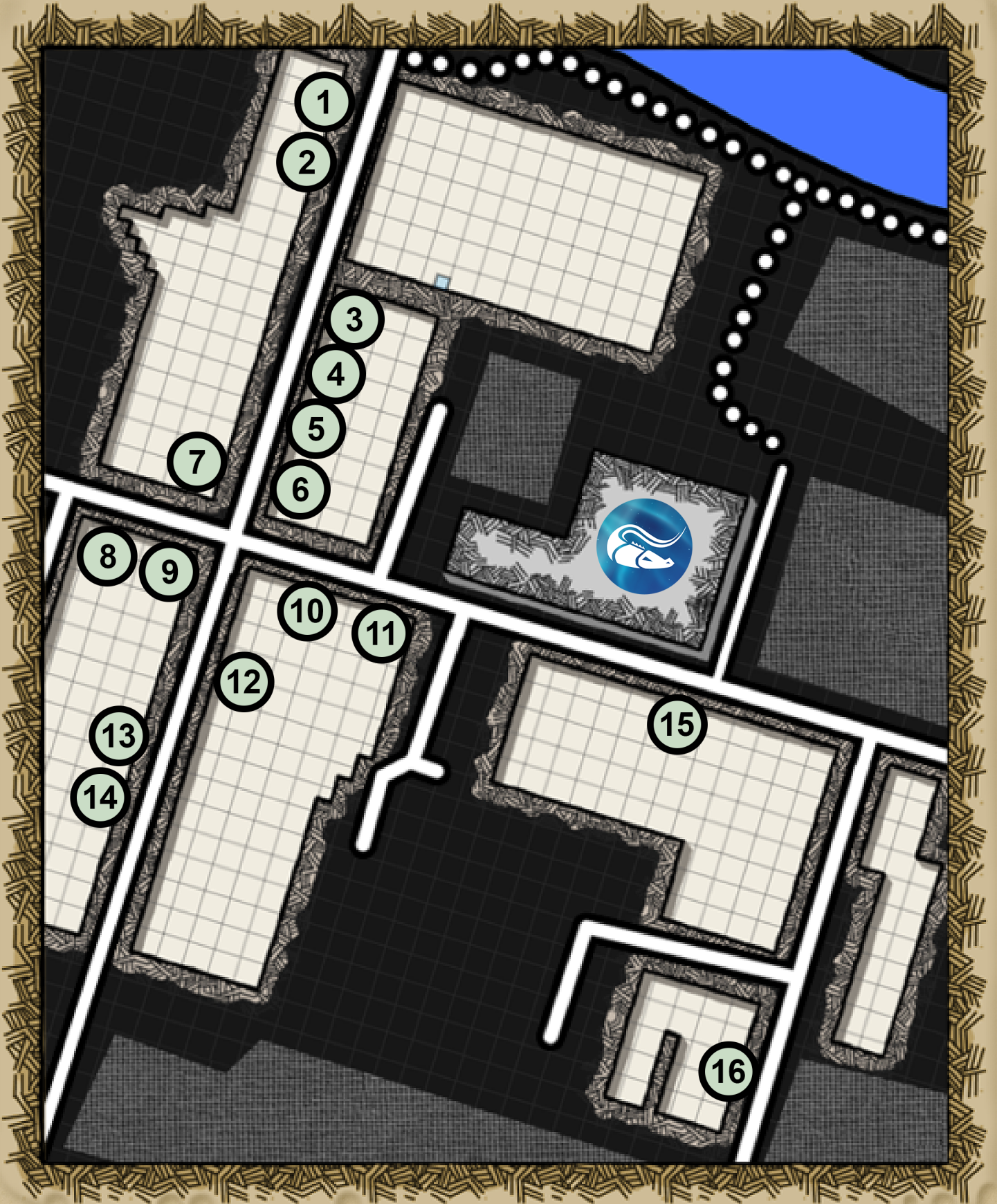
International Furs	Sat 1:30p	Meet other furries from across the ocean in this small and friendly meet-up. Swap stories and some snacks for later! Locals also welcome!
Plushie Companions	Sat 3:30p	Come hang out with like-minded adventurers who love their plushie companions! Show us your favourite friend, bring any looking for new homes and maybe find a new friend to add to your party.
Sponsor Canapés	Sat 5:00p	For those who have been generous to support Aurawra, we welcome you to a little nibble with some of our staff!

GAMES ROOM

Game-A-Thon	Fri 7:30p	Random games, no prep, no practice! Test your ability to learn new games alongside your opponents with various prizes at stake!
Smash-A-Thon	Sun 10:00a	Challenge Smashers from across the fandom in our annual Super Smash Brothers Ultimate competition. We'll be running two brackets, one for confident fighters and one for those wanting to focus on just having fun!

THE ZUNGLE  FRI: 11:30A - 2:30P, 4-11:30P SAT/SUN: 11:30A - 11:30P	1	GELATO MESSINA  FRI/SAT 12P- 11P SUN: 12P - 10:30P	9
HOT STAR/GONG CHA  FRI/SAT 11A- 9:30P SUN: 11A - 8:45P	2	ALPHA SUSHI  FRI: 7A- 8:30P SUN: 3P - 9:30P	10
JOHN BELVEDRE  FRI/SAT 12P- 10P SUN: 12P- 8:45P	3	TAM TAM  FRI 10:30A- 3:30P SAT/SUN: 10:30A- 9P	11
AYAM PENYET RIA  FRI: 11A- 3P, 5P-9P SUN: 11A- 4P, 5P-9P	4	FLIPP BURGERS  FRI: 10A- 10P SAT: 10A- 11P	12
PAPPA FLOCK  FRI/SAT: 11:30A- 10P SUN: 11:30A- 9P	5	DOMINO'S PIZZA  11A-11P EVERY DAY	13
KICKIN' INN  11A-9P EVERY DAY	6	SUBWAY  FRI: 8A - 10P SAT: 9A - 10P SUN: 10A - 10P	14
MAD MEX  FRI/SAT: 10:30A - 10P SUN: 11A - 9P	7	BOMBAT MASALA  FRI: 5:30P - 10P SAT/SUN: 9A - 11A. 12:30P - 3P	15
LITTLE GREECE GYROS  FRI/SAT: 9:30A - 2A SUN: 10A - 12A	8	PAPER PLANE CAFE  7A-2P EVERY DAY	16

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MOUNTAINS OF MAYHEM



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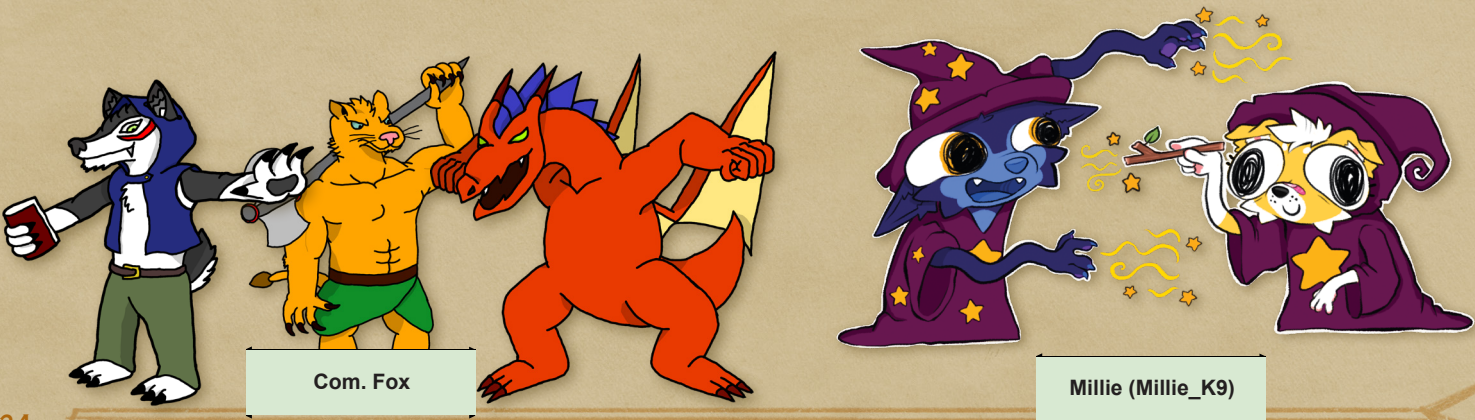
Example Names for Generous Characters

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Fig 34.1 - List of Magical People





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Art by Maxx

Thank you to everyone whose hard work and dedication make Aurawra possible!

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TOMORROW'S HORIZON

THE FUTURE OF YESTERDAY'S TOMORROW,
TODAY!TM

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THE MOUNTAINS OF MAYHEM

A D&D 5E ONESHOT FOR 3RD LEVEL CHARACTERS

INTRODUCTION

Having escaped from the collapsing cave system into a narrow passageway, you find that the only way to go is forward. After walking for a time, you notice a small sliver of light far up ahead. As you move towards the light you realise it must be the exit of this cave.

Upon emerging into the crisp mountain air, you are beset with a sense of determination as the light washes over you, pushing the darkness of the cave away.

Taking in your surroundings you see a fast mountain range stretching before you and in the sky you see two massive creatures fighting. With a roar that shakes the very ground you are standing on, the pair separate as if struck by some incredible force.

The dragon-like creature plummets downwards and the bird-like creature is blasted upwards, smashing into the mountain.

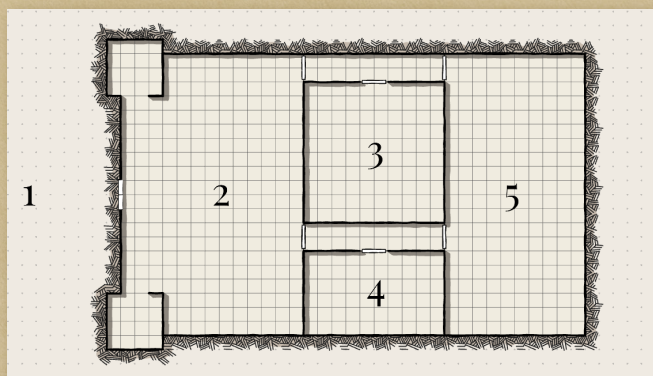
Moving ahead, you come to a fork in the road; one path looks to wind downwards into a valley where you spot a forest of pine trees, with a strange orange glow coming from within. The other path winds upwards towards a mountaintop fortress that looks to have been frozen solid.

Players are presented with two options for how to proceed:

Option 1: Head upwards to the castle (Skip to 'The Castle')

Option 2: Head downwards to the ruins (Skip to 'The Forest')

THE CASTLE



1. THE UPWARD PATH AND THE FRONT DOOR

Heading upwards, you notice the temperature begin to drop as you climb higher and higher. After an upwards trek taking around 2 hours you find yourself at the massive doors to a fortress. You see engraved on the doors the symbol of a double-bladed greataxe (**Religion check DC 12: This is the symbol of a god of the Giant pantheon: Thrym**). One of the doors is open about half way, with enough room for you to slip inside.

2. THE MAIN HALL

The vast room contains trestle tables, benches, stools, and such. Here and there stand broken barrels and kegs. All of the tables are overturned and damaged as if a massive fight had broken out here. To the north the central firepit looks to have burnt all the way down to nothing. You notice that in the corner of the room there looks to be a

pile of scrap wood fashioned into a lean-to and a small fire pit that is letting off a small but steady stream of smoke.

As you approach, a rather scared sounding voice calls out to you.

"Who are you? Why are you here?" The voice echoes around the room (**DC 15 Perception check determines the voice is coming from behind the massive table at the far northern end of the room**). If the party talks to the voice he recognises them and from behind the massive table walks **Billiam the Wizard**.

BILLIAM THE WIZARD

Medium humanoid,

Armor Class 12 (15 with *mage armor*)

Hit Points 19 (3d8 + 6)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	17 (+3)	12 (+1)	10 (+0)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Spellcasting. Billiam is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Billiam has the following spells prepared:

Cantrips (at will): Chill Touch, Fire Bolt, Light, Mage Hand
1st level (4 slots): Burning Hands, Magic Missile, Mage Armor
2nd level (3 slots): Crown of Madness, Invisibility, Misty Step

ACTIONS

Quarterstaff. Melee Weapon Attack: 5 to hit, reach 5ft., one target. Hit: 1D6+3 (6) damage.

He explains to the party that he was separated from his friends when they were escaping the caves. He was lucky to find this place after escaping because the wind and cold were biting. He had felt the ground shake and heard a terrible crash and through it was an avalanche. After the PCs tell him about the creature that fell, he says that it might be hurt so they should go see if it needs help and maybe together they can find his other friends.

3. SLEEPING QUARTERS

As you enter this room, you see the remains of beds strewn around the room with their wooden frames broken and decaying. Amongst the ruins you spot the white fur of a pair of Polar Bears (**Monster Manual p.334**) rummaging around in piles of wood.

4. KITCHEN

As you open the door to this room, the first thing you notice is the smell. As a miasma of rotten meat washes over you, you see that the room was once a kitchen and that there is a writhing mass of yellow-orange goo sitting across the preparation table in the centre of the room.

When the PCs enter the room, the goo (**Ochre Jelly Monster Manual p.243**) begins to move towards them and attack.

5. BARRACKS

As you approach the door, you feel a cold breeze blowing through the door and as you open it, you feel the chill wind wash over you. As you enter the room you see this looks to be a more hall with faded and torn tapestries on the walls and even a few racks of rusted and destroyed weapons around the room. Your eyes are drawn upwards to the massive hole in the ceiling and then downward with the light and snow to a crater in the floor, at the centre of which is a shimmering and glowing mass of feathers. As you look over the creature, it begins to move and looks up towards you.

“I am Aurion, the Lyrebird of Order. I was struck down by my enemy Rû and my strength is fading. Will you help me?”

AURION, THE LYREBIRD OF ORDER
Large Lyrebird, lawful good

Armor Class 15 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +3, Con +6, Wis +3, Cha +5
Skills Perception +6, Persuasion +5, Stealth +3
Senses darkvision 120 ft., passive Perception 16
Languages Common
Challenge 6 (2,300 XP)

ACTIONS
Multiattack. Aurion makes three attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.
Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.
Icy wind (Recharge 5-6). Aurion blows icy wind in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 42 (12d6) cold damage on a failed save, or half as much damage on a successful one.

If the PCs say yes, then she will reach out and bless them with a wave of her wing.
The cold air washes over you and it quickly fades. Despite being able to see your breath, you no longer feel the cold.

Aurion’s Blessing
An icy magic within the PCs make them resistant to fire damage and gain 15 Temporary Hitpoints

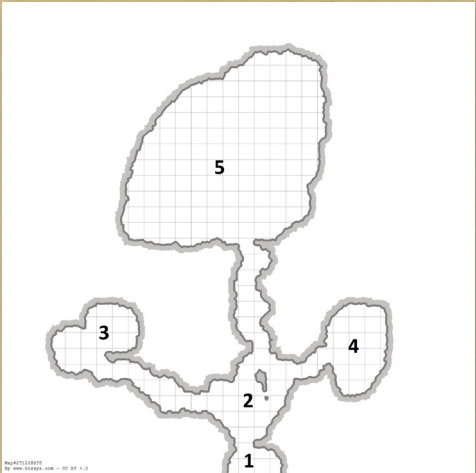
If the PCs attack Aurion, she will let out a cry and begin to fight back. When Aurion is brought down below half health she will wrap her wings around herself and form a frosty light blue egg. This will cause the room to get much colder - so cold that if the PCs stay there they will start to take damage.

Once outside, the PCs will see the creature that landed in the forest rocket upwards into the sky, let out a victorious roar of cackling laughter and fly towards the clearing ahead.
Once the PCs leave the place (either with a blessing or to get away from the cold) Billiam will point out the path past the castle which will lead further through the mountain to a clearing. **(Skip to ‘The Clearing’)**



Art by Maxx

THE FOREST



1. ENTRANCE

A dense forest stretches out before you, there looks to be a rough path that leads deeper into the forest. The forest gives off a strange orange glow from deep inside.

2. FORK

As you move through the forest you see movement ahead of you, and you notice the shadow of a creature moving between the trees.

“You dare approach me!” it calls out. Out strolls a Quoll wearing leather armour and wielding a greatsword. She looks at you and a wave of relief washes over both her face and the party. “*Oh! It’s you lot. Phew, I thought it would be more of those damn Giant Spiders.*”

QUORTNEY THE BARBARIAN

Medium humanoid,

Armor Class 14
Hit Points 19 (3d8 + 6)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Str +5, Con +4
Skills Athletics +5, Intimidation +2, Perception +3, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 3 (700 XP)

Reckless. At the start of its turn, Quortney the Barbarian can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Claws. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you can deal slashing damage equal to 1d4 + 3.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) 9 damage.

Quortney explains to the PCs that she found her way out of the caves below and has been exploring the forest while also avoiding the spiders when she saw a pair of massive creatures fighting in the sky above and one of them plummeted to the ground not too far ahead. She was on her way to find the thing when she heard the commotion over here and came to investigate. Quortney is happy to join the party and come with them.

3. SPIDER NEST

3 Giant Spiders (**Monster Manual p.328**) are guarding their nest here and once killed the PCs can look around in the nest and find 1 gem per player (worth 10GP each)

4. STRANGE SHRINE

In this small clearing is a strange shrine (**DC 10 Nature or Religion check reveals it to be a shrine to Silvanus**). Sitting on top of the shrine are several candles and 3 small piles of leaves. The sides of the shrine are carved with images of leaves and deer. Running across the top is an inscription that reads “*I can run, but I never walk. I have a mouth, but never talk. I have a head, but do not weep. I have a bed but do not sleep*”. When the word River is spoken, a breeze passes over the shrine, blowing away the piles of leaves revealing 3 precious gemstones (worth 10GP each)

5. CRATER

Passing through the threshold into the clearing you notice that the ground has a warmth to it under your feet. You see before you a

massive crater in the ground and as you peer over the edge your eyes focus on the smoldering bright orange wings that cover a body of dark obsidian scales. A dragon-like head raises upwards and looks towards you. The creature is injured but not on its last legs, its voice is a little faltering but more like that of a caveman than someone who is heavily injured.

“*Me Rû, Chaos Wyvern. Struck down by Aurion. Strength fading. Help?*”

RÛ, THE WYVERN OF CHAOS

Large Dragon, Chaotic Evil

Armor Class 13 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Common
Challenge 5 (1,800 XP)

Breath Weapon (Recharge 5). Rû, the Wyvern of Chaos exhales Fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 7 (2d6) damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

If the PCs say yes, then he will reach out and bless them with a wave of his wing.

The warm air washes over you and you feel energised by it.

Rû’s Blessing

A burning fire within the PCs make them resistant to cold damage and gain 15 Temporary Hitpoints

If the PCs attack Rû, it will let out a roar and begin to fight back. When Rû is brought down below half health it will wrap its wings around itself and form a warm orange and red egg. This will cause the area to get much warmer, so warm that if the PCs stay there they will start to take damage.

Quortney will call out to the PCs that there is a path across the clearing. Once past the forest, the PCs will see the creature that landed in the mountain fly upwards into the sky, let out a victorious screech and fly towards the clearing ahead.

If the PCs agree to help Rû they will leave the forest and continue northward to a path that leads further through the mountains to a clearing.



Art by Maxx

THE CLEARING

Heading through the pass, you see the plateau stretch out before you. Depending on the actions of the PCs the final fight will be different.

1. DEFEATED RÛ

With Rû defeated, Aurion greets the PCs in her full power. “Heroes, I thank you for fighting against chaos. I will grant you each a gift.” Each player then rolls on Magic Item Table F (Dungeon Master Guide p.146). With a flap of her wings, several feathers fall to the ground in front of the PCs and begin to glow. After a moment the light fades and the feathers have become the item the PCs rolled.

Key art by WickedInsignia

2. DEAL MADE WITH RÛ

Standing on the plateau bathing in the light of the sun, a massive rainbow lyrebird. Aurion, the Lyrebird of Order seems to have been waiting for you. “You have chosen chaos over order. You have chosen poorly.” Aurion stretches out her wings and you feel the cold wind whip past you. Roll for initiative.

3. DEFEATED AURION

With Aurion defeated, Rû greets the PCs with his full power. “Ahaha-ha! Aurion beaten! GOOD!” Looking at the PCs with a smirk “Look weak, me give power!” Each player then rolls on Magic Item Table F (Dungeon Master Guide p.146). With a roar, fire erupts from the floor and once the fire fades, the items the players rolled are left on the ground.

4. DEAL MADE WITH AURION

Standing on the plateau surveying the mountains, a Red Bellied Black Wyvern. Rû, the Wyvern of Chaos seems to be waiting for you. “Choose order? Order boring! Order bad! Chaos freedom! Chaos GOOD!” Rû stretches out his wings, lets out a massive roar and you feel heat wash over you. Roll for initiative.

ENDING

When Rû or Aurion is under 3/4 health they fly into the sky and yell the following:

Aurion: “You are strong but I am not at my full strength. I will see you again and when I do, you will not survive.”

Rû: “You strong, me not full power. When meet again. You not live!” The other arrives to reward the party. Refer to 1 if Rû was defeated or 3 if Aurion was defeated.





AURAWRA WISHES TO ACKNOWLEDGE
THE **DHARUG** PEOPLE, THE TRADITIONAL
CUSTODIANS OF THE LAND ON WHICH OUR
CONVENTION TAKES PLACE.
