

SWORDS OF THE SERPENTINE ADVENTURES

You can choose any starting time between 8 a.m. and 6 p.m. Thursday, Friday, and Saturday, or between 8 a.m. and noon on Sunday.

Each game runs in a four-hour slot.

Please let us know your preferred adventure, day, and time slot in the following format:

“Corpse Astray – Friday 10 a.m. – 2 p.m.”

Corpse Astray

Come play the introductory adventure from the *Swords of the Serpentine* core book! Someone is stealing corpses, which wouldn't much of a problem if they weren't manufacturing them in the process. Come uncover tragic vengeance, unexpected betrayal, and - if you do it right - prevent the hideous death of thousands. Welcome to Eversink.

Up to six players. No rules knowledge necessary.

Losing Face

The Heroes' friend Galdo brings them a shocking discovery - an unconscious woman with blank skin where her face should be. Who is she, and why is she significant? And more importantly, why did someone - or something - do this to her, and what is it they're planning?

Up to six players. No rules knowledge needed.

Murder Most Foul

In Eversink, the only thing more dangerous to navigate than storm-tossed seas or narrow alleys is... a noble's masquerade ball? Uncover a murderer, maintain your reputation, embarrass a braggart, maybe frame a rival, and earn your pay as you unravel a mystery that's probably going to get you killed.

Up to six players. No rules knowledge needed.

Ragamuffins

You're a small band of plucky orphans trying to stay alive in the worst part of a bad city, abandoned and alone. A bully steals the one thing that makes your hovel feel like home, though, and it's up to you to track it down and get it back.

Up to six players. No rules knowledge needed.

Smuggler's End

Welcome to the City Watch. Rain or shine you're trudging the streets, risking your life and avoiding paperwork, but the stakes get raised when a murder thrusts you into a high-profile power struggle between some very important people. Can you solve the crime and arrest the murderer without starting a small civil war in the process?

Up to six players. No rules knowledge necessary.

Takedown

Sometimes you need to break a few laws to save society. You're six of the most powerful and influential citizens in the city, tasked with eliminating a corrupt magistrate any way you can. Problem is, he's politically untouchable and damned hard to kill. Find his weakness, apply leverage, and make the world a better place. This is an unusual adventure where you have tremendous flexibility to tackle a loathsome judge through creative problem-solving and every nontraditional mean at your disposal.

Up to six players. No rules knowledge necessary.
