

# Friday

| Day/Time      | Title                      | Description   | System        | GM                |
|---------------|----------------------------|---|---------------|-------------------|
| Friday 2-6pm  | Nothing More Dangerous     | A Horror/Steampunk mystery adventure that starts with a murder in a locked room, and ends with something much worse. Age 16+; 6 players; Characters Provided, rules taught  | Savage Worlds | Scott Crosson     |
| Friday 2-6pm  | The Escape of Captain Snow | A chance meeting with the famous pirate Captain Snow puts you on the path to wealth and fame! But first, you must rescue him from his prison cell. This would be easy, except that you are in the cell next to his, and your execution is scheduled at dawn... 7 players; Characters Provided, rules taught   | Age of Aether | Calvin Studzinski |
| Friday 7-10pm | The Taking of Claw Island  | Preparing for the greatest act of piracy in history, the crew of Captain Snow travels to his former island fortress. However, the island is no longer under pirate control. Between a vicious sheriff with a squad of bruisers, a totalitarian governor and his trained soldiers, and the thugs controlled by a ruthless landowner, it is up to you to take the island before Snow decides to sail on without you... 7 players; Characters Provided, rules taught | Age of Aether | Calvin Studzinski |

# Saturday

| Day/Time          | Title  | Description   | System                   | GM               |
|-------------------|--|---|--------------------------|------------------|
| Saturday 10am-2pm | The Haunted House                            | It's an easy job just check out an old house so the owner can sell it. But what horror lurks in the house? Age 16+; 6 players; Characters Provided, rules taught  | Call of Cthulhu          | Scott Crosson    |
| Saturday 10am-12n | Steampulp Revolution: The Quick and the Dead | In a 19th Century that is both familiar yet more fantastic than our own, fortune favors the bold! Elven sorcerers, dwarven engineers, orcish policemen, and human laborers walk the gas lit city streets of Britannia. All the while, ancient evils still haunt the darkest corners of the world and the nightmares of men. A hundred years ago, a failed revolution died in the New World. Now an upstart band of Necromancers seek to reignite that war and lay waste to the colonies of Britannia. Only you and the crew of the Airship Amethyst can stop them! Air pirates, clockwork dragons, vile necromancy, and anachronisms abound in this Savage Worlds adventure. Six pre-generated characters provided. Rules taught-Beginners welcome! | Savage Worlds            | Ron Ringenbach   |
| Saturday 12n-2pm  | Deadlands Reloaded: Scare Crow               | It's the weird west, you can shoot a man one day and fight his walking corpse the next. But you're heroes, you've seen many types of weirdness. Now, you find yourselves approaching the town of Adler Creek where you notice something odd, crows. Lots of crows. A murder of crows to be sure. The town has been plagued by them and a mysterious stranger named Gareth Grackle. Is there anyone that can do anything to help the poor people of Adler? Six pre-generated characters provided. Rules taught-Beginners welcome!  | Savage Worlds: Deadlands | Derek M. Johnson |
| Saturday 3pm-5pm  | Sorcery & Steam: Age of Extinction           | Superhero action in the Steam Age! When the Unseelie Court threatens the free world with an eternity of Winter, only the combined might of the Society of Sorcery & Steam can stop them! Who or what is provoking this aggression? Find out in this Savage Worlds adventure! Winter is coming, can you and your companions weather the storm? Six pre-generated characters provided. Rules taught-Beginners welcome!  | Savage Worlds            | Ron Ringenbach   |

