

“I only want to Touch it!”

The purpose of this IFGS game; to build a little political background and assure certain intrigues as needs be.



Thieves' tourney all level thieves.

Risk: 5 (0 if you BF*), 8 if you don't know when to run, 10 if unable to flee or avoid danger.

Mental: 5 (0 if you BF*.)

Fighting: 5 (0 if you BF*..)

Physical: 4-6 (0 if you BF*.)

(*to BF; do nothing but sit around and whine)

Note: risk is of permanent loss greater than reward. There are nasty things possible that could carry over into future games and/or be hard to remove. Should you be bold and adventurous, or unlucky, or foolish, It is likely that your PC shall die, but not likely that shall leave the game dead. Please note the druidic altar of life. Also note that the risk (of cost) grows according to level. Also note that there is a great assumption (yes, ass u me) that you don't think Conan was a thief and that this might be why it requires dispensation to PC a non-thief. Don't just study the book, think the "thief".

This game is mostly thievish with political eventedness. All classes are not available to play! It is for thieves of any level. However any with sufficient cause can ask dispensation to attend. Such dispensation would probably be granted because your character history warrants and magic items grant you the overall equiv. of duel class "/thief" to your character. Also political cause to attend would be grounds. As would viscous and deadly hatred of another attendee which shall now pay!

"In service to his Royal Majesty King Lionel, the regent Prince Mathris has called upon Lord Lyle to gather all those of discriminating senses, (read Thieves!) to inspect a document for suspected forgery"

Decrees were delivered to all guild halls, town squares, and inns.

"all practitioners of stealth, By order of the regent Prince Mathris for a period of one month all pending fugitives may travel unhindered. No bounty shall be paid and no harm shall befall any not currently engaged in larceny. This shall allow any who wish to attend the Prince's thieves festival. Your Prince has need of discriminate senses to catechize a document, so as to verify its authenticity. For services rendered, each presenting himself for said inspection shall receive payments not less then one hundred Gold per level. In deference to the special nature of the day, the only law shall be thou shall not kill. All other crimes are for the attendants to deal with amongst themselves. As no dweller of shadow likes to parade himself, all those of nimble skill should attend even those lacking the requested detect. A tourney especially geared to your ilk shall feature a few contests;

1st Lock pick challenge, series of locked objects with reward inside commensurate to challenge.

From those that picked all, best time reward for top 3-5.

2nd Pick pockets. All attendants shall be given a token. Should any thief turn in another's token, they shall score a point.

This shall last all day and be awarded at tourney's end. Highest point score shall receive enviable and unannounced treasure. Additional lesser prizes of no real merit.

3rd Dagger throw. Accuracy and speed count. Modest reward for top, minor for contenders.

4th Timed dungeon-ette. Locks and traps for descent prizes. (yes spelling is correct!)

5th Gave robbing is hard. Undead, curses, traps, and gold.

6th Blind dagger melee. Blindfolded and facing, the combatants must hit what they can not see.

7th Let sleeping lies lay. Each contestant must take something from a box, each contestant must discern who took what while concealing what they took. Truth sense, force etc fully allowed.

8th Come back alone. Each contestant must kill dagger all other contestants. Each thief has one kill dagger per contestant. Doesn't count toward their daily allotment and they can't use any of their allotment.

Booking of bets on the entrants is run by order of the Don (less 10% for house)

Also attending the esteemed Fagen esq.; merchant of ill gotten goods.

Additional; fairy grove and fountain, druidic altar of life, do or die challenge, pain, suffering...

oh, and

I just want to look at it. (mini-game in the game- game)

Teams of 1-4 thieves, first come first run. Send your team list, full character histories with item list and next of kin required, to

deadcat@grissombsbasketcase.com email!!! I mean it!!!! Or form on game day and run last.

Levels 1-3	Levels 4-6	Levels 7-9
Risk: 4, Mental: 7, Fighting: 3, Physical: 7	Risk: 6, Mental: 7, Fighting: 4, Physical: 7	Risk: 7, Mental: 7, Fighting: 6, Physical: 8

Physical rating is based upon obstacles and no work around will be offered for those who can't/won't perform required tasks.

Rumors;

Note posted on the wall of various discreet guilds and all Casinos of the Don;
"Any willing to undertake "recovery" and return of item. Discrete, inappropriate but not immoral.
Contact Bill Sikes; Mathris' thieves tourney. Good reward."

"Did you hear? Lyle is going to have the writ of ascension verified."

"Jumegevan dogs, of course the letter is false. They are only concerned with their power games. Who cares! ' Just hope they kill each other off. "

"The Fiergyn's are planning an attack to steal the writ, these barbarians will kill all who are present at the inspection. "

"That necromancer that attacked Runelore, it's got followers here to ...(the speaker seems to notice something and then leaves quickly.)"

"Lyle's a Cadrylin. He is just trying to destabilize the kingdom so they can make a profit."

"Yeah, sure, pardons and free passage. It's just a trap by those J Edgar folks to catch all the family at once."

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8-29-09 at Tom Paul's. 3501 Westland Ave, Fort Worth TX 76116
682-429-4969 and 817-560-8051

PC check in 4pm, before the meeting!!!!

Game starts promptly at 6PM

This game shall last at least until midnight possibly until much later. This is not a hang out at the house and pick a few locks game.

Please look at the parking diagram on the directions!!! Please let me know you are coming.