

- Adventurers Assemble -

October 2021

Type of Game: Heroic, 3-day (24 total hours), Anchor Style Game

-Ratings-

Mental - 5, Physical - 5, Fighting - 7, Failure - 8 / Risk of Net Treasure Loss - 7

Overall Risk : 6

MASKS WILL BE REQUIRED IN ALL INDOOR AREAS

THERE ARE NO EXCEPTIONS TO THIS POLICY!

& Temperature Checks will happen every Morning Before Game-In!

Run Date: 2021, October 8th - 10th

Check-In Time: 3PM Friday October 8th

0900 AM Saturday

0900 AM Sunday

PC Cost (regardless of how many day(s) you stay and/or play) = \$ 30.00

NPC ONLY Cost, Fri-Sunday : FREE

Payments May be Made on GAME DAY Or Prepay Through The Square.

Game Designer Name & Contact Info :

David Gibson - hamerhead24@hotmail.com

Plotmaster(s) : *Chris Seals & Sarah Gibson*

Location: Camp Holland Lake, Weatherford, TX.

Sanctioned Game Hours: 24 SGH over 3-day period

Sanctioning Team Names:

David Gibson, Sarah Gibson, Chris Seals

Special / Optional Rules In Effect:

PC Fairness is in Effect.

Dallas Optional Rules in Effect.

Combat Casting In Effect.

Hunter Arrows In Effect

GENERAL GAME INFORMATION :

- We must have a commitment from 36 people minimum to make this game happen.
- FRIDAY NIGHT : the evening meal will be a POTLUCK! Please bring something tasty to share!
- WEAPONS will NOT be allowed into the Tavern Area! Weapons, Shields, Bags & Other PC Relevant items will be required to keep them in the (cabin) designated Armory!
- ***You must sign up for and NPC at least one block of time during the game.***
- Game fee covers camping, world course, mini-games, and random events throughout the game. NO MEALS are catered this weekend!
- *Everyone will PC and must NPC at some points in the game. We will need everyone who is a Safety Officer to fulfill that role at some point.*
- This is a world course that will contain multiple line courses for people to play in. These will be posted on game day with explanation of game type, levels etc. on the sign-up sheet. More game info will be forthcoming as we get closer to the game date.
- Portions of the main game or line courses will run in the dark, so bring a light source.
- There will be multiple contests and tournaments running all weekend. See the description below for more on the various contests and tournaments.
- There will be random events throughout the game we are not going to tell you about until they happen. ☺
- The cabins will ***not*** be available this time. The tavern will be available for overnight.
- There are camp sites. Bring your tent and camping gear if you plan to camp at the site. There will be flush toilets, water, and power on-site. Game staff will be providing water. If you want soft drinks, snacks etc., bring them for yourself in an ice chest with your name on it.
- Bringing readymade snacks (veggie tray, fruit tray, cookies, marshmallows to roast over the fire, the makings of s'mores etc.) that everyone can share is encouraged. (Nothing that must be cooked or kept cold.)
- Game site is less than 5 minutes away from stores, restaurants, and hotels if you do not want to camp.
- Parking will be on-site and secured from the public.
- ***Do not leave valuables unattended or in the open. Please lock them in your car, out of sight.***
- So far, we have made a very good impression on Parks and Recs. That is why they let us have the camp. Please be courteous and clean up after yourself. There may be Parks and Recs people either playing or observing the game, so please make them feel welcome.

Overall Weekend Schedule

REMINDER! Other than water, no DRINKS OR FOOD will be provided!!
Coolers with name tag/labels are advised!

Friday:

3 PM Check-in ALL PARTICIPANTS!

5 PM Opening Words/Intro

6 PM Game In- For First Game of the Weekend (Mini Game Shenanigans!)

7 PM Dinner Break -Potluck- ! : Bringing food to share will make this a successful event!

Saturday:

7 AM Breakfast --FOOD NOT PROVIDED ; there are places to eat nearby or bring your own food and drink!

9 AM NPC block Sign-up & Set-up Game #1

10 AM Game #1 -Soul Gem (by David Gibson) Starts; team one ON COURSE

1 PM Lunch Break --FOOD NOT PROVIDED ; there are places to eat nearby or bring your own food and drink!

2 PM Game #2 --Set-Up

3 PM Game #2 Start

6 PM Evening Meal --FOOD NOT PROVIDED ; there are places to eat nearby or bring your own food and drink!

7 PM Tournaments - Assorted Tournaments Planned Here

Sunday:

7 AM Breakfast --FOOD NOT PROVIDED ; there are places to eat nearby or bring your own food and drink!

9 AM Game #3 - Setup

10 AM Game #3 - Start

1 PM Lunch -- FOOD NOT PROVIDED ; there are places to eat nearby or bring your own food and drink!

3 PM Check-Out and Cleanup!

4 PM *Dismissal and Close Camp*

Adventurers Assemble !

Adventurers across the land are called to the *Traveling Tavern* after the catastrophic event of releasing the Outsider. The tavern will carry adventurers to across the realm to fight against the Outsider's minions and right wrongs done along the way! As proprietors of the *Traveling Tavern*, Hunter and Huntress will be present to help organize raiding parties as well as the Cleric Esbjorn to help heal the wounded.

Contests and Competitions:

- Ball of Giving
- Autumn Themed Art Contest!
- Single Weapon Tournament
- Unlimited Weapon tournament
- Dagger Melee

The Mini-Games -

PC fairness and Rules for overarching games not guaranteed in Mini-games!
All games are adjusted for levels 2-EPIC!

- *Siege of Outsider stronghold - by David Gibson.*

To run Friday evening

Risk: 6 - Medium

About Game: The Outsider's Forces have set up a stronghold in a previously unknown city. The heroes of this land must lay siege to the stronghold in order to prevent the outsider from sending reinforcements while the PCs take back our realm.

There are banners around the stronghold with the Symbol of the Black hand displayed. Rumors from the area claim that the black hand in this stronghold have issued a warrant for the arrest of Raum and any aiding him.

- *Deep In the heart of Lugland - by David Gibson.*

To run Saturday Morning

Risk: 6 - Medium

About Game: All of the canines in Lugland have been taken to Crispin's Tower. Crispin is unable to reach his Wrath spirit who has been left at the tower to keep it safe. All around Lugland and surrounding Crispin's tower has turned to a swamp with strange tentacles and strange creatures attacking all who enter the area.

- *Crossed Lines - by David Gibson*

To Run Saturday Evening

Risk: 8 - Medium

About Game: Malcolm Silver Hammer has taken the throne in Terrailne. A large magical symbol has been placed all around the city and very little information has come from the city.

A group of freedom fighters have managed to send a plea for help, they need 3 “heroes” to come and help assassinate Malcolm so they can reclaim their city. It seems the Silver hammer has been rounding up all lycanthrops and either pressing them into hard labor or executing them publicly.

- Hallowed Halls- By David Gibson

_____ World Course Game to run all day Saturday

Risk 6 medium

About Game: Sumervale school of law has been taken over by one of its former Students. Duke Devious is a former student of the school who believes that all who have not learned the ways of the school should serve those who have. He has a small group of followers who up until recently have been nothing more than a nuisance. It is suspected that the outsider gave him the power to split his life force into 5 components effectively making him immortal. Many believe this to be merely boastful nonsense though.

The Traveling Tavern will take any team to Duke Devious at their request to defeat him and free the school.

- *The Ghost of Catequil - by Sarah Gibson?*

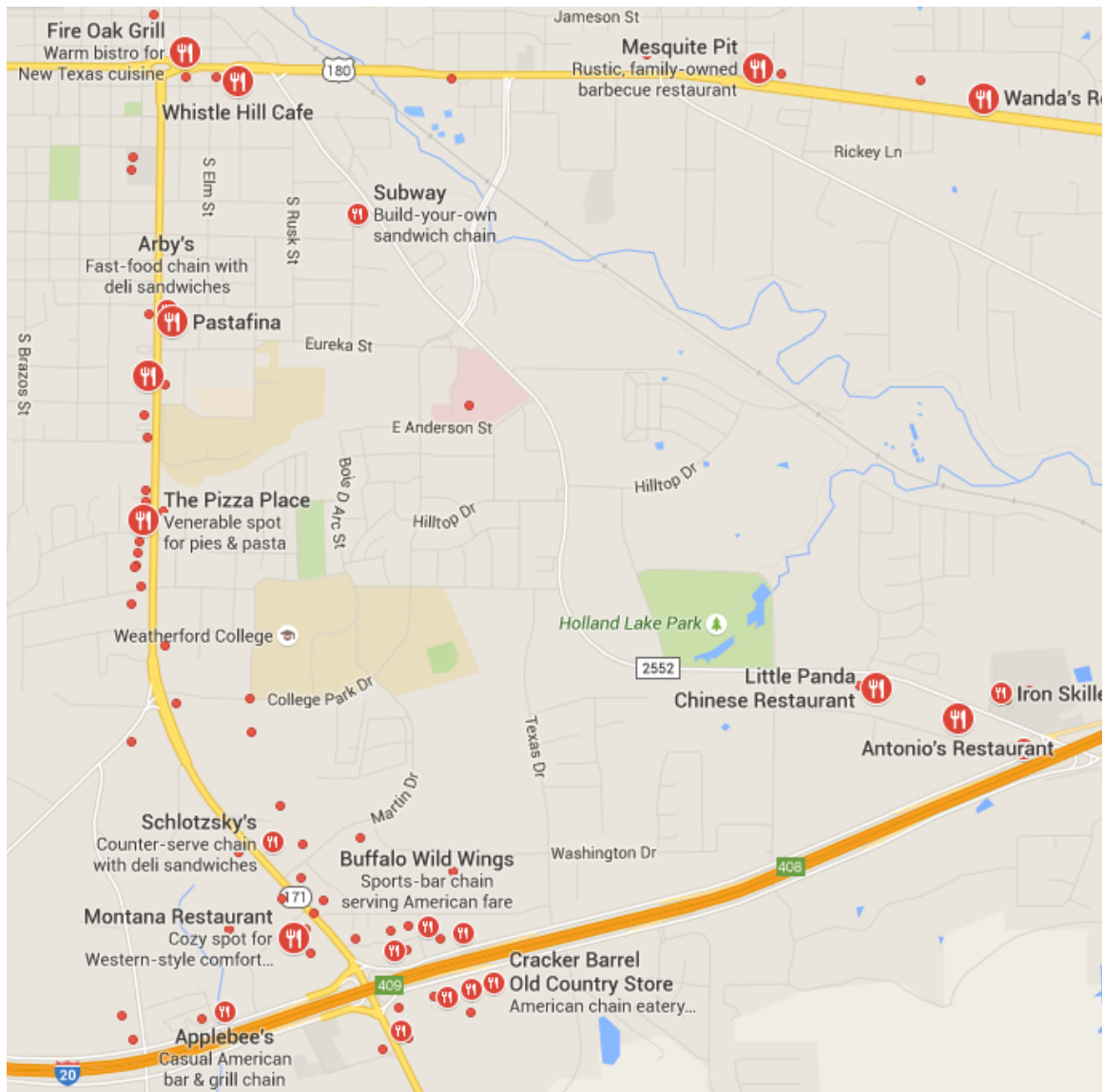
Risk: 4 - Low

About Game: There has centuries been a rumor that the Ghost of Catequil still roams the Halls of Summervale. Scholars have speculated that this spectre has paranormal abilities. Some say it grants wishes, some say it gives items of great power, and some say it will take those who find it into the spectral plane for all eternity... *Who you gonna call?*

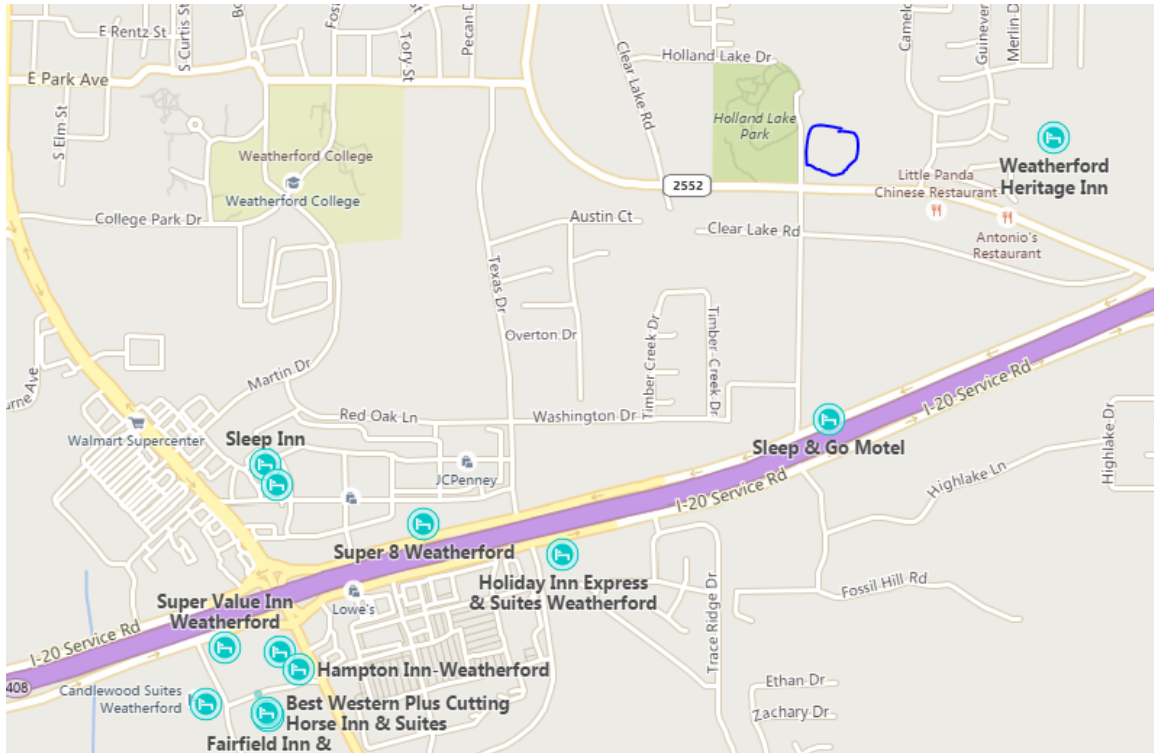
Address of Game Site:
1419 Holland Lake Road,
Weatherford, TX 76086

[Maps](#)

Restaurants



Hotels



Nearby Hotels:

Best Western Plus Cutting Horse Inn & Suites

Address: 210 Alford Dr, Weatherford, TX 76086

Phone: (817) 599-3300

Candlewood Suites Weatherford -

(817) 599-9999

215 Alford Dr., Weatherford, TX 76087

Clarion Inn & Suites

Address: 1911 Wall St, Weatherford, TX 76086

Phone: (817) 594-9699

Comfort Suites

(817) 599-3300

210 Alford Dr., Weatherford, TX 76086

Fairfield Inn & Suites Weatherford

(817) 599-4040

175 Alford Dr., Weatherford, TX 76087

Hampton Inn

(817) 599-4800

2524 South Main, Weatherford, TX 76087

Holiday Inn Express & Suites

(817) 341-6299

850 East I 20, Weatherford, TX 76087

La Quinta Inn & Suites Weatherford

(817) 594-4481

1915 Wall St., Weatherford, TX 79068

Quality Inn & Suites

(817) 599-3700

2500 South Main St., Weatherford, TX 76087

Sleep & Go Motel

Address: 1709 I-20, Weatherford, TX 76086

Phone: (817) 599-0500

Super 8 Weatherford

(817) 598-0852

720 Adams Dr,

Weatherford, TX 76086

Super Value Inn

Address: 111 Interstate 20 Frontage Rd, Weatherford, TX 76087

Phone: (817) 594-8702

Weatherford Heritage Inn

(817) 594-7401

1927 Santa Fe Dr, Weatherford, TX 76086

There are several more, go to www.dallasifgs.org for maps etc.