

# An Ill Will

An IFGS Fantasy Module by Joshua Imboden

For teams w/ 5-6 members of levels 2-4 and 16 total levels. Sanctioned for 8 hours

Fighting: 8

Physical: 5

Mental: 8

Risk: 7

**Date:** March 21 and 22 at W. Cecil Winters Park in Garland. The first team is expected to start at around 10:00 am. Additional teams will be staggered in about 30 minute increments. NPCs, please show up no later than 8:30. The Sunday team will also start around 10:00 am.

## LMs:

### Saturday

David Spence [malik.risen@yahoo.com](mailto:malik.risen@yahoo.com)

Mo Egbert [egbertmm@gmail.com](mailto:egbertmm@gmail.com)

Tom Paul Grissom [deadcat@grissombsbasketcase.com](mailto:deadcat@grissombsbasketcase.com)

### Sunday

Laura Moos [starfirewatchman@hotmail.com](mailto:starfirewatchman@hotmail.com)

**Game Fee:** \$20 PC, \$5 NPC

**Clerics and Knights are strongly recommended.**

## Rule Variants:

**Soliloquy** is in effect.

**Fate Point** is in effect

**Snap Shot** is in effect

**Dead-Eye** spell point cost is reduced to 0. All other parameters of the spell apply.

**PC Rule of Fairness** is in effect unless everyone on the team elects NOT to have it.

## In-Game lore:

*"You arrived at the rag-tag settlement of Sandor's Colony and discovered that a mysterious disease has struck the town. Your plans thrown in upheaval, you have reconciled yourself to partnering with a group of mostly strangers as you attempt to unravel the mystery of what is plaguing Sandor's Colony and its suffering people.*

*Through the town, through the forest, through bogs and places better left unmentioned, together you will fight opponents out of nightmares while striving to counter the menace and ill will directed towards you, your companions, and all other souls in the area...."*

## Sanctioning Committee

Olan Knight

Seth Bush

Jim Davie

Chris Wright

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