

Mordra's Cauldron

Dallas Banquet Game (Feb 19, 2011)

A continuation of the events from
The Search for Blue (Feb 2009) and *The Dark One Attacks* (Feb 2010)

Designer: Patrick McGehearty

Heroic style: 4 hour game for teams of 4 players (levels 1-4 or 4-6)

This game is more complex and longer than the prior two games.

To receive full treasure, PCs for the low line must NPC for the high line and vice versa

Low Line (1-4): Risk 5 Mental 7 Fighting 6 Physical 5

Mid Line (4-6): Risk 7 Mental 4 Fighting 7 Physical 5

Mordra, Goddess of the Green Way (Nature Goddess known for Healing and Justice) has sent out a call for worthy adventurers who are willing to go on good quests. Followers of Mordra and Knights of Tyr are especially welcome. Those aligned in opposition to Mordra need not apply. In past years, the Dark One has sought to attack Mordra's Spring in the middle of winter. This year, Mordra is preparing a strategic response involving a Magic Cauldron. Details are being withheld to make it more difficult for the Dark One's minions to block the quests.

Teams will be selected at the game, but key NPC roles will be assigned for in advance if possible. That depends on you notifying production that you are coming. If you know what character you plan to play, please include the class and level to help with advance planning.

To volunteer or for more information contact:

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Location: Gatewood Pavilion, Duck Creek Drive, Garland Texas (same as last year)
Between La Prada and W. Oates Rd off of Duck Creek Dr.

Game setup:	8:30-9:30
Low line starts:	9am - 1pm
Banquet/Membership meeting:	1-2pm
High line:	2pm - 6pm
Teardown:	6pm-done (Gets dark around 6:15pm)

The Dallas 2009 Annual Membership Meeting includes:
A new Game (\$15 value), a Banquet (\$10 value), a Magic Shop, (\$5 value),
and your annual IFGS membership (\$10 value)
all for one low fee of \$20. (a \$40 value)