

ODE TO A DRAGON

6 person teams

Levels 5-7 (Team 3)

26 Max Levels per team

Something has gone wrong at a Keeper facility. The Knights of the Keepers have put forth a request for help.

Narath has been called upon by his ancestors to do a job of utmost importance. The fate of the dragons hangs in the balance!

Risk 7/8 Fighting 7/8 Physical 6/7 Mental 8

Team LMs GMs Game In

3 Seth Bush Dane Lyon 3:00 PM

Game Fees

PCs: \$5

NPCs: \$5

Date:

October 24, 2015

Location: TBD

Game Writer & Producer: Davia Wood

Safety: TBD

Bank: TBD

Watchdog John Jones

Sanctioning Team:

John Jones

Dane Lyon

Henry Wood



*NPCs NEEDED!!! Email me for a role! I have FOUR roleplaying roles!!
If there are any questions please feel free to email me at
zanith487@hotmail.com*

Sub Rules in Effect:

Soliloquy

NPCs and PCs may call soliloquy and everyone on the field must stop and listen to the individual that called soliloquy.

Snap Shot

Level 8

The ranger may call snap-shot and then fire any arrow. The ranger must pre-cast snap shot. This represented by a red flag.

Knockback

Some attacks will have the effect “Knockback” added to it. Knockback means the target moves back the stated distance and takes a 0 second lockdown. A Knockback is subject to Evade and Dodge Blow. Every Knockback has a 0 second lockdown at the end of it unless otherwise noted.

Weapons Instructor

Level 4 (moved from 3rd)

A fighter may teach another PC/NPC how to dual wield for the game day.