

## Reunion

written by David Spence

**Mental: 6    Fighting: 7    Risk: 2    Physical: 3**

A 3 hour game which may change the relationship between the two tribes of the Navarro: the Danga and the Qer'shatta.

Open to players levels 1-6 without need for prearranged teams.

**Game Date:** Nov 14, 2009

Starting right after the chapter Board meeting, or approximately 12 noon.

Board meeting starts at 11am.

**Game location:** is home of Greg & Tina Cox and David Spence  
909 W Russell St, Weatherford TX 76086

Detailed directions at:

[http://dallasifgs.org/directions/Directions to Cox House.pdf](http://dallasifgs.org/directions/Directions%20to%20Cox%20House.pdf)

**Game fee:** \$10

A meal is included with the game. The Triad will provide a turkey. Everyone else is asked to bring a side dish that serves 4-6 so we can have a great harvest festival. If you have a special drink preference, bring that also.

To volunteer for game staff, contact:

David Spence: 1-817-565-0854

### **Background lore:**

As far as the early colonists were aware, the Danga and Qer'shatta were completely different groups of natives. You can find more about the early colonist's relations on the Dallas IFGS website under History&Lore (top of main page), Fiorgynsheim. This game will introduce major new information about the natives which may influence future games.

This game includes the ability "Soliloquy". A basic time stop is used to allow a short speech by a PC or NPC. It can only be used before a battle or after one, it cannot be used to stop an ongoing fight.