

Tales of the Dead

by John Dunning

adapted to 7.0 Rules by Kevin Dunning

Produced by Patrick McGehearty

An I.F.G.S. live role playing game for 6 characters levels 3-5 totaling 24 levels.

It is intended as a heroic quest for preferably good or neutral characters.

Mental 8, Fighting 8 Risk 8

Sanctioned Game Length: 7 hours

Game Date: July 16, 2011

Location: Cecil Winters Park in Garland Texas

A Evening and Night Game

Rupert, Cleric of the Green Way, is looking for a few good people for a private mission of great personal importance. Those who attended Mordra's Cauldron (Feb 2011) have met Rupert. He would particularly favor followers of Mordra for this mission, but welcomes other good (or neutral) parties to assist him in unraveling the mystery of his parent's death. A reward is offered.

Lozemasters:

Jason Dziuk (jason.dziuk@gmail.com) checkin: 4:45pm GM: Seth Bush

Taryn Cox (exiledtyla@yahoo.com) checkin: 5:15pm GM: Joe Dimatteo

Alyssa Phillips (uni722@gmail.com) checkin: 5:45pm GM: Kevin Dunning

Lyn Ellis (unholyexcutionerduktak@gmail.com) checkin: 6:15pm GM: Olan Knight

NPC volunteers please contact Patrick McGehearty: patmcgeh@flash.net 972-979-8469 (cell)

NPCs arrive for Game Setup at 4pm (evening, not morning)

This game starts in the late afternoon and runs til midnight to beat the summer heat.

There will be high potential for combat after dark, which is why we chose an evening near a full moon.

PC Fee: \$20 NPC Fee: \$5