

Tomb of the Goblinslayer

By: Matt Puccio
Revised by Bret Halford (2012)

Location: Winter Park Garland TX
Game Date: September 14th

PC Fee: \$7 NPC Fee: \$5
(First team to check in at 12:30, on course at 1:00PM)

A game for teams of 4 players, levels 1-2
Maximum of 6 levels per team
3 Novices per team required if available

IFGS 7.0 Edition Fantasy Rules, Bluebook 2.1

Game Ratings

Fighting: 4 Mental: 4 Risk: 4 Physical: 4

A Heroic-Style Minor Game Sanctioned for 3 Hours

The purpose of this game is to run a short event for novice players that will give them a feel for what a simple IFGS game is like. It allows for role-playing, fighting, spell casting, puzzle solving, avoiding traps, picking locks, dealing with minor glyphs, etc.

This game is by LM invitation.

LMs: (this is tentative and subject to change)

Alison Pace

Seth Bush

Olan Knight

Rules in Effect:

The Soliloquy Rule is in effect

The Fate Point Option is in effect

The Pursuit Rules are in effect

PC Fairness is in effect

Lore:

The mayor of the village of Edgewood has requested your service and help. He has asked for the LM and your team to meet him in the village to discuss matters regarding goblins that have raided their village, the Green Claw Goblins.

Game Producer: Kevin Dunning, mavs_ffl@yahoo.com
Please contact me if you would like to NPC in this game