



## Survivor D&D Isle of Grim

### Outwit Outplay Outlast

Join us at COMUNICON <http://wallscrawls.com/comunicon/> **Saturday, January 27, 2007** starting at 11:00am and running until we are done (hopefully before Sunday) at **University of New Brunswick**, Gillin Hall, Room C122 and C123

Everyone has the “Black Death” a poison with no cure that slowly kills in 4 weeks. Does the island of Grim have an antidote? Who will find it and who will survive? Oh, there are more things than just poison that kill. Can you survive the other players?

Two or more Dungeon Masters, two separate parties, one evil and one good, explores the same dungeon in real time. **Space is very limited** so join up soon. Also players who sign up before hand get better characters.

For more information and to make sure space is still available  
Contact Dan Watters at 506-432-6032 or Perry Sharpe 506-455-7825  
or email [rainbow@nbnnet.nb.ca](mailto:rainbow@nbnnet.nb.ca) or [perrysharpe@hotmail.com](mailto:perrysharpe@hotmail.com)

**Dungeons and Dragons Survivor**  
**The Isle of Grim**  
**Outwit Outplay Outlast**

**UNJUST**

First thing you need to know is this will not be fair. It is such an unfair event. For example those players who contact me before the event will be able to pick their characters ahead of time and these characters will be better and more powerful than those who just show up Saturday and are handed a character to play. If you want fair go play something else like Dreamblade, D&D minis or Magic. (And make sure it is DCI sanctioned) BUT if you want to have fun and know how to have fun then this is the game for you.

**PRIZES**

1. First prize goes to the person who had the most fun, made the game the most fun for those around him, showed true sportsmanship fair and good play. A pick of a D&D hardcover book valued at around \$50.00. We hope to be able to hand out more than just one of these prizes.
2. Everyone will have their own Miniature that represents them in the game. Should you kill or cause to die another player's character and they remain dead, dead, dead then you get to keep it.
3. Who ever has the most kills at the end of the night gets... (Drum roll please) *NOTHING!* Well, you would have the most player character minis.
4. We are looking for mature new players. Everyone starts off at 1<sup>st</sup> level. If you have never played D&D before then come and play. We have a prize (maybe a D&D book) for the best up and coming D&D role player. Bring a friend who never played before.
5. There will be a prize for whoever brought the most friends. (It does not matter if you played evil and you killed them off so they are no longer your friends) You get first pick of all the D&D minis we are giving away.
6. Everyone goes home with something. We are opening up packs of D&D minis and everyone gets to take something home.
7. And what game would be complete without a prize for best death.
8. And should you survive, HAHAHA heehee Mah ah drool evil grin HAHA AAA, sorry. You get to play your same character leveled up at our next D&D Survivor event that takes place at Impossible Realities - March to Oblivion March 24, 2007. <http://www.impossible-realities.net>

You must be present to accept your prize. If things run long and we believe they will then we might take a break around 11:30pm and hand out prizes and then continue to play for those still alive.

## COMUNICON

Show up on or before 11am on Saturday January 27 to get characters sorted out and we will start play shortly after that. We will play until the adventure is finished taking a lunch and supper break.

### Characters

Everyone will have a 1<sup>st</sup> level character. You can ask to take just about any race but I will not allow certain races. (Beholders etc...) You can also get nice magic items like a +3 sword of defending and Hero points to use for your stats. If you take a standard race or a low level race like Kobold then you will get hero stats and a powerful magic item. If you take a special race like bugbear then you have either average to low stats and a magic item or good stats but no magic item. If you register early you can get all there. Do not register then you get to pick what I have already made. No I will not be making special characters on the day of the event and not likely the night before.

### History

A long, long, time ago before Cormanthor became Myth Drannor, there was an assassin guild called the Black Pearls. They created a powerful magical poison that later became known as the "Black Death". This was a time even before the High Kings and way before King Tristan Kendrick. The Black Pearls fed their poison to the King's daughter and asked for gold for an antidote. This was a terrible weapon for it caused death and being magical there was no normal cure. If the person poisoned died then even being raised from the death would do no good, as the poison would remain in their system and would only kill them again. The gold was paid but then the Black Pearls demanded more, weapons and armor. When this was paid they wanted more gold and powerful magic items. The King paid it all. You see the Black Death does not kill its victim outright but slowly over a period of about 4 weeks. Your fingernails turn black and then your skin and hair until even the whites of your eyes turn black. Some say you even begin to disappear all together. However before the King's little girl died the Black Pearls did provide the antidote and the little girl was saved. How could the Pearls extort anyone else unless they proved there was a cure? Now all of the Korinn Archipelago was theirs. In fact what was there to stop them from ruling all of Faerun? The goodly people of course for they mounted an army and stormed the Black Pearl's hideout, a small isle known as Grim, named for a strange creature that lived there. The Black Pearls were wiped out of existence and with them went the cursed poison, the "Black Death". Never to be heard of again... until.

Four nights ago the Fire Knives found a keg of the terrible poison hidden away. They were transporting it from the place it was found to their hideout. Such a simple and meagre task was entrusted to the incompetent who have yet to forfeit their lives. You see when they were about to be caught by the local guards they threw the keg of poison down the well and have yet to be seen again. Everyone in the major city of Ventris has now been poisoned. Duke Kol has sent out powerful heroes across the land in search of a cure. The Fire Knives have sent their force to steal the cure away should one be found so they may yet profit in this. The clerics have just used their most powerful divination spells and determined that there are answers on the Isle of Grim.

This is where you come in. You have been poisoned and will die in 3-4 weeks. You know this because your fingernails have already turned blacker. You have joined either Duke Kol or the Fire Knives depending on your motive and what you plan to do with a cure should one be found.