

THE VOICE OF THE GODS

30TH SEPTEMBER 2003

Welcome to another shiny issue of Vodka, heralding the start of a shiny new year and logically a shiny new committee. Hopefully everybody who turned up to the icebreaker had a good time drinking free beer and worrying the new peoples with theories of transcending oxygen addiction... maybe that was just Ben and myself..

Anyway, I hope we still have new members left that we haven't yet scared off, and that the said new members have had a chance to get involved with the various games that have been happening. If you haven't had a chance to do anything yet there should hopefully be something to your taste scheduled for the next few weeks... if not, poke the committee and I'm sure they will help...



This Friday will be Gamesoc's first official pubcrawl of this semester, brought to you by none other than our own newly appointed pubcrawl officer, Chris Burdett (contactable at chrisburdett@ntlworld.com). The route for this epic event is as follows:

- 6:00 – Union Bar
- 7:00 – The Ironmongers
- 7.30 – Bedfords
- 8.00 – Cafe Da
- 8.30 – The Wildman
- 9.00 – Walnut Tree Shades
- 9.30 – Bell Hotel
- 10.00 – The Murderers
- 10.30 – The Marquee
- 11.00 – Waterfront (for those who fancy 80s night)

For further information about the route (including maps!) see 'Pubcrawl #1' under the events section of the message board.

This Saturday sees another session of Wargames occurring and the start of a new Blood Bowl league. Wargames sees much in the way of various GW games occurring, including but not limited to Necromunda, Warhammer, Blood

Bowl, Warhammer 40K, Blood Bowl, Mordheim, Blood Bowl, LOTR, Inquisitor, Blood Bowl, Dark Ages Vampire etc. So if you are interested in wargaming in any shape or form, turn up to the (new) games room in the old sports centre (there should be people milling around if you can't find it). In charge of all this wargameage is Hedgehog (whose email address should be on the message board).

On Sunday, LARP will once more occur, with a guild night in the evening to keep everyone up to speed with current events in Errin. Last weeks LARP saw an encouraging amount of new blood turning up, so if you're a new member and you haven't already... come to larp! Larp will be running from 12:30 onwards in room 1.33 in union house. More details on the guild night from the LARP officer, Jon Townshend (j.townshend@uea.ac.uk):

All loyal adventurers of Errin are invited to a meeting of Guilds to discuss the state of the war against Ghar'Narrek and plans for the coming year.

Reavers Keep welcomes all this coming evening LARP.

Turn up in union house at 6pm to get costume and weapons then we will head to whatever room we manage to book.

From Monday onwards general on-campus roleplaying will commence. Times, games and GMs as follows, all will take place in the new games room...

Monday 6th I will be GMing a D&D game set in Ravenloft, a traditional gothic horror setting. Anyone interested in playing, either turn up or contact me or the roleplay officer.

Tuesday 7th James Moran will be running Haven: City of Violence, which, as far as I can tell is a gritty game of action-adventure set in the near future and has a very kick-ass system and a great background.

Thursday 9th will be an evening of Boardgames, which should generally involve people playing some of the many crazy old games that are knocking around in the gamesoc cupboards. Of course, feel free to bring your own games.

Monday 13th Dave Bigg will be running Mage: the Ascension; those interested in playing contact Dave.

Tuesday 14th James Moran will be running Conspiracy X, contact James or Dave Bigg if you're interested.

Wednesday 15th Jimmy 'Disco' T will be running some form of d20 game, whether D&D, d20 modern or otherwise... contact him if you want to play, and what you might be interested in playing, or alternatively just turn up and be surprised...

Thursday 16th Boardgames again...

If anyone has any ideas for any games they would like to run, or that they would like people to potentially run, whether one-off or campaign, contact your friendly Roleplaying Officer Dave Bigg (marcus.dalvoe@yahoo.co.uk).

The following is a report from Jamie giving details of the antics that happened in last Monday's D&D game...

Last Monday saw the first of the intro games kick off with my D&D adventure. A good time was had by all, and it was heartening to see that our new members have already developed the 'mercenary reflex' ('Rescue my daughter!' 'How much gold do we get?'... 'Destroy the red dragon!' 'How much gold do we get???'... 'Save the world from the grip of terror!' 'HOW MUCH GOLD DO WE GET!?!?!?').

The players met a crazed Gnome by the name of Ned (or possibly even Gned), who asked them to recover his missing pets... that would be his invisible llama, the levitating lemmings, the fireball-spitting frog and the electric elk, then. Highlights of their epic adventure include:

The halfling ranger sparring to the death with a grizzled Goblin:

[Rolls dice]

"Five. Miss."

[Rolls dice]

"Four. Miss."

[Rolls dice]

"Five. Miss."

[Rolls dice]

"Two. Miss."

[Rolls dice]

"Eighteen! A hit!!! Now to roll for damage!"

[Rolls dice]

"...one."

The arguments as to how to get six lemmings safely back up the side of a cliff face...

Leon's cleric character killing a Dwarf in the middle of an arm wrestling competition, and subsequently killing three peasants and burning down the tavern...

The classic "Let's split the party" routine resulting in the sorcerer, fighter, rogue and cleric heading off one way... and the halfling heading off in the other...

Wandering through the village asking everyone "Have you seen an invisible llama?" They got a more than a few odd looks from the peasants...

And of course, who could forget the players negotiating advance payment with their employer in the middle of a combat scene...

ahem So anyway, I am now looking to run a fortnightly game, and would ideally like a few more new people interested in it (Hopefully those who will be less likely to play evil plot derailing clerics...)

I have a few ideas for the game genre, so if you are interested do get in touch with me or check the gamesoc Messageboards. I'm looking to host either a fairly standard fantasy D&D game, an Urban Arcana game (A setting where monsters, fantasy elements and magic from another dimension intrude into modern life), or even a modern day game inspired by (plagiarised from) the X-Files, involving agents investigating strange and freaky stuff... If there's enough interest, I will run whichever one proves the most popular with my prospective players.

- Jimmy Disco T

VODKA QUOTES

The more you send in, the less I have to quote my sleep-deprived housemates...

"I vote grape"

-Nick

"Nick, I'm a communist, Blaagh!"

-Chibi

"We set sail in 2 minutes as the crow flies"

-lil' Jon

"Where's my doohickey for flicking knockers?"

-Jamie

"A glossy-headed man-tube?"

-Jamie again

"Can you plug my hole please?"

-Kai addressing Jos

And finally... Look out for Gamesoc's very own Puppy appearing on the front cover of Gay Times...

We're all very proud of him...

LEON