

THE VOICE OF THE GODS

14TH OCTOBER 2003

Yarrrr me hearties and welcome to another scurvy edition of Vodkarr... or something...

Anyway... with introductory games on campus generally devolving into campaigns and (hopefully) live games starting soon, people should be getting (back) into the swing of things...

As always, now is a perfect time to pester Dave Bigg the Roleplaying officer if you want to play in, run or request the running of any games before all the slots in the campus room are filled.



This Thursday will be boardgames night, held in the room in conference hall (first on the left from the foyer) at 7.00, so come along if you're interested in playing random games for a bit, it should be a laugh... It would also be helpful for the Equipment officer to turn up so people can access the cupboards for the various treasures trapped therein.

Another important date for your diary is this Saturday when Dark Ages Vampire will be happening! Dark Ages will be taking place in a mystery location for now... but keep a look out on the events section of the board for when the uni room booking people finally get their collective fingers out and actually let gamesoc book rooms...

Time in will be at around 7.00 so if you haven't played before try and make it for at least 6:30 and the S.Ts will gleefully help you generate a character... as I may potentially have mentioned before, Dark Ages is definitely worth turning up to... not least because the entire feif are largely new characters and so you will be starting off at a level playing field with everyone else, so even neonates will have a good chance of being influential...

Even if you haven't played any live games or even any white wolf games before, it's definitely worth coming along, it's simple to pick up and is great fun for all the family!

As for other live games, namely UKM, Mage and potentially Sabbath, there are no confirmed dates as of yet due to the aforementioned problems with roombooking (see timetable for provisional UKM date though).

LARP this Sunday will involve a level 2-3 adventure in the afternoon and a special level 7-8 in the evening for Hakkit the Goblin and the Druids of the Poison Tho... er Autumn Leaf. Naturally (no pun intended) there may be more slots for level 7-8 players too. Sometime in the near future there will be an opportunity for the more powerful adventurers in Errin to go hunting a dragon to provide ritual components for the Amalgamated Rebel Spellcasters Enclave. An IC report follows (courtesy of lil' Jon)...

G'day mates, Steve here. You may remember me as the Bruce who used to run the Errin zoo til that wallabee Ghar'Narrek decided all me druid mates were outlaws. Anyway those blokes of the A.R.S.E asked me to find them a flaming dragon of all wamdiddy codswacking things so here I am reporting that the search is all bonza. Seems theres this big fella up in the mountains although hes a bit grumpy and all, of course a bite from a dragon that far from civilization can kill a man so I ain't been to close. Reminds me of the last time I met a dragon, flaming pellican bit me arm off. Anyway I have to be going now, Mick has an idea for a curvey stick throwing weapon we need to test, if you ask me the didgergy is gonna boomerang on us but Mick seems all hopeful.

Steve – Reavers keep herpetological study

Next Friday (the 24th) will be the Gamesoc Hallowe'een party, although there is no specific room booked for it yet. The party will be a great opportunity to get drunk and be introduced to people (you might notice a theme to certain gamesoc events...) and also an opportunity to dress up in fancy dress (another thing that happens a lot to be fair...) so make a note in your diary/on a series of stone tablets.

The timetable for events happening on campus is as follows, starting from this Wednesday (*id est* tomorrow) and repeating every fortnight (except events marked with an asterisk):

Wednesday 15th – Ghostwalk, run by Jamie (aka. Jimmy Disco T).

Thursday 16th – Boardgames night. (NB a person in charge of sorting this out would be useful due to it being technically out of Dave Bigg's domain...)

Saturday 18th – Wargames from 12:30 onwards (if my memory serves me rightly) mediated over by Hedgehog.
Dark Ages Vampire*, somewhere on campus, time in by 7pm S.Td by President Megan.

Sunday 19th – LARP, 12:30 Union House room 1.33 and again at 6:00pm, run by lil' Jon the Larp officer and myself.

Monday 20th – Ravenloft, run by Leon (me).

Tuesday 21st – Haven: City of Violence, run by James Moran.

Wednesday 22nd – Nothing happening... a free slot....

Thursday 23rd – Boardgames night.

Friday 24th – Gamesoc hallowe'en party*... 8:00 onwards, somewhere on campus (keep an eye out on the board). Fancy dress recommended to avoid suffering the wrath of the people organising it (Steph). Time to dig out another paper bag methinks...

Saturday 25th – Wargames as usual... UKM if things of a room-like nature happen (keep an eye out on the board).

Sunday 26th – LARP as usual...

Monday 27th – Mage, run by Dave Bigg.

Tuesday 28th – Conspiracy X, run by James Moran.

Unless otherwise stated anywhere else or you know different, all of the above events will happen in the room at conference hall at about 7pm. As far as I know all of the tabletop roleplaying games have players who know who they are (always a good trait in players) but contact Dave Bigg or the relevant GM if you want to find out for sure...

Finally, Norwich scrabble club has thrown the gauntlet down to Gamesoc for National Scrabble Week (8th-16th November). If we are to accept this challenge we need a team of 4-6 players for a 3-game match, their players having a -50 handicap. For each win the Scrabble club will make a donation to a charity of our choice. The proposed date for this epic battle of wits is Tuesday the 13th

November so if you are interested, contact Meg to find out further details (megan@normal.co.uk).

VODKA QUOTES

"You shouldn't stand behind me when I stand behind a door,"

-Jos

"What happened before now, because I missed it, because I'm only studying now..."

-One of the new members I think

"We're looking for the... what's the word...not courier... oh, coroner..."

-Evil JoN

"Damn... I could open that lock if I died..."

-Richard

"My name's Samantha... <pause> Morgueson."

-a character of JoNs whilst in a morgue

"No mercy mince pies..."

-Chibi

"So... strip clubs. And we're back to the plot..."

"It's probably an aura of arse,"

"I was standing there watching you with my hands down my trousers"

- from a game involving Megan and various other people from the house of Mina.

"I rolled a 5 and a 1, he rolled a 6 and a 2, I rolled a 3 and a 4, he rolled a 1 and a 5, I rolled a 4 and a 2, he rolled a 3 and a 2, I rolled a 1 and a 2, he rolled a 6 and a 1, I rolled a 5 and a 2, he rolled a 1 and a 5, I rolled a 4 and a 2, he rolled a 1 and a 5, I rolled a 4 and a 2, he rolled a 6 and a 2, I rolled a 4 and a 2, he rolled a 3 and a 5, I rolled a 4 and a 3, he rolled a 1 and a 5, I rolled a 5 and a 6, he rolled a 6 and a 2, I rolled a 6 and a 4, he rolled a 3 and a 2, I rolled a 4 and a 2, he rolled a 1 and a 5, I rolled a 4 and a 2, he rolled a 6 and a 2, I rolled a 3 and a 6, he rolled a 1 and a 5, I rolled a 1 and a 2, he rolled a 1 and a 5, I rolled a 4 and a 2, he rolled a 6 and a 7, I rolled a 2 and a 1, he rolled a 1 and a 5, I rolled a 8 and a 2, he rolled a 1 and a 5... and so on..."

-Neal

LEON