

Mad Hatter Dexus Crow Grand Inquisitor Sutra Bahuas

Officers for Reign 38

Midreign 38 - March 31st, 2007

Monarch	Sutra Bahuas	monarch@amtgard-EH.com
Regent	Nexus Crow	Regent@amtgard-EH.com
Champion	Blaise DeMorray	champion@amtgard-eh.com
Prime Minister	Lady Dreanya	pm@amtgard-eh.com
Treasurer	Elder Vermilon	treasurer@amtgard-eh.com
GM of Reeves		gmr@amtgard-eh.com
7.0 Rules Commi	ittee	
Representative	Sistar Tolken	kidwell@yahoo.com

The Class Guildmasters

Anti-PaladinsSir Trinity	Archers	Sir Trinity
AssassinsSir Delphos	Barbarians	Draeven
BardsSir Larin	Color	Tanara
DruidsElder	Healers	Typhus
KnightsSir Morgan	Monks	Sirrakhis
MonstersSir Delphos	Paladins	Sir Nevron
ScoutsSir Sparhawk	Warriors	Tobias
WizardsSir Larin		

Event Schedule

Times/events are subject to change

FRIDAY

Gate Opens - Noon @ Tanglewood Forest 24hr RP Campaign Sign-In - 7:00 PM @ Ditch Field Leafblighter Battlegame Sign In/Rules - 9:00 PM @ Ditch Field Leafblighter Battlegame - 10:00 PM @ Ditch Field Ditching - Open @ Ditch Field

SATURDAY

Leather Mask Workshop - 11:00 AM Knights Meeting - 12:00 PM @ Knight's Circle Bellydance Workshop - 12:30 PM Relic Quest Sign In/Rules - 1:00 PM @ Ditch Field Relic Ouest - 1:30 PM @ Ditch Field Mom n' Kubs Klub Easter Egg Hunt - 1:30 PM @ Court Area Kingdom Battlegame - 3:00 PM @ Battlefield Park Officer Meeting - 4:30 PM @ Court Area GM Meeting - 5:00 PM @ Court Area PM Meeting - 6:00 PM @ Gate 24hr RP Campaign Ends - 7:00 PM Feast/Court - 7:00 PM @ Court Area Bardic - TBA @ Bardic Stage Ditching - Open

SUNDAY

GTHO - 12:00 PM in General

Brownies with Licorice Cats on top

Court Rules:

Basic one life, full class(es) scenario.

Must have permission from Monarch and PM to play a monster class during court.

Feast Menu

Times/events are subject to change

7:00 PM Saturday

Tweedle Dee Chips Tweedle Dum Salsa Cheshire Cheese Footman Fish Caterpillar Enchiladas Dormouse Enchiladas Hind Leg of Jabberwocky Mock Turtle Beans Tea Party Greens and salad dressing Chocolate Clubs and Cats

(TRANSLATION)

Tortilla Chips Salsa Cheese Sauce Goldfish crackers Chicken, Onion and Cheese Enchiladas Chicken and Cheese Enchiladas Cheese and onion Enchiladas Cheese only Enchiladas Brisket Borracho Beans Salad with Ranch or Italian Dressing

Perdition Rules

24hr RP Campaign

24hr Campaign Rules Set

Sign Up for 24hr RP Campaign starts at 7:00 PM Friday night at the ditch field. Kingdom Talons and Life Cards will be distributed by the designated campaign editor on hand and anyone may jump in at a penalty. Check with Grand Inquisitor Sutra for details. Game time begins at 7:00 PM and end at 7:00 Saturday. Unless you are attending a listed meeting/workshop/quest on the event schedule or are OOC, you are in 24hr Game Mode.

Please note: Participation in this scenario is completely voluntary and you must be signed-in in order to play in this particular campaign. Players will wear a specified wrist band in addition to the event issued wristband.

Currency:

Talons will be distributed at a flat rate per player. No titles or awards will influence currency given. Talons will be distributed by the designated campaign editor. Looting will be allowed to a maximum of ten talon's per kill.

Looting:

You must place your foot on targets foot and repeat "searching" x10 without interruption. If interrupted or if contact is broken, looter must restart count.

Nirvana:

Midgard Square (Court Area) will act as the central logistics/nirvana. No negative majicks or fighting. Midgard Square has a high town square that will be marked off by flagging tape representing an impassable wall. There will only be one entrance. The outskirts of the town will be know as The Pitts, where you will find shady dealings and unsafe harbor.

Death/Lives:

This 24hr scenario is a full class/life scenario. If you are shattered, you *have* to play as an NPC/Monster. Each life is represented by a life card you receive when you sign-in for this 24hr campaign. You start off with one card. When killed, aggressor must loot you for your card. Even if you do not get looted for your life card, you must return to nirvana to report your death and receive a new card. Card's will count towards victory points and must be turned in to logistics. Life cards will equal your class' maximum rulebook lives set. All counts are full count unless affected by in game effects. Magic users can offer their services to other teams for a fee/favor/etc.

No Fight Zones:

No fight zones are nirvanas/campsites with campers i.e. parked cars/tents/active pit fires/merchant row/company row/etc and any other location marked off as non-RP.

Safety:

Weapons and Armor

Your weapons and Armor will be checked for safety when you arrive at the event. Weapons/armor will be passed or failed according to 7.2 rules, Kingdom Champion or GMR's discrepancy.

Combat:

The most important combat rules are the safety rules. You must keep these rules in mind whenever you go into combat. If you violate these rules, we will remove your weapons for a period of time or ask you to leave the event. We are particularly concerned about players or crew striking too hard. If you see other players or crewmembers striking too hard, mention it to them out of character. If they carry

on then inform a GM, preferably the Player GM for the event. If the person you are fighting against is striking too hard, that is no reason to hit them hard back. Ask them out-of-character to pull* their blows.

Drugs:

Anyone who uses illegal drugs on the grounds will be asked to leave by site security. We will not hesitate to call the local law enforcement.

Alcohol:

Our policy on alcohol is BYO only. Players or crew who are of legal drinking age can bring alcohol to the game. If you offer alcohol to underage players, you'll be asked to leave. If underage players want to role-play drinking, we suggest they bring something like root beer and pretend it's ale. While a few drinks are nice, intoxication is not compatible with LARP. For safety reasons and to help ensure a pleasant atmosphere please be moderate.

Other:

Out-of-character theft, harassment, or any equally undesirable activity will not be tolerated.

Role-playing

Staying in Character

This campaign will be a 24hr live role-playing scenario. Please don't drop out of character inappropriately. You may find it tempting to say something humorously modern to "break the tension". Resist the temptation. If other players start talking

OOC ignore them, don't join in. If you want to talk OOC, save it for an appropriate time and place.

There are only three times at which it is appropriate to talk OOC:

- 1.) When talking quietly to a GM/Reeve
- 2.) In case of a real-life emergency or to warn other players they are playing dangerously
- 3.) In designated out of character areas.

Out of Character Areas

All areas denoted as out of game is a OOC area, such as private camp sites, un-participating campsites, parking lot, bardic, etc. Some campsites will be open to RP and will be marked with either a green glowstick or any other approved sign. Everywhere else in the game is in character.

Notes

Please don't abuse the OOC areas. Generally monsters will not attack you there because you are considered to be OOC, like having your hands on your head. However, do not use the OOC area as a safe haven from attacks by either monsters or fellow players, as that violates the spirit of the game. If a player does use the OOC area to "hide", they shouldn't be surprised if they get attacked anyway. Don't tell each other in-game secrets in the OOC area. The game is much more fun if you find stuff out during play. If you want to talk about events in the game, do it in character. Stories about your characters adventures are perfect role-playing material.

Nexus Crow Sutra Bahuas

Awards List - Reign 38

Awards Presented before 3.31.07

Name
Aidan and Ogar RedhawkZodiac
Baron Sistar TolkenGarber
Baron Sistar TolkenMaster Archer Lady Mama MelonsDragons Breath1
Baronet Faith SilveroseGarber
Baronet KofkaLadyLadyLadyLady
Baronet Typhus DeathcallerTitle of Baronet Lady MysteriTitle of LadyTitle
ChristianCrimson1 Lady Mysteri
Crimson WitchDragons Breath Lady Tanara
Dame K'tai bin R'al
Dame NightengaelDragonmaster
Dame NightengaelDragons Breath1 Lord Gott Des KriegesCrimson1-3
Dame NightengaelLion
Dame TigaraBest in Show4
Dame TigaraDragons Breath1 Lord Shamus the GreenLion
Darklight
Darklight
Duchess Clio NinetailsTitle of Duchess Lord Shamus the GreenTitle of Lord
Duchess Reine von DoomGarber
Ella HarvieDragons Breath1 LucanCrimson1-3
Ella Hervie
Elliott
Eric
Esquire Gabriel
Esquire Rage BloodstormRose
EveCrimson1 RachelCrimson1-3
HvaTitle of EsquireTitle
Hva
Hvem
Hvem
KainusDragons Breath1 Sir Delphos DarkheartCrimson
Katie
Kenta RedhawkDragons Breath1 Sir Forest EvergreenRose
Kodi RedhawkDragons Breath1 Sir Larin MoonstarCrimson
Lady Allys'siandraTitle of Lady Sir McFaddenRose
Lady Allys'siandraLion
Lady Allys'siandraSmith
Lady AylinDragons Breath1 Slash
Lady Aylin KarynLion
Lady Aylin KarynRose
Lady Aylin KarynTitle of Lady Whispr GreywolfCrimson1-3
Lady DoladarDragons Breath1

Kingdom Calendar

April 2007

14 - Sat: Crown Visit / Roving Battlegame / Kingdom Althing @ Midnight Sun

May 2007

12 - Sat: EH Crown Quals @ Midnight Sun

13 - Sun: EH Crown Quals [Mother's Day] @ Eagleshire

26-27 - Sat-Sun: Crown Visit / Roving Battlegame @ Finder's Keep

June 2007

9-10 - Sat-Sun: Crown Elections @ All Parks

29-1 - Fri-Sun: EH End Reign/Coronation @ Tanglewood Forest