

Greshin Rambles

Apologies

To all I do convey my deepest apologies. I thought in my ignorance that with my help I could help you folk of the kingdom set straight a great wrong. I was mistaken. Instead I have now perhaps worsened a situation that was within my grasp to fix. I speak of the missing Gifted, the ones you refer to as Shades. I found what I thought to be the source of the magic that was responsible for their demise. I instead weakened a magic that was halting it.

I sent several from the town of Broken Willow to an underground labyrinth so they may stop the creatures there from continuing what at the time I thought was a ritual to ride the land of Shades. They did well in their conquest and manage to stop part of the ritual. I later sent members of the Grey

Hilt mercenaries from Bell to finish the job. Unfortunately the inhabitants of the labyrinth were ready and had closed off the opening. This is when I found out the truth. A white draconian was present outside the entrance and demanded they leave. I still mourn for the two Gray Hilt members that were lost that day as their spirits were unable to reform a body.

To my knowledge the draconian do not blame any that I sent. The entrance to the labyrinth is now lost to me and I am still no closer to finding out were the missing shades are or why the draconian were casting such a powerful ritual.

My heart weighs heavy for my mistakes and I intend to fix what problems I have wrought.

Ageious Fage

Editors Note:

Friends it is my sad duty to inform you that we have lost two of our number. They are Margo Hesfor and Hilled Greensgor. They were part of the proud Company of the Gray Hilt and shall be missed.

I for one have no wish to forgive Ageious as he has brought about the death of those close to me and did so with a reckless foolishness. As we all know the risk involved when we take a contract, we hope that the contractor would have better information then to send us on a whim. What is to say that his next solution is any better than his first?

Greshin Respitin

Taur on the Move

Friends I present you with some grave news. It seems that the vile creatures the Taur are once again making their foul presence felt once again. Scouts have reported that several clans of Taur are moving north toward the Out-Homes. The nobles of Dari and Ahlled sent forth emissaries to see what the intentions of

the Taur. The answer came in grisly and no uncertain terms. The Taur are on the war path again. Fortunately winter is here and will force them to slow their advance till the weather breaks.

The Crown has once again instated the bounty on all the Taur save the Satyr. I have

also learned that the Queen will have each of the ruling households issue monthly contracts for incursions into Taur lands to try and quell the troubles and avoid a war. While I believe that these raids may help, I fear that it may not be enough. With most of the veteran of

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the Shades still missing we are sorely out matched. As always the Tower Knights will only act if acted against, or if the non-Shade part of the kingdom is threatened. It is also rumored that the Queen may also raise a

non-Shade army once again if the threat comes to close to the "real" border.

Once again it is up to us my friends to ensure the safety of those we have left behind. If called upon I urge all that can to

stand against this rising tide. I will endeavor to keep you all in the light of knowledge.

Tip of the Month

Hail All

Welcome to the tip of the month. This is where the staff of Caducus and experienced players pass on our many, many, many, many, many years of LARP knowledge to anyone that will listen. We also welcome any suggestions.

This months' tip is about staying in-game.

We the staff at Caducus are endeavoring to create a world in which you can lose yourself in. To do this it requires imagination and atmosphere. We do our best to try and get our costuming for the monsters to look the best we can. (With our limited budget, sorry folks I am not Industrial Light and Magic or WETA) We also have our npcs stay in character as much as possible as well as gussying up the camp with banners and period decorations. We also want to encourage you the player to also feel free to decorate.

Stay in character and speak in-character as much as possible. It is very easy sometimes to fall out of character when

you are sitting around with your friends and you do not think anyone else is by. Someone will start cracking out of game jokes or talking about the football game they have to go to next Sunday (I have personally done both to my great shame.). That, of course, is when someone unseen is in earshot or unseen skulking around in the bushes and you don't realize that you are also pulling them out of the in-game experience. That person may be in the middle of some one on one role-play or trying to get information on your group and instead they get a quick shot back to the real world. As it may not seem like a big deal to you, this often times can ruin an event for some. Before you make that out-of-game comment, ask yourself first how you would feel if you were in the middle of an encounter and it got ruined by someone blurting out the Lions score.

Also do your best to avoid modern slang and other anachronisms. Do not wear sunglasses or a watch as part of your cos-

tume. Nothing is worse than being a player and walking up to a person that responds to you with "What up yo, hang a sec while I get the hook up from this npc." (It has happened)

Remember Caducus is a lot about atmosphere and trying to create the fantasy world, not just running around and playing paint ball with swords. We want the whole role-playing experience and it is up to each of us, player and staff, to make it happen.

Thanks

Doug Fleming