

MAGYAR

LIGHT A CANDLE OR CURSE THE DARKNESS

In the wilderness of eastern Europe, life is cheap. Villages huddle in the shadows of the Carpathian mountains, their luckless inhabitants scratching what life they can from the half-frozen earth between the trees. Only the desperate venture to hunt into the forests, for bows and dogs cannot bring to bay what thrives in the darkness beneath the leaves. The heart of the land is sick; and when the blood-wrought moon rises each night, those with wisdom bar their doors and pray for the morning's deliverance.

In the summer of the year 1291, Magyar is ruled by the so-called nobles of the Silver Court – all but the least of them bloated with the taint of undeath as they seek to finish their purge of the living lords of the land. Yet in the sanctuary of a monastery at Lébény, the last free scions of Magyar's greatest houses still draw breath. There on the eve of what may be their last battle, they have gathered together every hoped-for half-ally they could reach. As the Court's forces close in on their refuge, all manner of fools, heroes and monsters rally to the fight for Magyar's lifeblood.

THE COUNTS OF THE FREE COURT are Magyar's last living mortal lords. Sons and daughters of the warlords of legend, hunted and beset by enemies, they cradle the last spark of hope in their nation, and mean to see their birthright restored.

THE LEADERS OF THE RESISTANCE are ordinary men and women who dare to stand up and seek vengeance for the atrocities of the vampires. Veterans of a thousand desperate battles in the darkness, they will remake their land or die trying.

THE MONKS OF THE HOUSE OF CANDLES, Morvians offering what support they can to the war against darkness, ignorance and fear. By bringing this war council within their walls, they hope to see Magyar enter a new golden age.

THE ORDER OF THE BLOODY ROSE, Mallanite vampire-hunters. *Successful* vampire-hunters. The Order knows what the leeches are, and it will see them burn.

THE FOREIGNERS AND THE MONSTERS – The Children of the Light are massing to bring a crusade from the west, and even the undying Saints of Ruthenia seem to think that Magyar's vampires may have strayed from true lordship. The Dwarves and Drow beneath the Carpathians are listening, and the ratlike Vetch of Wallachia offer their inventions and alchemies to the cause – for a price. Rumour has it that the Crimson Court, the werewolves who yet rule in the high forests, are willing to lend the humans an ear. Some even say that a member of the Silver Court itself has turned on its kind and proven itself loyal...

THE SUN IS RISING
30th May - 1st June 2008

Booking Form

The Magyar 3YGB event will be a player-led interactive weekend event from the 30th of May to the 1st of June, 2008, at Ennerdale Scout Centre, Cumbria. It will be set in continuity with the Treasure Trap universe, and run using the normal TT rules system – however, characters from the main game will not be involved.

The concept of the event calls for most people to be players; player places will cost £35 for the weekend, including a bunk and full catering from our talented chefs. We will also need a monster crew to help with the cooking and the violence; crew will also have characters to play when not helping run the event, but ‘cause we’ll be monopolising their time, crewing costs a mere £5.

The booking deadline will be the **21st of March** – after that date we may still have crew places, but all character bookings must be in by then! Briefs, site details and transport arrangements will be sent out by email during the Easter holiday.

Please write clearly, for the refs are simple souls and easily puzzled by hieroglyphs. ☺

Player Name:

Email Address:

I Want to Character **...but will Crew if needed**

I Want to Crew **...but will Character if needed**

Character places will cost £35; Crew places will cost £5.

Would you like: Transport from Durham **Directions to the site**

If you'd like us to arrange transport, it will be via minibus and will get you to the event on Friday and back again on Sunday, from DSU. Transport will cost more on top of the main event price – cost of transport divided between everyone who needs it.

Are you a third year? [YES / NO]

Indicate YES if you are a third year, or if you are graduating and leaving Durham and have not yet counted as being a third year at one of these events, or if you've been in the society for more than three years and haven't had a third-year goodbye yet, or it's been three years or more since your last third-year goodbye. If you reckon you should count as a third year under any other circumstances, or if you for some reason don't want to count as a third year this year, let us know ☺

If we run out of beds, would you consider camping? [YES / NO]

We have 38 beds; third-years and the crew (especially the cook!) get priority! Otherwise it's first-come first-served.

Any medical conditions, food allergies or food requirements we should be aware of? If yes, please give details.

Character Generation

The way the event is structured means characters need to be ref-generated (in terms of their stats, background etc) in order to give them a shared history. So, the character design method is this:

- 1) Fill out the attached Character Profile form (next page)
- 2) If there's anything specific which you really do or don't want to play, add a note in the Ex Miscellanea section. Feel free to come and chat to us if you want to bounce ideas around!

Character Profile

Tick as many or as few boxes as you like - very few of these are mutually exclusive, even if they look it. However, please think carefully about what you tick – you will get what you ask for!

- I want to know everything
- I want to know nothing
- I want to know something

- I want to be a good guy
- I want to be a bad guy
- I want moral ambiguity, damn you

- I want to have friends
- I want to have allies
- I want to have minions
- I want to be alone

- No face paint please
- No romantic storylines please
- I don't drink

Number in priority order, 1 = most 7 = least:

- Fighty
- Thinky
- Talky
- Sneaky
- Magicky
- Strategy
- Shinies

And last but not least – think carefully:

I Want To Be Screwed Over By Plot

Ex Miscellanea

If there's anything you'd like that isn't covered above, or if you'd definitely like or not like something specific, jot it down. Any amount of detail is fine – anywhere from “I'd like to be a noble” or “I'd like to have a good excuse to get drunk and shout a lot” to a full background and a complete stat sheet (but we don't promise not to change it). Feel free to tack on more paper than we've provided.

Please return your completed form to the 3YGB Head refs (Tim Packer and Freya Copley-Mills) in person, by email to DUTT3YGB@gmail.com, or on the web at <http://www.dur.ac.uk/treasure.trap/magyar/>. The online methods are recommended! And remember the booking deadline: **21st of March, 2008** but the faster we hear what you want the more time we have to scheme. Yes, that's a good thing!