



**Out of
Character**

It's coming...

M.B.

9th– 11th July UCSA Building.
Whole weekend \$20
Live action RP \$10
Grand Strategy \$10
Role-playing (per session) \$5

SAGA INC
SERIOUS GAMING
[HTTP://SAGA.ORG.NZ](http://saga.org.nz)

**Oh noes they be
stealin mah bukkit.**



Buckets of Dice.
Don't let the bucket
thief get you too!

Editor's Note

So... Tern Two. Well, it's pretty jammin' as far as Saga is concerned, We've got **Buckets of Dice** coming up on the **9th to the 11th of July** and later in this very publication SAGA members will be able to pre-register for that very event, which will be awesome. And involve so many dice one will probably require some sort of container in which to hold them.

We had a record number of entrants for the writing competition, and you can see the winner in this very publication. Remember, the overall winner would get a fabulous prize.~ a 24-karat vegetable patch. I am pleased to announce that the prize will be going to Ms. Gertrude Perkins, for her work 'Origins', a searing masterpiece, and featured in this very publication.

We had Minicon earlier this term, and you can see the pics for it further on in the comic. It was really good, epic battles were fought and won (and lost).

Our front cover comes courtesy of Melina Akiraine, who is ludicrously talented and awesome. Seriously.

Gaming evenings Tuesday and Thursday from six in the Heat and Eat in the UCSA building (bring a friend) continue to be a success. Remember we're always running board-games, as well as campaigns. They are an excellent chance to mingle and hang out. Look forward to seeing you.

See you on the flip side.

-Pubs.

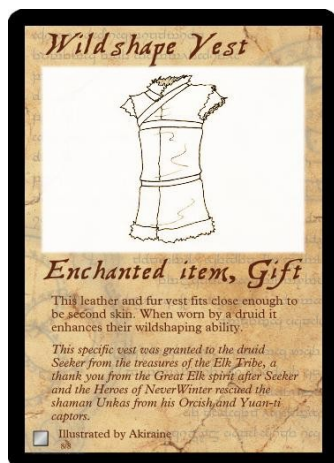
*I will never use that word again.

Propping Up The Background

Words by Robert Marsden, Pictures by Melina Akiraine

Over the course of the Never Winter Nights campaign (SAGA 2007-2009) the characters acquired a number of unique, often quirky items. To make these something more than regular loot I as DM produced small handouts detailing each item's history and abilities along with an illustration sourced from the internet. Players kept these with their character sheets for reference.

This year the opportunity presented itself to have one of SAGA's new members, a prolific artist, re-imagine and re-draw the illustrations for consistency and reuse in future campaigns. Some are presented here for your entertainment and inspiration (ie steal if you wish).



Wildshape Vest: Enchanted Item, Gift

This leather and fur vest fits close enough to be a second skin. When worn by a druid it enhances their wildshaping ability.

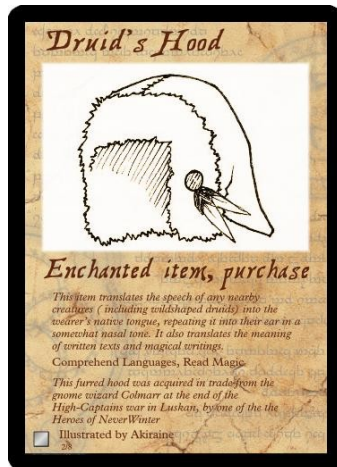
This specific vest was granted to the druid Seeker from the Treasures of the Elk Tribe, a thank you from the Great Elk spirit after Seeker and the Heroes of Never Winter rescued the shaman Unkas from his Orcish and Yuan-ti captors.

Bracers of the Unfinished Strike: Enchanted Item, Gift

+2 AC (Armor) Sanctuary DC 3rds 1/day

These sturdy bracers are twice enchanted – once to protect the wearer as is common for their kind, and then again to allow the wearer the benefits of the Sanctuary spell once per day. They are typically found in the possession of a monk order, passed from master to outstanding student.





Druid's Hood: Enchanted Item, Purchase

This item translates the speech of any nearby creatures (including wildshaped druids) into the wearer's native tongue, repeating it into their ear in a somewhat nasal tone. It also translates the meaning of written texts and magical writings.

Comprehend Languages, Read Magic.

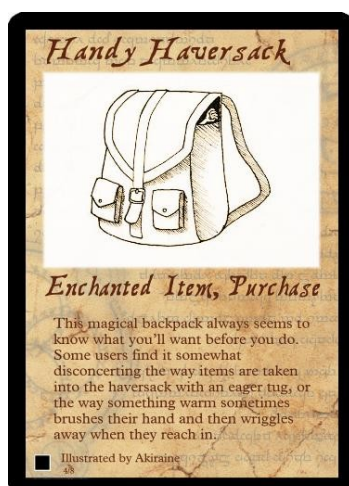
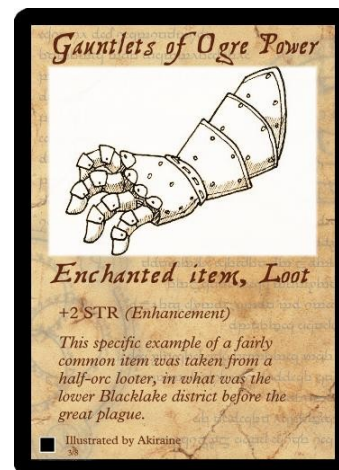
This furred hood was acquired in trade from the gnome wizard Colmarr at the end of the High-Captain's war in Luskan, by one of the Heroes of Never Winter.

Gauntlets of Ogre Power:

Enchanted Item, Loot

+2 STR (Enhancement)

This specific example of a fairly common item was taken from a half-orc looter, in what was the lower Blacklake district before the great plague.

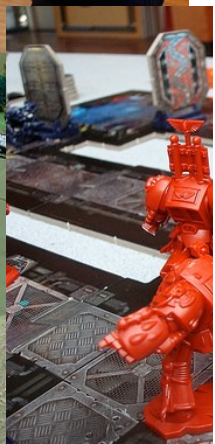


Handy Haversack:

Enchanted Item, Purchase

This magical backpack always seems to know what you'll want before you do. Some users find it somewhat disconcerting the way items are taken into the haversack with an eager tug, or the way something warm sometimes brushes their hand and then wriggles away when they reach in.

To be continued...



MINI
Term
201



ICON
n Two
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Origins

By Gertrude Perkins

It's hard in these mean streets. The ghosts of old enemies— and old friends— haunt them and make the night darker. The labyrinthine alleys twist and turn, People get lost in them, hiding from the past present and future. The streetlights spot the darkness, regular flashes of white. They gleam like oil off the damp streets, tawdry jewels on the cars that flash past, windscreen wipers ticking back and forth in the same tick-tock rhythm as tick-tock men go home to watch television and pass out till the next day.

I worked in an office in the day, working towards the deposit on my house. I met Lucille, my girlfriend, through a conference. She had the sweetest smile. She bought me a beer. I spat a chip crumb onto her blouse. That was six months ago. On our first date, we'd gone to see a film, and then we went to the Namco diner. We had cherry pie. I hate cherries, but ate it because she said it was her favourite. We shared our first kiss outside, in the rain, under a street-lamp.

That night, the night it all began, I had taken her to the Namco diner. It was raining. We had cherry pie. Under a street-lamp, kneeling in a puddle, I asked her to be my wife. She said yes. It couldn't get better.

We walked to my condo— soon to be our condo— holding hands. Then I heard a shrill scream in an alley. I looked at her, but she was already tugging me towards the source of the sound. She was always brave.

Lucille clattered down the alley in her red boots, blond hair sliding over her shoulder and out of the red ribbon holding it back. I followed. There was someone slumped at the end of the alley. A giant orange Thing was bent over them, and I

knew it was feeding. A blue Something– shapeless with huge eyes, slipped past, crashing into Lucille– it bore her down and buried its face in her chest. I grabbed at it– I couldn't get a grip and I was cursing. Lucille struggled weakly. Her eyes had a glassy look, her face was pale. The blue something detached itself. She looked at me, and smiled. Then she looked over my shoulder. Her eyes widened and I turned round. There was someone. I knew it was Death.

“You can't have her! She's not ready yet!” I held her to me. Death looked at me, and shook his head.

“Take me!” I sobbed. Death shook his head. Lucille went limp. I stood up.

“WHY?” I yelled. “WHY?”

Someone pulled me off her. An old man. He nursed me. I was not without injury. He taught me about the Ghosts and their never-ending hunger for mortal emotion, souls and life, and about the weak-spots in the wall between Here and There. And about the Duty. Once a generation, someone who can see the Ghosts, and use the weak-spots to push them through to There. For a short while he helped me forget my loss. Then he died. I saw Death come for him.

I rove these dark streets, swallowing the light behind me, chasing the ghosts as they chase me. I chase them into the There. If they don't go, I hunt them down. My fame has spread. People look to me to keep safe.

I'm Pac-Man.

Some Absolutely Spiffing Things

Comics Compulsion

Comics Compulsion is there for all your comics and gaming needs, and conveniently situated on Manchester Street at number 181, just round the corner. They also support Buckets of Dice, which is pretty neat.

SeriouslyBoard.co.nz

Seriously Board has just popped onto our radars. As well as already having incredibly low prices they are offering Saga members a further 10% discount, which is pretty neat.

Boardgamegeek.co.nz

This is a pretty good way to meet other gamers and discuss lots of interesting and relevant things. Or you know, talk about nothing in particular.

Buckets Of Dice

It's coming! Saga members can pre-register just across the page, and we encourage everyone to show up. It's gonna be great fun!

Gaming Evenings

Continue to be on Tuesdays and Thursdays from about six o'clock and continue to be awesome.

Pre-Registration for SAGA Members



Please hand in by the 1st July.

Name: _____

Address: _____

Phone Number: _____

SAGA member: Y/N Membership Number: _____

Paid \$20: _____

I wish to:

Participate in the entire weekend _____

Sessions including LRPG _____ Grand Strategy _____

Wish to run a game _____ (Please supply a blurb if you have one)

I calculate this will cost _____

Drop this off at any of our gaming evenings,
Tuesday and Thursdays in the UCSA.



Contributors

The Editor would like to extend heart-felt thanks to:

Melissa Akiraine

Gertrude Perkins

Robert Marsden

The Doctor (for his help with deadlines and the crack in my wall.)

Want to be as awesome as these guys?

Think you could do better than Gertrude? Want to put your name in print? E-mail contributions to sat90@student.canterbury.ac.nz with the subject line Out Of Character, or come talk to me on Thursday gaming evenings.

More information on all Saga events and stuff at www.saga.co.nz

Thanks for reading, see you next term!