

# The Ryftlund Rag

In-Game Year PR2

Third Quarter Edition

Issue 1



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# FROM YOUR MANAGING DIRECTORS

Welcome to our very first newsletter!

It is our pleasure to bring to you The Ryftlund Rag. It will contain most up to date information on gameplay and rules, hints and tips for games, interviews, questionnaires, and a bunch of fun stuff at the end.

If you would like to submit anything for publication in the next newsletter please send your submission to our email or contact your Managing Director Blaez.

In this edition you will find an interview with everyone's favourite NPC, The Banker; an article on how to create a unique character including history, style, and beliefs; dates for upcoming events; and more.

We hope you enjoy reading The Ryftlund Rag as much as we enjoyed creating it.

Your Stormglow Battlegame  
Managing Directors



## WELCOME TO RYFTLUND!

### OUR NEW WORLD NEEDS CREATING

Our new world Ryftlund, so full of magic and wonder, is currently incomplete! And so we are looking to you, our players and supporters, to help us create our world. We have some details about our world but not enough to map everything out. What we want from you are more details!

Tell us what could be in Ryftlund. Is there a giant lake in the east that could be mistaken for an ocean? Does the west coastline have a peninsula? Are there mountains in the shape of trolls heads to the north? We don't know, but you could!

Send the details to our email [contact@stormglowbattlegame.com](mailto:contact@stormglowbattlegame.com) and we can finally flesh out the land of Ryftlund together!

Once we have received enough details to begin a map we will be publishing them for all of you to create it! Draw it, paint it, paper mâché it; let your creativity flow. The best entries will be published for a public vote and the winners design will become our world Ryftlund!

# DID YOU KNOW WE HAVE A WEBSITE?



**For only \$27.93 + shipping from our Redbubble store you too can answer the question always put to Managing Director Blaez, 'Yes we have a website'!**

Available in multiple colours and the option to have the design on the front or back of your shirt. (Back design shown)

As a not-for-profit community group, Stormglow Battlegame ensures all proceeds go directly back into the group to assist with the payment of business costs such as insurances, website costs, and maintenance on equipment. Your purchase will help us to continue to grow and thrive in the LARP community!

Head to <https://www.redbubble.com/people/Stormglow/shop> for more gear and designs

# SPOTLIGHT

## AN INTERVIEW WITH AN NPC: THE BANKER

***Where are you from?***

The First Bank of Ryftlund, obviously.

***What is your most obvious blessing or strength?***

The ability to remain calm during a robbery.

***What is your most obvious flaw or weakness?***

\*scoffs\* The Banker has no weaknesses!

***Do you have any deep, dark secrets in the past that may come back to haunt you?***

The code... but of course you know nothing of the code.

***What valuable or important professional/personal contacts do you have?***

Everyone knows The Banker, so I would say I'm the most valuable and important contact I have.

***What is your general reaction to an attractive member of the opposite sex who lets you know they are available?***

NEXT!

***Can you be blackmailed or bribed by PCs or NPCs?***

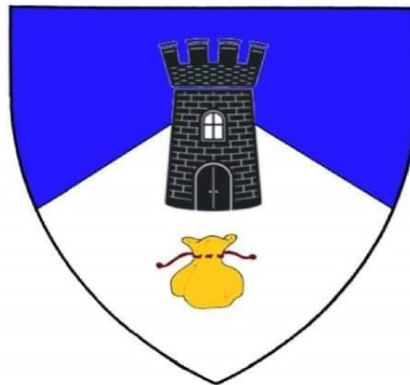
Never. I am bound by the code to remain impartial.

***Do you have any dreams or ambitions?***

Of course not. What kind of a banker do you think I am?!

***What are your most annoying habits?***

Some would say I am aloof; I say I am indifferent.



***What is your favorite food?***

Chocolate coins.

***What is your favorite drink?***

Anything free.

***What is your favorite bard song?***

You wouldn't know it; it's a favourite among bankers.

***What would you do if someone attacked you?***

Call for the Town Guard of course.

***How do you feel about government (rulers) in general?***

They pay their tax collectors well.

***If your life were to end in 24 hours, what 5 things would you do in those remaining hours?***

Is that a threat?! GUARDS!

***What is your idea of a good evening's entertainment?***

Balancing the accounts.

***What's your go-to dance move?***

The Copper Coin Shuffle.

***What is the weirdest thing you've ever eaten for breakfast that is not a breakfast food?***

A Silver... don't ask.

***If you could get a Mancer to grant you 1 magical power what would it be?***

To detect thieves.

***3 words to sum up yourself?***

Brilliant, shiny, and rich!

# UPCOMING EVENTS

## July 2022

Mo Tu We Th Fri Sat Su

				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

## July

5th—Battle Night  
 10th—Training Day  
 12th—Battle Night  
 17th—The Fallen Shadows 4th Birthday  
 19th—Battle Night  
 24th—Training Day  
 26th—Battle Night  
 30th—Arilig Middag (Mid Year Feast)

## August 2022

Mo Tu We Th Fri Sat Su

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

## August

2nd —Battle Night  
 7th —Training Day  
 9th —Battle Night  
 16th — Battle Night  
 21st—Training Day  
 23rd —Battle Night

## September 2022

Mo Tu We Th Fri Sat Su

			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

## September

4th—Training Day  
 6th—Battle Night  
 13th—Battle Night  
 16th—Stormglow Battlegame's 3rd Birthday  
 18th—Training Day  
 20th—Battle Night  
 27th—Battle Night

# STORMGLOW'S HOW TO CREATING A UNIQUE CHARACTER

A character goes much deeper than their appearance, their human/non-human status, their name, number of siblings, where they live, etc.

Real characters are born out of their history, family background, world view, religious beliefs, moral code, self-image, self-delusions, strengths, flaws, goals and many more aspects.

To create a unique and effective LARP character we need to delve into these aspects to flesh them out and make them real.

For instance, do you want your character to be a human, a warrior, with battle scarred skin and exceptional swordsmanship? Great, but how did they get that way? You need to ask questions like "how did my character get those scars?" and "when did my character decide to be a warrior?". Even things like "what moment or moments have molded my character's personality to be the way they are?" will be invaluable to learning who you want your character to be.

However there are some tropes which are not unique. For example, a stealthy ranger with family slaughtered by a big force (such as an army) and is now after revenge and travelling the

lonely roads of the land to discover who gave the order to kill their family.

A slaughtered family is an overdone notion of many backstories. Instead, think of what struggles and triumphs your character may have that you don't hear about in every story.

*You need to ask questions like "how did my character get those scars?" and "when did my character decide to be a warrior?"*

Make your characters actions speak louder than their appearance. For example, your character could try to mediate an argument between strangers, or they could pick a side and incite further violence. Moments like this immediately differentiate your character from others based purely on a seemingly insignificant moment.

Giving your character a unique goal can also make a huge difference and make your character stand out. Maybe rather than looking for revenge, your character is looking for someone to protect.

But they don't know who they're meant to be protecting. What if their only clue is a nickname from childhood?

In order to achieve their goal they may need to team up with people. Unique goals can make for interesting character development, especially if they aren't able to easily achieve their goal.

Quirks can also assist in making your character more unique. Is your character a fair person? Try this then; your character is so fair that they would carry a set of brass scales to a shared meal, portioning out every dish to the exact weights ensuring that each diner receives an equal and **fair** portion.

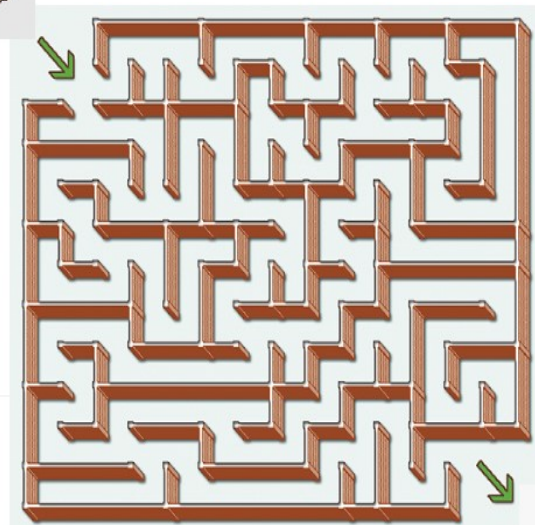
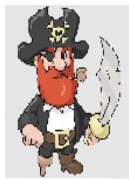
Conflicting traits can be very helpful too. What about a character who is ambitious? Ambition is usually paired with underhandedness and backstabbing to get to the top. What if rather than the negative stereotype, your ambitious character is loyal with a strong sense of right and wrong?

In essence, your character doesn't have to be the same as everyone else's. Do the work, and you'll find yourself with a fully fledged being, rather than just another warrior with scars.

# LARP WORD SEARCH

B	E	R	S	E	R	K	E	R	F	O	R	D	R
S	R	R	E	S	W	L	I	E	D	D	E	W	S
O	U	B	W	H	T	T	M	E	E	R	C	A	G
M	O	A	O	T	C	U	U	R	G	Y	N	R	L
I	M	R	A	R	D	R	O	W	S	F	A	F	C
N	R	B	F	A	N	T	A	S	Y	T	M	S	W
O	A	E	M	E	D	I	E	V	A	L	O	T	O
R	S	T	N	I	O	P	T	I	H	U	R	S	R
D	O	C	O	P	Y	R	O	M	A	N	C	E	R
R	E	H	A	L	F	L	I	N	G	D	E	U	A
M	S	H	E	I	L	D	P	R	A	L	N	Q	N
O	R	O	I	R	R	A	W	E	L	V	E	S	G
O	R	E	C	N	A	M	A	R	R	E	T	I	E
T	W	T	E	T	E	R	G	O	M	B	E	P	R

- BATTLE
- TERRAMANCER
- ARMOUR
- NECROMANCER
- MEDIEVAL
- NORDRMOOT
- ARROW
- DWARF
- SWORD
- HIT POINTS
- OGRE
- ELVES
- PYROMANCER
- ARCHER
- BERSERKER
- LARP
- HALFLING
- WARRIOR
- RYFTLUND
- FANTASY
- SHEILD
- RANGER
- QUESTS



**FOR YOUR CHANCE TO WIN A FREE GAME ANSWER THIS RIDDLE**

A vessel have I, that is round as a pear,  
moist in the middle, surrounded with hair;  
and often it happens, that water flows  
there.

**The first person to email us the correct answer will win!**

**[contact@stormglowbattlegame.com](mailto:contact@stormglowbattlegame.com)**