

Ars Magica Grand Tribunal

UK Convention 2014 - Cheltenham

Welcome to the 2014 Ars Magica Grand Tribunal UK Convention
the European convention hosted with kind permission of Atlas Games

Saturday 9th & Sunday 10th August 2014

Gas Green Community Centre, Cheltenham, UK

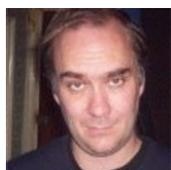
plus fringe events on the evening of Friday 8th August

Introduction by our special guest, Ars Magica line editor **David Chart**:



Salvete sodales! Ars Magica is made to be played, and it's great to see people gathering from all over Europe to do just that. It might be a niche game, marginal even in the marginal hobby that is pen-and-paper roleplaying, but fans like this make all the effort to create the game worthwhile. I'd like to thank you for enjoying the game, but that sounds a bit strange, so I'll just say that I'm extremely happy that you do. I'm looking forward to meeting everyone, whether for the first time or for the first time in a while, and to playing Ars Magica. Finally, I would like to thank CJ and Andrew for all their work in organising the convention. It is a hard task, and I would like to ensure that it is not a thankless one.

Your convention organisers:



CJ has written a number of published supplements for Ars Magica, including Church, The Lion & The Lily and Rival Magic.

Lots of people think **Andrew Oakley** is well-organised with an excellent memory. In truth he's just good at *writing stuff down*.



Schedule - Optional Friday Fringe

Friday 4pm onwards - O'Neills Pub & Grill, 23-26 Montpellier Walk, GL50 1SD

Friday 7pm - Happy Garden Chinese restaurant, 327 High Street, GL50 3HS

Friday 9pm - Holiday Inn Express hotel bar, 33 Dunalley Street, GL50 4AP

Main Event - Gas Green Community Centre, Baker Street, Cheltenham GL51 9HQ

Saturday 10am until late and Sunday 10am-4pm. Please bring a packed lunch.

On-street parking. Tea, coffee and soft drinks available. Fish & chips can be ordered for supper on Saturday, place your order with Andrew Oakley **by lunchtime on Saturday**. No alcohol at venue.

Mop Fair Freeform

A non-contact live action role-playing game scenario based on an adapted, cut-down version of Ars Magica 5th Edition rules. This will be the first game on Saturday morning as an ice-breaker.

Background

England, 1360. It has been nearly ten years since the worst of the Black Death wiped out over a third of England's population. The balance of power between nobles, landowners and the peasantry has been upset by the resulting labour shortage.

It is November and the riverside market town of Tewkesbury, Gloucestershire, is holding their annual Mop Fair. Labourers and employers are gathering in the town for negotiation and hiring.

Those looking for work can be seen around town carrying the tools of their trade, so they can easily be recognised by potential employers. Domestic servants might carry a mop (hence the name "Mop Fair"), agricultural labourers might carry a hoe, spade, crook or scythe, stonemasons might carry a hammer or chisel, carpenters might carry a saw.

New employment is usually sealed with the payment of a shilling. It has been decreed that **all negotiations must cease when the taverns open at 6pm.**

The employers - nobles, knights, clergy from the local abbeys and magi from the local covenants - are going to face some hard bargaining. And maybe settle some scores between each other.

Historical notes

- There is currently a truce between England and France, one of many peaceful intermissions during the Hundred Years War. However, war could resume at any moment. Knights and nobility may need to supply peasants to form an army at short notice.
- King Edward III's Statute of Labourers (1351) has decreed that wages should be frozen at pre-Black Death rates of 1346. However this is being widely ignored. Wages for labourers and men-at-arms have almost doubled since the plague.
- There are two abbeys. Tewkesbury Abbey is in the game area, in Abbey Fields. Another abbey, Hailes Abbey, is about 5 miles / 8km further away, not in the game area.
- Some of the history has been adapted for gameplay. For example the relationship between Nobility and the management of farms has been simplified. Also, wizards aren't real.

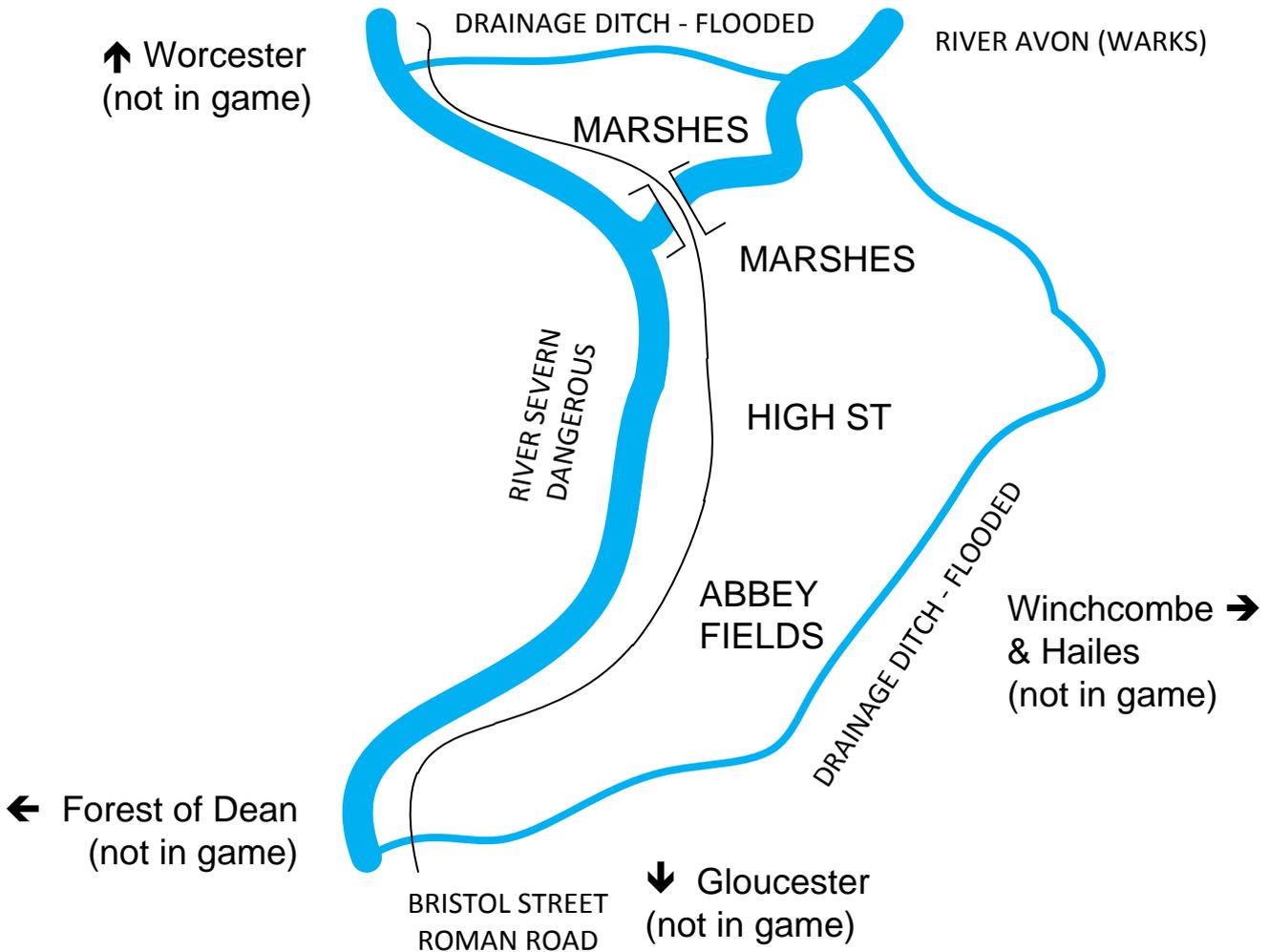
Props

- Knights should carry a sword or shield
- Nobles should wear large jewelry, chains, large brooches or a small crown
- Clergy should wear a large cross
- Magi should carry a wand
- Peasants should carry a tool of the trade (fork, spade, basket, mop, dustpan, hammer etc.)

Rules

- There are cut-down rules for magic, combat and abilities - speak to a storyguide
- Powerful magic costs Viz in the cut-down rules for this freeform

MOP FAIR FREEFORM – MAP OF MYTHIC TEWKESBURY



GRAND TRIBUNAL UK 2014 – MAP OF FREEFORM ROOMS

This door is the River Severn. You cannot use this door (i.e. cannot move along the river) unless you are with the Ferryman or have a skill/magic (ask storyguide)

