

# TLC Scenario Writers Challenge 2008! [closed]

The Last Cycle

Author	Posts
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Author	Posts
<p data-bbox="65 136 312 170"><b>Underspawn</b></p> <p data-bbox="65 197 312 230">Post ID: 36489</p>	<p data-bbox="320 136 1544 170"><b>TLC Scenario Writers Challenge 2008! [closed]</b></p> <p data-bbox="320 170 1544 230">Hearken once more, meatpuppets. Your masters again play a tune for our vile amusement, and like pretty marionettes you shall dance and cavort to our whimsical dirge!</p> <p data-bbox="320 259 1544 320">[align=center] [color=#993333][font=georgia]<b>TLC Scenario Writers Challenge 2008</b>[/font][color][align]</p> <p data-bbox="320 349 1544 528">Same deal as [url=http://www.kult-rpg.com/forum/viewthread.php?tid=2863&amp;title=Competition%3A+TLC+Scenario+Writers+Challenge+2007+%28winners+announced%21%29]last year[url]: write the best Kult scenario your feeble mind can conceive and submit it for judgement. Use whichever rules edition you please, including whatever creatures, concepts, characters and cults you wish to produce an interesting horror story able to be played with minimal preparation.</p> <p data-bbox="320 584 1544 618"><b>HOW TO ENTER...</b></p> <p data-bbox="320 647 1544 707">Submissions should be presented in the usual text formats (DOC, RTF, PDF, etc.) emailed to myself or another member of TLC staff with the competition title as the message header.</p> <p data-bbox="320 736 1544 770">The competition deadline is <i>July 31st 2008</i>.</p> <p data-bbox="320 826 1544 860"><b>HOW TO WIN...</b></p> <p data-bbox="320 889 1544 1039">We were disappointed to learn that, this being an election year, the dark lord Astaroth will be unable to attend as judge for the 2008 competition. However via some eleventh-hour sacrificial ritual re-routing, we were able to persuade the goddess Minothorgon, She Who Waits Below, gatekeeper of Achlys, consort of the Void to fill in. This year we theorise there will be only one entrant: the winner. If you're not him, you've already been erased from history.</p> <p data-bbox="320 1068 1544 1102">How will/did this soul avoid being cast screaming into the maw of oblivion? Easy...</p> <ul data-bbox="320 1131 1544 1659" style="list-style-type: none"> <li data-bbox="320 1131 1544 1211">- Write something cool. It is said that Achlys is a lot like Eurovision: somehow, nothing cool ever finds its way in. If you have fun writing your scenario, chances are high that people will have fun reading it, playing it and showering its author with prizes.</li> <li data-bbox="320 1240 1544 1357">- Substance. Don't submit some half-baked outline of a plot. Your scenario must have a reasonable depth of theme and characters, ingenuity of scenes, an overall atmosphere of horror, and most importantly the potential to offer a memorable roleplaying experience. The scenario's length is not a high priority, but will be considered.</li> <li data-bbox="320 1386 1544 1480">- Playability. Artistry and imagination is one thing, but the end result has to be of use to other Kult GMs looking to entertain our players. Lay your scenario out in an intelligible manner, and design it to be fun and manageable, neither excessively linear nor too vague and open-ended.</li> <li data-bbox="320 1509 1544 1659">- Cosmetics will <b>not</b> be an issue. A good adventure is a good adventure whether presented in 12pt plain text or blinged-up InDesign PDF. If you feel you need to include area maps or other supplementary material (which would be nice), they can be as basic as you require. Don't worry either about perfect grammar or writing skills. To She Who Waits Below all human language is as the squealing of dying rats. That said, she does prefer things to be written in English.</li> </ul> <p data-bbox="320 1715 1544 1749"><b>WHAT YOU WIN...</b></p> <p data-bbox="320 1778 1544 1872">First prize is the ability to continue to exist. Plus you get first pick of <b>TWO</b> items from the below list. Based on the quantity of submissions, up to two runners-up may be spared from oblivion and can each choose one item from the remaining prizes.</p> <p data-bbox="320 1951 1544 1984">[color=#993333][font=georgia] <b>Prize List</b>[/font][color]</p> <p data-bbox="320 2040 1544 2154">[color=#993333][font=Georgia] - <b>KULT: Death Is Only The Beginning</b>[/font][color] [url=http://www.kult-rpg.com/forum/books.php?action=viewbook&amp;bid=5&amp;title=Kult]Image URL: http://www.kult-rpg.com/forum/images/Books/English/Kult_Death_is_only_the_beginning/kult_front_200px.jpg[/url]</p>

Author	Posts
	<p>[color=#993333][font=georgia] - <b>Legions of Darkness</b>[/font][[/color]  [url=http://www.kult-rpg.com/forum/books.php?action=viewbook&amp;bid=8&amp;title=Legions%20of%20Darkness]Image  <b>URL:</b> http://www.kult-rpg.com/forum/images/Books/English/legions/lod_front_200px.gif[/url]</p> <p>[color=#993333][font=georgia] - <b>Metropolis Sourcebook</b>[/font][[/color]  [url=http://www.kult-rpg.com/forum/books.php?action=viewbook&amp;bid=16&amp;title=Metropolis%20Sourcebook]Image  <b>URL:</b> http://www.kult-rpg.com/forum/images/Books/English/Metropolis_Sourcebook/metropolis_front_200px.gif[/url]</p> <p>[color=#993333][font=georgia] - <b>The Judas Grail</b>[/font][[/color]  [url=http://www.kult-rpg.com/forum/books.php?action=viewbook&amp;bid=19&amp;title=Judas]Image  <b>URL:</b> http://www.kult-rpg.com/forum/images/Books/English/judas_grail/judas_front_200px.jpg[/url]</p> <p>[color=#993333][font=georgia] - <b>Kult Player's Companion</b>[/font][[/color]  [url=http://www.kult-rpg.com/forum/books.php?action=viewbook&amp;bid=17&amp;title=Player%27s%20Companion]Image  <b>URL:</b> http://www.kult-rpg.com/forum/images/Books/English/players_companion/players_companion_front_200px.gif[/url]</p> <p>[color=#993333][font=georgia] - <b>Fallen Angels: Adventures in New York</b>[/font][[/color]  <b>Image URL:</b> http://www.kult-rpg.com/forum/images/Books/English/fallen_angels/fallen_angels_front_200px.jpg  [url=http://www.kult-rpg.com/forum/books.php?action=viewbook&amp;bid=4&amp;title=Fallen%20Angels]Library link.[/url]</p> <p>[color=#993333][font=georgia] - <b>Tribe of Circle: Children of a Weakened God</b>[/font][[/color]  [url=http://www.heathenharvest.com/article.php?story=20061230155805323]Image <b>URL:</b>  http://thesentinelsoftime.club.fr/Images/Tribe_Of_Circle_Children_of_a_weakened_god.jpg[/url]  [url=http://www.myspace.com/tribeofcircleunofficial]Tribe of Circle Myspace[/url]</p> <p>Jean-Paul Antelmi's numinous martial-industrial musical stylings are deeply evocative of the Kult mood: dark, epic, beautiful and baroque. 2006's triumphant Children of a Weakened God might just be the ideal road music for your next jaunt beyond the Illusion.</p> <p>All goods are in mint condition, and will be shipped to the recipients free of charge.</p> <p><b><i>We (TLC community) reserve the right to...</i></b>  Use all contributions as the members and staff of TLC wish in order to promote Kult. Any plagiarism will automatically mean a ban from the competition. If you do not want your name/nick to be associated with the competition, please say so in your submission e-mail.</p> <p>At the competition's close all entries will be made freely available in the downloads section.</p> <p>[align=center]<b>Now, Toil!</b>[/align]</p>
<b>johnstone</b> Post ID: 36494	<p>Oh, nice! I hadn't realized it was about that time again... Good stuff.</p> <p>I have all those books already, though, so perhaps I should give somebody else a chance...</p>
<b>-KingSix-</b> Post ID: 36496	<p>I have something nice I will try to complete for this. I will have to make myself some time to finish this thing...</p>

Author	Posts
<b>arikel</b> Post ID: 36497	I must try to complete mine...  No Johnstone fairplay here, bring it on!
<b>Underspawn</b> Post ID: 36499	Other prizes will be revealed soon - I'm sure everybody likely to enter already has these books, so something special is being arranged.
<b>Oscurantis</b> Post ID: 36500	...mmm... so beautiful...
<b>LiAiL</b> Post ID: 36501	Haha, I don't have actually any of these books so I will try hard this time :) Indeed, delicious! She Who Waits Below... I hear her call!
<b>Spiedr</b> Post ID: 36507	This banter and trash-talk is luring me in like I was the first mate on the Argo  What do you say Johnstone? You in?
<b>arikel</b> Post ID: 36508	Would sexual favours up my chances?
<b>johnstone</b> Post ID: 36513	Oh, that's right! My reputation is on the line!  Crap, now I gotta write something, I guess. Hmm. A scenario about Ari's sexual favours maybe?  No, wait! I know... cannibal paedophiles!
<b>johnstone</b> Post ID: 36515	ahem, sorry.... what i meant to say was:  All who dare to stand against me, I will drive you weeping to your doom, crushed under the glorious might of my wordcraft. Your pitiful screams will fall on deaf ears, failing to move a heart that feels no mercy. I would wipe your blood from the floor with the pages of your pitiful manuscripts, if not for the fact that when this is done <b>none of you will even exist.</b>  Okay, there you go, now I'm committed.  \m/ . * _ * . \m/
<b>Underspawn</b> Post ID: 36521	*standing ovation*
<b>LiAiL</b> Post ID: 36522	*joins Underspawn* that was THE speech!
<b>torb</b> Post ID: 36554	Everybody should catch this thread - so I'm bumping it... :) Anyways, who's planning on entering the competition?  I know I am. And I'm going to have a real submission this year, not some half-baked one-shot adventure... (I hope)

Author	Posts
<b>johnstone</b> Post ID: 36557	Uh, this thread is pinned to the top of the page, Torb. Or does everybody except me go straight to the activity page?  You hope? You better!
<b>LiAiL</b> Post ID: 36559	Sure, I am entering. But this time I shall make something quite better than last time (not mentioning that I have to edit The Book of Astaroth...) :)
<b>blacksad</b> Post ID: 36560	Won't even announce myself this time - for fear of eternal damnation. Suffering from severe writers block this year.
<b>Underspawn</b> Post ID: 36561	Announcing your plans = good way to hear the Lictors laugh.
<b>torb</b> Post ID: 36563	<b>Quote:</b> Originally posted by Underspawn <i>Announcing your plans = good way to hear the Lictors laugh.</i> Ah, but scribbling your name here in blood as one who will type up an adventure - you will have committed to such a degree that it can considered a Pact With Dark Powers. She Who Waits below will surely give inspiration to such feeble souls as my own... and with everyone knowing of my pact, it will be harder for me to break it ;)
<b>-KingSix-</b> Post ID: 36572	Mwuhahahahahaha...  This is going to be so fun... :)
<b>Oscurantis</b> Post ID: 36579	I can percibe a very high confidence in some members... well, we'll see in a couple of months if that was correct...  And of course i'm in, this will be my first challenge.
<b>-KingSix-</b> Post ID: 36581	Fresh Blood! Fresh Blood! Fresh Blood!
<b>Oscurantis</b> Post ID: 36583	... i guess i can say that too...
<b>LiAiL</b> Post ID: 36598	Mwahahahaha!
<b>Fabrice</b> Post ID: 36630	I'm in.  Now, I actually have to try to write something in english that someone can manage to read.  Good luck on ya you poor soul !  -Fabrice
<b>johnstone</b> Post ID: 36639	Fabrice is back! Yay!
<b>-KingSix-</b> Post ID: 36641	<b>Quote:</b> Originally posted by Oscurantis <i>... i guess i can say that too...</i>  :)

Author	Posts
<b>Fabrice</b> Post ID: 36652	<p><b>Quote:</b> Originally posted by johnstone  <i>Fabrice is back! Yay!</i></p> <p>Yup, it's time for me to get out of the baby's "love me--feed me--clean my messy ass" cycle and get a little back to my kult buddies !</p> <p>Cheers,</p> <p>-[color=Red]Fabrice[/color]</p>
<b>Oscurantis</b> Post ID: 36655	<p>Good to see you again here Fabrice.</p> <p>More souls to the challenge!</p>
<b>Underspawn</b> Post ID: 36806	<p><b>[font=georgia][url=http://www.kult-rpg.com/forum/viewthread.php?tid=3841&amp;title=TLC+Scenario+Writers+Challenge+2008%21]Fall en Angels[/font][[/url]</b> added to the swag bag!</p> <p>Dance, dance! Pretty marionettes!</p>
<b>Oscurantis</b> Post ID: 36814	<p>mhm... what a taste... delicious cherry</p>
<b>torb</b> Post ID: 36852	<p>Fallen Angels, eh? It's already on my wish-list :) I'll have to make an effort now... :)</p> <p>I'm thinking of stitching up a series of small adventures more than anything else, right now. At first I thought I'd finish up Iconoclasm, but it's too damn bulky, so I'll go for smaller ideas instead.</p>
<b>Oscurantis</b> Post ID: 36853	<p>Well... here comes a doubt...</p> <p>Exist some kind of parameters for the works? i mean, in how long or short it must be, how many adventures?</p>
<b>torb</b> Post ID: 36855	<p><b>Quote:</b> Originally posted by Oscurantis  <i>Well... here comes a doubt...</i></p> <p><i>Exist some kind of parameters for the works? i mean, in how long or short it must be, how many adventures?</i></p> <p>If you're talking about the competition itself, it should be something like this          Judging form what the intro text says, the criteria <u>_to win_</u> are:</p> <ul style="list-style-type: none"> <li>- that the adventure is cool</li> <li>- that the adventure is somewhat meaty</li> <li>- that the adventure is playable</li> </ul> <p>I guess one could type up something like that in 5 pages if the text is properly.          You just need to send in one adventure, but more adventures will probably up your odds a bit... Or having one really fat-ass adventure should do the trick too :)</p> <p>I'm opting for several smaller ones this year, as that is what I usually need myself - adventures that can be played from within other campaigns.</p>
<b>torb</b> Post ID: 36859	<p>Wohoo! I've got three pages now! :P</p>
<b>torb</b> Post ID: 36874	<p>Spent three freaking hours today, and all I got to show for it is one page! So now I'm up at four pages. I'm trying to keep the violence down and the horror up, and damn, that's hard!</p>

Author	Posts
<p><b>Underspawn</b></p> <p>Post ID: 36878</p>	<p>Keep at it man.</p> <p>I'm working on a few things myself. Used to be my rate was around one paragraph every two hours, offline on my laptop (and 50% of whatever I write always gets deleted as superfluous). Now I've got wireless connectivity I'm averaging a paragraph every 4 hours. Frequent wiki research has a way of leading to night-long slogs of Endless Zombie Rampage.</p>
<p><b>LiAiL</b></p> <p>Post ID: 36927</p>	<p>Got to write down ideas for three short scenarios. That would be an assumption for me. I got some initial ideas based on some of other projects I already created. I might slightly use them and turn them into an entry to the competition.</p>
<p><b>fleshcraft</b></p> <p>Post ID: 36949</p>	<p>Im new here so can i just ask a couple o' questions.</p> <p>1,.....um, i was gonna ask about how detailed it has to be and what stats are required etc etc but i think the easiest thing would be if someone just directed me to one of last years entries. are the in the downloads section? coz i've download a load of games from here but i only found this sight this weekend so i havent had a chance to read them yet.</p> <p>2. (this is just for johnstone) what is a cannibal paedophile? is it a paedophile that eats other paedophiles or just a cannibal that touches kids? or would one of them be a paedophile cannibal? is thier a technical order they should go in to mean different things? oh fuck it, i'll ask my girlfriend, she has a degree in linguistics.</p> <p>{~D~}</p>
<p><b>Underspawn</b></p> <p>Post ID: 36953</p>	<p>[url=http://www.kult-rpg.com/forum/files.php?action=category&amp;cid=17&amp;TLC+Scenario+Writers+Competition+2007]Last year's submissions in the DL section.[/url]</p> <p>Stats aren't essential. The most recent addition to TLC's scenario section, Speidr's [url=http://www.kult-rpg.com/forum/viewthread.php?tid=3831&amp;title=The+Bet]Le Bette[/url] contained no stats, only guidelines as to characters' relative attributes. It certainly cuts down on text clutter and writing time, so I'm all for it. Others' opinions might differ though.</p> <p>Your confusion on the cannibal paedophile issue clearly identifies you as a non-cannibal paedophile. This may affect your eligibility. Forms will be dispatched.</p>
<p><b>torb</b></p> <p>Post ID: 36954</p>	<p><b>Quote:</b> Originally posted by Underspawn  <i>It certainly cuts down on text clutter and writing time, so I'm all for it. Others' opinions might differ though.</i>  I'm a sucker for stats, but I never use them as intended. Often, stats have to be manipulated so that it is more fitting for the group I'm playing with. If the player characters are weak, I'll lower opponents' skill values and damage capacity...</p> <p>If one is going to introduce an entirely new creature to the Kultiverse, it is certainly useful with some stats...</p>
<p><b>fleshcraft</b></p> <p>Post ID: 36959</p>	<p>OK, i just read 'a time to die' so i've got a jist of the outlay now (thanks torb, nicely laid out). though there was one part that i was a bit shocked at, the part where the nepherite turns up and it says 'if the players manage to kill the nepherite' ?!?!?! for starting players that shouldnt be possible should it? i dont know about anyone else but when i run a nepherite it acts almost as a cross between a cenobite and the terminator, they are lethal.</p> <p>{~D~}</p> <p>ps.torb, you have a type-o in it, under the nepherite stats you have the powers mixed up with a part from one of the other NPCs</p>

Author	Posts
<b>torb</b> Post ID: 36963	<p>I agree with you fully fleshcraft. It was a pretty rushed job :P It would be possible for new players to kill a nepharite without problems if their characters have powers, magic or are very resourceful in the guns-and-ammo department, though. I don't have the original, editable file for A time to Die any longer, it's in a broken laptop, so my hopes to update it are long gone. :(</p> <p>PS: try to stay on topic - this thread will probably get quite long by the time the competition ends :) You can also comment downloads on their individual pages, eg.:  <a href="http://www.kult-rpg.com/forum/files.php?action=file&amp;fid=114&amp;name=A+Time+to+Die">http://www.kult-rpg.com/forum/files.php?action=file&amp;fid=114&amp;name=A+Time+to+Die</a></p>
<b>Mr Tias</b> Post ID: 36965	<p>I have a dilemma, should I participate with my new campaign 'The Children of Malkuth' (four adventures) in the competition or should I publish them as soon as possible?</p> <p>The adventures are ready, but I must test them with a group of players before publishing. That may take a while, so maybe I should wait with the publishing after the test and participate?</p> <p>I started to write on the campaign in December 2005, so I hope that it's good stuff when I have put much thoughts and time on it – have got some nice comments from two fellows here in the forum that has helped me with comments and proofreading.</p> <p>~Mr Tias~</p> <p>Edit:</p> <p>This is "The Children of Malkuth".</p> <p>Four Paths to Freedom - 10 pages            The Clinic - 15 pages            The Love and Curse of Sarah Wimby - 13 pages            The Mask of the Seven Keys Man - 31 pages</p> <p>Handbook GM - 12 pages            Handbook PC - 12 pages            Character sheets - 3 pages            NPC Referenscards - ?? pages            Maps - ?? pages</p>
<b>Oscurantis</b> Post ID: 36966	<p>I would recommend you that in this time, in this months, test the chronicle with your group. While you do that, you may change things.            And participate with that work, seems interesting.</p>
<b>johnstone</b> Post ID: 36970	<p>@Fleshcraft:  <a href="http://www.kult-rpg.com/forum/viewthread.php?tid=3813&amp;title=Photo+thread+%28how+our+members+look+like%21%29">[url=http://www.kult-rpg.com/forum/viewthread.php?tid=3813&amp;title=Photo+thread+%28how+our+members+look+like%21%29]</a>here are some cannibal paedophiles that you can put in a scenario.[/url]</p> <p>You can enter pretty much anything into the contest, as long as its a Kult adventure. Last year I entered some player-vs-player scenarios, and a bunch of anthologies of short adventures and one-shots.</p> <p>But Mr. Tias' Children of Malkuth is a classic multi-part scenario, sort of in a Call of Cthulhu vein, only more brutal (I proofread some of it for him, its pretty good).            @Mr. Tias - enter it in the contest. If you don't get playtesting done in time, just upload the revised version later, after the contest, and replace the old version.</p>

Author	Posts
<b>fleshcraft</b> Post ID: 36975	<p>im working on a campaign at the moment. it starts as 3 separate games (2 1on1's and a small group game) which are all somehow related, the game that follows bring all the separate players together and the campaign continues with everyone as a group.            i like i'll write up and enter one of the starting games.</p> <p>{~D~}</p>
<b>torb</b> Post ID: 37320	<p>Mr.Tias should definitely slot his adventure into the competition. It must have taken tons of time to write, so rather than spending another three years writing for this competition, use your current material :P</p> <p>I would also like to point out that I have been progressing... progressively much. I now have many different plots going on, most of them are bare skeletons at the moment, but I keep fleshing them out, one by one. Today I got another page and a half in, which is quite a lot by my standards. I decided to stay away from Wikipedia all day not to get side-tracked and opted for inventing shit of my own (I don't know if this is a good thing, though :P )</p> <p>[tab]It certainly didn't slow down the creative process, and I firmly believe that the insane clutter on my desk has happened to be positions to make a magic portal to creativity the last weeks, as I've been completely free of writer's block. If I'm not back here posting in three days, call the desk-pile-up avalanche rescue team ;)</p>
<b>johnstone</b> Post ID: 37473	<p>Anybody want to share progress reports? I know it is still pretty early, but hey...</p> <p>I, for one, have got absolutely nothing done so far.</p>
<b>torb</b> Post ID: 37479	<p><b>Quote:</b> Originally posted by johnstone  <i>Anybody want to share progress reports? I know it is still pretty early, but hey...</i>            What I've got so far:  <b>Image URL:</b> <a href="http://www.kult-rpg.com/forum/uploads/torb/pieces_of_sixteen.png">http://www.kult-rpg.com/forum/uploads/torb/pieces_of_sixteen.png</a>            That's what I guess can be called a bloody mess... It looked a <i>little</i> better before I started cutting a lot of the content. I realize my writing skills have gone downhill lately, and I need to edit everything several times before it becomes readable text :P</p> <p>Basically, I've got short notes scribbled, and a few bits have details.            [tab]I've been working a bit differently this time, very brainstormy and messy. I started by making sixteen headers (the working title is 'Pieces of Sixteen' btw), then I jotted down my first idea in a sentence or two for each header, stating what will happen in that section. The second step has been to turn to art, and to try to make some too, and get deduce something from the artwork back into the storyline. It seems kinda backwards, I know - but for a couple of the pieces it's worked quite well so far. As I get to fill out with more text, the artwork should be very far spread, so the clutter is reduced.            [tab] I think I've got all the artwork I want/need except maybe one piece. Also have some notes in a notepad, but not that much worthwhile, I suspect.            [tab]I've also got most of the typographical work done, creating all the paragraph styles, making table styles and so on. Also got the dull bits with the disclaimers and stuff.            [tab]In short, I guess I'm 30% done.</p> <p><b>Quote:</b> Originally posted by johnstone  <i>I, for one, have got absolutely nothing done so far.</i>            Then again you only need a couple of weeks since you've got a great writing style and creativity to boot. You don't have to compensate with font abuse :P</p>
<b>johnstone</b> Post ID: 37482	<p><b>Quote:</b> Originally posted by torb  <i>Then again you only need a couple of weeks since you've got a great writing style and creativity to boot. You don't have to compensate with font abuse :P</i></p> <p>Awww, thanks Torb! I'm hoping all the work I did busting my ass writing essays these last several months has rubbed off on my prose, making it even better. I'm gonna try out some font abuse of my own this time, too... we'll see how that goes - I'll just have to remember that discretion (ie editing!) is the greater part of valour.</p>

Author	Posts
<b>Oscurantis</b> Post ID: 37483	I have all in my Mind, i'm like ... Processing... ...Creating background images... Creating Time and Space shatters... ...Adding fucked up details... Inserting code from the pact with the Razide.... **% done.
<b>torb</b> Post ID: 37485	<b>Quote:</b> Originally posted by johnstone <i>we'll see how that goes - I'll just have to remember that discretion (ie editing!) is the greater part of valour.</i> Yeah, it's the one time you can say that you actively discriminate without getting beaten up for it :P
<b>Underspawn</b> Post ID: 37496	Looking good, Torb. Getting some use out of them splatter brushes I see.
<b>torb</b> Post ID: 37507	<b>Quote:</b> Originally posted by Underspawn <i>Looking good, Torb. Getting some use out of them splatter brushes I see.</i> Thanks, I made them for this occasion :) Once I got started, there was no going back :P
<b>LiAiL</b> Post ID: 37592	Torb, I would go for a counter again. That was nifty last time :)
<b>torb</b> Post ID: 37608	<b>Quote:</b> Originally posted by LiAiL <i>Torb, I would go for a counter again. That was nifty last time :)</i> Sure. I'll put up a count-down timer in the header after the weekend. I'm a bit busy now, got friends coming in from abroad this weekend.
<b>torb</b> Post ID: 37617	They're running late, so I've had the time to have a chat with Dr.Tattoo and also to make a countdown with encouraging random phrases.
<b>LiAiL</b> Post ID: 37634	I bet you added one completely different hilarious absolutely not Kultesque phrase and gave it 1% possibility of appearing :P Okay, maybe I have a Heineken mode on this time :)
<b>johnstone</b> Post ID: 37639	<b>Quote:</b> <i>Show that your better than johnstone: 90 days left: Scenario Writers Challenge 2008</i> Eheheheheheh!
<b>torb</b> Post ID: 37932	I hope the low activity level on the forums the past two days are reflecting how much work you are putting into your adventures, guys :) I've had a lot of personal life on the plate the last three weeks or so. After two years of my life being on hiatus, everything is happening all at once.... PS: The end is nigh! 74 days left
<b>Oscurantis</b> Post ID: 37936	anxious for the results of the challenge... and yes, the end is near...

Author	Posts
<b>Mr Tias</b> Post ID: 38081	<p>So .. 65 days left. I probably start my test gaming of my campaign this weekend.</p> <p>For the future, I'm thinking on translating my Shiva-trilogy to English. But that will take some time, 100 pages in Swedish.</p> <p>~Mr Tias~</p>
<b>torb</b> Post ID: 38097	<p>I hope it goes well, Tias. It would be a shame if it all goes fruit-shaped now that you've put so much work into it!</p>
<b>Underspawn</b> Post ID: 38100	<p>Here's hoping you get the time to translate it Tias - it sounds pretty meaty.</p>
<b>fleshcraft</b> Post ID: 38103	<p>i've just become involved in running an in-depth high-tech super-powered secret-agent game. feck!            not too many days left, not put pen to paper apart from notes, and still no test group to run with. feck!</p> <p>looks like it might have to be an essay-style night-before attempt</p> <p>we shall see.</p>
<b>Oscurantis</b> Post ID: 38106	<p>That's the thing... the translation...</p> <p>I'm doing all in Spanish, the translation is extra work.</p>
<b>Oscurantis</b> Post ID: 38136	<p>I have a doubt... who will "judge" the scenarios?. Because, it will be interesting if all the community "judge" the scenarios and vote for them.</p>
<b>Underspawn</b> Post ID: 38138	<p>Democracy is a lie. We find tyranny to be much more reliable.</p>
<b>Oscurantis</b> Post ID: 38144	<p>Democracy...?... all of us are tyrants, in one way or another, with ourselves too.</p>
<b>johnstone</b> Post ID: 38147	<p>What, are you on crack?</p> <p>Democracy is much more reliable than tyranny. With tyranny, you could get a benevolent dictator or an incompetent wastrel.</p> <p>Democracy, on the other hand, is <i>always</i> fucked up.</p>
<b>LiAiL</b> Post ID: 38225	<p>Shait. Got to start making the drafts. Got all the info I need though. That's a good thing.</p>
<b>torb</b> Post ID: 38254	<p><b>Quote:</b> Originally posted by LiAiL  <i>Shait. Got to start making the drafts. Got all the info I need though. That's a good thing. Just a matter of busting your brain open on a piece of paper then. Easy-peasy :P</i></p> <p>I haven't had too much time the last couple of weeks. While I've certainly spent a lot of time <i>thinking</i> about my adventure and <i>planning</i> not much more has been committed to pdf yet. I need to tie in some loose threads, to say the least...</p>

Author	Posts
<b>Mr Tias</b> Post ID: 38258	<p>All my four parts in the campaign is almost 100% (after 2,5 years), special thanks to johnstone and torb for proofreading and graphics - to make this possible.</p> <p>I will start testing my first adventure in the campaign tomorrow, I had hoped that brynolf could be with me and play – but ha has too much work. I have to torment some other souls. I don't think that I will change that much, but who knows.</p> <p>~Tias~</p>
<b>Underspawn</b> Post ID: 38259	<p>Great, Tias. Can't wait to read your work.</p>
<b>Oscurantis</b> Post ID: 38261	<p>Interesting Tias.</p> <p>Today i have recieved such a bless... Fuck!, this challenge will be so good.</p>
<b>Mr Tias</b> Post ID: 38271	<p>I'm so evil. To day I convinced a player that his characters should do something really bad.</p> <p>He is a policeman from the US, working for UN (with +10 MB), he is greedy 10 pts. So for 20.000 dollars he execute a man in Adis Ababa, on "order" from woman who works as a doctor for the police force in Ethiopia.</p> <p>This has nothing with the adventure to do, but I have written lots of "fluff" – and she is mentioned in the GM material. Fist he kidnapped the man, then he beaten him and when he let him run he shoot him in the back. He survived the bullet, so the character shoots him in the head before he puts the body in a car and burns it.</p> <p>The character rolled two EGO-checks, and rolled 18 on the d20 both times. He used some Hero points to reduce the loss of MB ... but this is only the beginning.</p> <p>Remember ... this happens when the other characters are on a conference with several health organizations, which discuss the future help and peace for the country.</p> <p>He, he, he ...</p>
<b>LiAiL</b> Post ID: 38278	<p>Pretty whacked so really good. Can't wait to read it Tias!</p>
<b>Oscurantis</b> Post ID: 38279	<p>I was thinking and, what if we make some other challenges in the year?, not just this challenge.</p> <p>We can decide for moods or special ambients, that would be very interesting.</p>
<b>torb</b> Post ID: 38281	<p><b>Quote:</b> Originally posted by Oscurantis  <i>I was thinking and, what if we make some other challenges in the year?, not just this challenge.</i></p> <p><i>We can decide for moods or special ambients, that would be very interesting.</i></p> <p>Well, rather than restricting the writers, this challenge will ensure that as many people as possible join in, other than those who feel like writing for a specific mood/ambient (I'm not exactly sure what you mean with those words, since nearly any Kult adventure will be a horror-adventure to some degree).</p>
<b>Oscurantis</b> Post ID: 38283	<p>Oh well, i mean decide one particular scenario, like a town, a suburb, a hospital... and each member make the most original adventure based on that.</p> <p>But this could be like an other challenge, a second one in the year or something.</p>

Author	Posts
<b>John</b> Post ID: 38284	Hmm, nice moment to return... I had some ideas written down the past few years, here's a reason to make something of it.
<b>Underspawn</b> Post ID: 38286	Good to see new posters have at it. Hope you get something finished.
<b>torb</b> Post ID: 38312	Glad more people are noticing this. I hope you guys (lurkers too) have the time and resources to write something - anything - for the competition :)  Hearken once more, meatpuppets! 44 days left: Scenario Writers Challenge 2008
<b>Mr Tias</b> Post ID: 38354	Laugh .. love the small notes, this one is nice.  "Show that your better than johnstone: 40 days left: Scenario Writers Challenge 2008"  !!! Updated 5/7-08 !!!  Part 1: Test played = Yes. Modified = Yes. Front picture = Yes. Part 2: Test played = Yes. Modified = Almost. Front picture = Yes. Part 3: Test played = No. Modified = No. Front picture = Yes. Part 4: Test played = No. Modified = No. Front picture = Yes.  GM Book: Modified = Almost. Front picture = Yes. Player Book: Modified = No. Front picture = No.  ~Mr Tias~
<b>johnstone</b> Post ID: 38489	Yeah, I laughed when I saw that one too!  Well, kiddies... 4 more weeks.  I think I shall submit two adventures, if I can get the endings done. One sci-fi adventure, one romance.  Awesome that you got some playtesting done, too! AND you made the adventure more brutal!
<b>fleshcraft</b> Post ID: 38508	to help visualise PCs and NPCs better we 'cast' the game as if it was a movie. if a player makes his own character then he/she gets to pick the actor that would play the part in the movie (if budget, aging, talent and death was no object). its great, if you've ever thought 'that bloke was great in that film, i wonder why he doesnt get more work?' well, you can cast him as the villan in your next game. just find a decent pic of the actor online and cut and paste in next to his stats (with possible photoshopping for any deformities you care to inflict).  but to comment on johnstones point, i think you should cast 'hugh grant' in a lovey RSC style period romantic comedy....and have him brutally killed in it.  {~D~}
<b>Mr Tias</b> Post ID: 38518	With help from Torb – now I have nice front pictures to all of my six documents in the campaign. Without Torb and Johnstone this wouldn't have happened, now it's up to me to test play as much as I can before the last date.  Two and a half years of thinking and writing, soon is it all in the download section.  ~Mr Tias~

Author	Posts
<b>Mr Tias</b> Post ID: 38555	<p>"You can do it, Mr Tias 21 days left: Scenario Writers Challenge 2008"</p> <p>and ...</p> <p>"Know your adverseries! johnstone #3: some say he is inspired by Malkuth herself, and that HE is described as a great old one in novels by H.P. Lovecraft.            21 days left: Scenario Writers Challenge 2008"</p> <p>:lol: :lol: :lol: :lol:</p> <p>To day I will test play the third part of my campaign, I hope that the third part will be done in one meeting – i.e. 5 hours. Part one and two took about 10 hours each. And tomorrow I start playing the fourth and last adventure about The Children of Malkuth.</p> <p>~Mr Tias~</p>
<b>Oscurantis</b> Post ID: 38594	<p>20 days left... it's getting closer and closer...</p> <p>i see myself writting all day long, trough evenings, nights and dawns with no rest...</p>
<b>Underspawn</b> Post ID: 38595	<p>New, non-Kult prize added soon.</p> <p>Resume toilage.</p>
<b>Mr Tias</b> Post ID: 38599	<p>Third part is tested, I have to change the time that pass in the adventure and maybe include more violence - one person with a broken knife and gasoline and one with a pipe bar isn't enough?!</p> <p>~Mr Tias~</p>
<b>Brynof</b> Post ID: 38601	<p><b>Quote:</b> Originally posted by Mr Tias  <i>Third part is tested, I have to change the time that pass in the adventure and maybe include more violence - one person with a broken knife and gasoline and one with a pipe bar isn't enough?!</i></p> <p>~Mr Tias~</p> <p>With Marcus in the group, you might have to give all the enemies machine guns :D Nah, I think the violence level was fine for such a short adventure.</p>
<b>Underspawn</b> Post ID: 38629	<p>Newsflash! A new carrot has been added to the stick. [url=http://www.kult-rpg.com/forum/viewthread.php?tid=3841&amp;page=1#pid36489]A musical carrot.[/url]</p>
<b>johnstone</b> Post ID: 38633	<p>Oooh! Bling bling!</p>
<b>torb</b> Post ID: 38639	<p>Nice update, Underspawn :) This may add some incentive for those who already own a ton of Kult books :P</p>
<b>Oscurantis</b> Post ID: 38641	<p>Awesome Under!</p> <p>In these past days my computer was fucked up... some Lictor almost destroy my work. Anyway... it's already fine, and nothing is lost.</p>

Author	Posts
<b>Mr Tias</b> Post ID: 38643	I have been paralysed for two days now, haven't written anything. I have only played Civilisation on my xbox 360 - I'm possessed!!  ~Mr Tias~
<b>Mr Tias</b> Post ID: 38666	<p><b>Quote:</b> <i>Aim for glory - 11 days left: Scenario Writers Challenge 2008</i></p> Part 1: Test played = Yes. Modified = Yes. Front picture = Yes. Part 2: Test played = Yes. Modified = Yes. Front picture = Yes. Part 3: Test played = Yes. Modified = Yes. Front picture = Yes. Part 4: Test played = No. Modified = No. Front picture = Yes.           Game Master Book: Modified = Yes. Front picture = Yes. Player Book: Modified = Yes. Front picture = Yes. NPC-cards: Modified = No.           I have begin to test play the 4th adventure, almost everything else is OK for the challenge ... I can't try to make it 100%, it's time to send it to TLC.           ~Mr Tias~
<b>Mr Tias</b> Post ID: 38686	... 8 days left!!!!  ~Mr Tias~
<b>torb</b> Post ID: 38688	Shit, I already know for certain that i will be delayed :(
<b>Brynolf</b> Post ID: 38694	D'oh! I just got a neat idea for a scenario... I doubt it will be ready in time, but we'll see.
<b>Oscurantis</b> Post ID: 38698	I don't have the Acrobat Pro, so i guess i'll present the scenario in images. (each page an image). Any problem to present it like that?
<b>Mr Tias</b> Post ID: 38699	My files is to huge to use the free on-line PDF-maker, so I will send my adventure in Word. I hope that someone can transform them to PDF-format.  ~Mr Tias~
<b>Underspawn</b> Post ID: 38700	Don't worry about the format. Anything is fine provided it can be opened and read. (BTW, you've tried Open Office, right?)  @Brynolf: get it typed up, old son. See the announcement post - story potential matters, cosmetics... not so much.

Author	Posts
<b>Mr Tias</b> Post ID: 38701	<p><b>Quote:</b> Originally posted by Underspawn  <i>(BTW, you've tried Open Office, right?)</i></p> <p>I have installed it on my computer, but every time I tries to start one of the programs my computer crasch!!</p> <p>I will mail the campaing files to you .... it's 10 different files - 4 advetures, 1 GM-book, 1 PC-book, character sheets (3 files), NPC - cards.</p> <p>I will use the mail you have in uour profile.</p> <p>~Mr Tias~</p>
<b>peak_performance</b> Post ID: 38716	<p><b>Quote:</b> Originally posted by Mr Tias  <i>I will mail the campaing files to you .... it's 10 different files - 4 advetures, 1 GM-book, 1 PC-book, character sheets (3 files), NPC - cards.</i></p> <p>Bah, my single, newbish scenario suddenly feels a bit flat :P</p> <p>(Though it'll mostly be submitted just for fun anyway.)</p>
<b>Mr Tias</b> Post ID: 38717	<p><b>Quote:</b> Originally posted by peak_performance  <i>Bah, my single, newbish scenario suddenly feels a bit flat :P</i></p> <p><i>(Though it'll mostly be submitted just for fun anyway.)</i></p> <p>But I started to write in november 2005, thats almost 3 years.</p> <p>Underspawn - you have two mails with documents!!</p> <p>~Mr Tias~</p>
<b>LiAiL</b> Post ID: 38718	<p>Bow wow, that's gonna blast Tias. Can't wait to read.</p>
<b>Mr Tias</b> Post ID: 38724	<p><b>Quote:</b> Originally posted by LiAiL  <i>Bow wow, that's gonna blast Tias. Can't wait to read.</i></p> <p>I must confess, I'm a bit nervous. All this work and I really hope that someone of you read it, play it and take the time to comment it.</p> <p>I have already started to think about the next campaign (Urban Angels) in the series that I'm calling 'The Truth of Humanity' – it will be a group (4-8) of small adventures that will end with a bigger one.</p> <p>~Mr Tias~</p>
<b>Oscurantis</b> Post ID: 38725	<p>I think i'll send the scenario the last day almost for midnight...</p> <p>these last days i've had a brainstorm and there's some more details and background that i'll put in the scenario.</p>

Author	Posts
<b>johnstone</b> Post ID: 38726	<p>Well, bad news on my end.</p> <p>I've had to choose between kult and school. Either I can rush to get my adventures (or just one of them) done on time, or I can spend the time on getting better grades and hope my CGPA doesn't go down by too much.</p> <p>So I won't have anything in competition this time. I'll submit my adventures later, when I can get them done, but they will have to make do with the court of public opinion's judgment only.</p> <p>I'm disappointed, but what can I really say? It's been a bad semester.</p>
<b>Mr Tias</b> Post ID: 38727	<p>Ohh .... thats sad. Both johnstone and torb won't be able to participate. :(</p> <p>~Mr Tias~</p>
<b>Underspawn</b> Post ID: 38728	<p>Righto, Tias' fine works have been received.</p> <p>I'm making the trip down to Ktonor tonight for the final judgement. At some cost I've managed to harness a team of crack-maddened hobos to take me on a huskie-sled ride into the most foetid depths of the underworld, and beyond. To go there once should take me an infinite number of years and risk my soul's very existence throughout all of the space-time continuum, so don't expect me to do it more than once.</p> <p>Mere hours remain...</p>
<b>LiAiL</b> Post ID: 38729	<p>Crossing my fingers for all participants. Blessed be!</p>
<b>Oscurantis</b> Post ID: 38730	<p>I don't know if would be possible to extend the deadline. Some participants won't be in and for my part i don't think i can finish for tomorrow. And seeing that many won't be in for time problems, why not extend the deadline?.</p> <p>It has been four months but as you know people makes a lot of things too. in the other hand and for respect to the others it isn't fair.</p> <p>I just say i can't finish for tomorrow and would be good if all the participants can be in.</p>
<b>Mr Tias</b> Post ID: 38731	<p><b>Quote:</b> Originally posted by Oscurantis  <i>I don't know if would be possible to extend the deadline.</i></p> <p>That is ok for me.</p> <p>~Mr Tias~</p>
<b>Underspawn</b> Post ID: 38732	<p>Hm, the hobos won't be happy. I'd promised them the taste of man-flesh. And crack. And then there's Minothorgon, whose awesome will we flout by merely thinking such liberal thoughts...</p> <p>What? What's that you whisper to me now, blessed, corpulent mother of the void? Time is an illusion, you say? We should let more pathetic souls queue upon the precipice of your abyssal maw? As you wish, oh pregnant womb of unbeing!</p> <p>New deadline: <b>[color=red]August 31st./[color]</b></p>
<b>Oscurantis</b> Post ID: 38733	<p>Oh! you are so sweet Undie... that's one of the things that i love from you. :lol:</p> <p>Hope this time everyone can be in.</p>
<b>torb</b> Post ID: 38737	<p>Sweet. I'm always one for extended deadlines :D</p>

Author	Posts
<b>Brynof</b> Post ID: 38753	Damn, now I can't blame the lack of time... :saint:
<b>johnstone</b> Post ID: 38773	Oh! So now I DO have commitments past semester finals... No rest for the wicked, I guess...
<b>Mr Tias</b> Post ID: 38780	I'm waiting and waiting ... 20 days. I hope to read several good adventures soon. I'm also expectant, what will YOU think about my adventures?!  ~Mr Tias~
<b>LiAiL</b> Post ID: 38786	Wow, I just popped into the info about extending the deadline. Maybe even I will be able to submit something. Really cool Undie.
<b>Mr Tias</b> Post ID: 38796	It's 13 days left – can't you give us some teasers? I want to read something our contributions!  ~Mr Tias~
<b>Fabrice</b> Post ID: 38844	Hi there,  unfortunately as I didn't know that I could have had some internet access during this summer, I won't be able to submit anything even within the new deadline, but as I comited myself to write something I'll deliver it anyway when it will be reday. Challenge or not.  I surely hope to read all your participations soon.  Take care, -[color=red]Fabrice[/color]
<b>johnstone</b> Post ID: 38846	Hey Fabrice, that's awesome. Don't worry about the deadline - it's just for the prizes. Although we didn't have any late entries last year, you can include your work in the 2008 Scenario Contest up until the 2009 contest is announced.  Right Chris?  I'll probably enter one of my scenarios later - I don't think I can finish both by the deadline (and have them not totally suck, anyway), but I don't want to wait until next year...
<b>blacksad</b> Post ID: 38848	Johnstone, it - it was yours 666th post. I'm scared. I'm really scared.

Author	Posts
<p><b>johnstone</b> Post ID: 38849</p>	<p>Oh yeah, right! I noticed at 664 and I was gonna keep that in mind! Then I forgot.</p> <p>ANNOUNCEMENT!</p> <p>The post just above blacksad is my 666th post. So it must be true!</p> <p>...</p> <p>Or, wait... maybe it means I have to submit 666 adventures before the 2009 Contest starts?</p> <p>Now I'm scared too!!!!</p> <p>Cause this was post 667! The neighbor of the Beast!</p> <p>which means blacksad is a Beast!</p> <p>and so is the next guy!</p>
<p><b>Underspawn</b> Post ID: 38851</p>	<p><b>Quote:</b> Originally posted by johnstone <i>Hey Fabrice, that's awesome. Don't worry about the deadline - it's just for the prizes. Although we didn't have any late entries last year, you can include your work in the 2008 Scenario Contest up until the 2009 contest is announced.</i></p> <p><i>Right Chris?</i></p> <p>Yeah sure, why not. If nothing more than for the sake of keeping things organised in the downloads section.</p> <p>Lo, there remains but a sevensight 'fore the shrieking void must be sated!</p>
<p><b>Oscurantis</b> Post ID: 38857</p>	<p>It's been a lot of time... Well... it's almost the deadline. Hope many members can be in. (For your own good anyway... the Void could feel unsatisfied...)</p> <p>4 days...</p> <p>EDIT: Under, i'll send my scenario later in the night. Just for make clear the time differences between Europe and Southamerica.</p> <p>EDIT2: FUCK! I have not translated it yet... i think is a bit unjust with the ones who don't have english as a native language... and of course i can't just translate it all now...</p> <p>I don't know... Under, any comments?</p>
<p><b>Underspawn</b> Post ID: 38868</p>	<p>Alright, O. Leave it for next year, eh. We've got to draw the line somewhere.</p> <p>At last, the final day is upon us...</p>
<p><b>Oscurantis</b> Post ID: 38870</p>	<p>No. I won't leave it for the next year. I'll send it i guess in this month when i translated it. Anyway, i'll send it for the community, after all is for the community that i do the scenario.</p>
<p><b>torb</b> Post ID: 38875</p>	<p>I nearly pissed my pants yesterday when InDesign crashed and said my file was damaged. :o Luckily all 17 pages were still intact :D</p> <p>My only concern now is (apart from some of the work being absolute rubbish) that my only way to navigate the webs is through my phone... I will probably be back online for real within a week, though so I guess I will have to suffer the penalty of a delayed entry.</p>

Author	Posts
<b>Underspawn</b> Post ID: 38876	<p>I can't tell the difference between crashed InDesign and working InDesign.</p> <p>Right, hearken to the terrible finality of the following proclamation:</p> <p>Competition officially and irrevocably closed as of the time of the fiery sky-ball's next descent. Minothorgon's appetite demands satisfaction!</p>
<b>Underspawn</b> Post ID: 38882	<p>The time for expiation has passed. The hour of judgement is now at hand.</p>
<b>LiAiL</b> Post ID: 38883	<p>Surrender your souls and scenarios to my literatural mind... I need to read nowadays. It's the only thing that keeps me from insanity.</p> <p>Btw guys, I'm back and running. I will update myself here on TLC in a few days and start posting again. The break wasn't deliberate. Just hell a lot of work... :)</p>
<b>Mr Tias</b> Post ID: 38892	<p>Argh ... I can't wait.</p> <p>Mr Tias</p>
<b>arikel</b> Post ID: 38893	<p>I am a bit frightened by torbs numbering system though. -2 days left. Does that mean I can work extra slowly as the space/time continuum has folded in on it self and reversed (thereby reversing cause/effect) so I GAIN time by not working on the problem?</p> <p>Maybe the server is too close to Achlys? Who knows.</p>
<b>arikel</b> Post ID: 38905	<p>Ok.ok, it's now -3 days left and I have LESS done than yesterday. Torb and Undie, you are REALLY freaking me out now!</p> <p>:lol:</p>
<b>Underspawn</b> Post ID: 38912	<p>It's merely the shrieking maw of nothingness devouring past time. There were 110 days in the cometition, now there were 106. Tomorrow there were 105. It's simple Achlysian chronology.</p> <p>I have just this instant arrived back from the Inner Labyrinth, which means I shall start out for the Inner Labyrinth tomorrow, or maybe the next day, should I choose to take the scenic route via two weeks in 1942. Don't let me forget my no-handed clock and compass that always points in the direction of my head.</p>
<b>johnstone</b> Post ID: 38913	<p>1942 is a pretty good year. Mister four thousand posts should check that detour out, just, y'know, stay out of the cities?</p>
<b>Bishop</b> Post ID: 38915	<p>Holy Crap! He is at 4000. Now he must resist the urge to post so he can savor the number under his Avatar. So who wants to start the pool on how long he can last?</p>
<b>LiAiL</b> Post ID: 38917	<p>Splendid indeed.</p>
<b>Krzymina</b> Post ID: 38930	<p>I wonder who will win?</p>
<b>arikel</b> Post ID: 38933	<p>Bigger question is: How many did Johnstone do?</p>

Author	Posts
<b>johnstone</b> Post ID: 38937	<p>Only one!</p> <p>Ha! How's that for unpredictable! Crazy like a fox I am I yam!</p>
<b>LiAiL</b> Post ID: 38939	<p>I think he forgot to add the other part of the sentence: "only one... hundred" :cool:</p> <p>Well, as usual LiAiL did a wonderful job and he did absolutely nothing except of a fairly developed scenario that will be sent for the next competition. I'm not whispering any details yet.</p> <p>You see? It's all piling up again: the recent scenario and the previous (a bit shitty one) The Book of Astaroth that needs to be totally re-made. I think that's what people call laziness + being kept busy with other things.</p> <p>LiAiL! Mobilize yerself! :lol:</p>
<b>Mr Tias</b> Post ID: 38948	<p>Arrrghh ... I can't wait any longer ... plz ... must read adventures ... must give comments ... must get inspiration ... my soul is burning.</p> <p>Mr Tias</p>
<b>LiAiL</b> Post ID: 38952	<p>Mine's burning as well.            Despite of that, let's give Undie a chance.            I bet it's hard this time to choose the blessed ones.</p>
<b>fleshcraft</b> Post ID: 39007	<p>all please forgive....who am i kidding? this is the kult forum</p> <p>all please cast me into the abyss to unmake me from the worlds within and without the lie.</p> <p>since losing my job i believed i would have no problem finding the time to write a lovely scenario for you all. however, my band was offered the headline spot at a fetish/burlesque evening which i couldnt really turn down so my past few weeks have been filled with song writing and rehearsals (considering that when i was offered the gig i didnt even have a band, just an album i had written and recorded myself at home i think i've pulled it together ok).</p> <p>i look forward to reading the scenarios you guys put forward and if anyone is in the area this saturday the 20th of september we'll be at blue variety's fetish night at the pivo pivo bar in glasgow (just round the corner from the solid rock cafe) from 8pm (£5 on the door).</p> <p>and after this gig i shall be posting regularly again.</p> <p>{~D~}</p> <p>ps. oh yes, only thing i've been doing that is vaguely kult related recently (apart from the odd hint in my lyrics) is watching carnivale, ont seen before, just downloaded both seasons, fantastic, go watch it now if you havent already.</p>
<b>Krzymina</b> Post ID: 39009	<p>Sir, if you attended a fetish show, you should share photos, shouldn't you? Our community could be inspired by such images.</p>
<b>LiAiL</b> Post ID: 39012	<p>Oh, yes indeed. I second Krzymina in that.</p>

Author	Posts
<b>johnstone</b> Post ID: 39022	<p>Yes, definitely.</p> <p>In fact, I think we should send LiAiL to this "pivo pivo bar" on a fact-finding mission. LiAiL! Your mission, should you choose to accept it, is to infiltrate the group known as "Glasgow" and discover the true identities of it's inner circle, including the elusive mastermind known only as "fleshcraft." Then you shall report back to us here at TLC HQ.</p> <p>This post will self-destruct in 3... 2... 1...</p>
<b>LiAiL</b> Post ID: 39023	The fastest I can be in Glasgow is tomorrow. Is that enough, sir Johnstone?
<b>johnstone</b> Post ID: 39025	Are you going to stay there all week? We are concerned you may "go native" and never return...
<b>arikel</b> Post ID: 39026	those glaswegians are a savage bunch! Don't get eaten by a grue or anything.
<b>LiAiL</b> Post ID: 39030	Mission has to be aborted for another couple of days because... I got a flu. Nah, seriously.
<b>Mr Tias</b> Post ID: 39032	<p>I'm waiting ... I'm waiting for the second coming of ... Ops. No I'm waiting on Underspawn. That's what I'm doing. Will burning of some kind of herbs help the manifestation?</p> <p>Mr Tias</p>
<b>LiAiL</b> Post ID: 39033	Depends what herbs :)
<b>Mr Tias</b> Post ID: 39133	<p>Wazz Up?</p> <p>Mr Tias</p>
<b>arikel</b> Post ID: 39143	<p>Well, if you know someone called Herb then don't burn him.</p> <p>That would be murder.</p> <p>And is frowned upon in polite society.</p>
<b>Mr Tias</b> Post ID: 39348	<p>So, what shall we do now? My campaign has been finished for three month now. I want to have it published, I want to read the other adventures.</p> <p>~Mr Tias~</p>
<b>LiAiL</b> Post ID: 39349	Yeah, I want to read the adventures too. Undie...

Author	Posts
<p><b>zara2stra</b></p> <p>Post ID: 39352</p>	<p>I'm sure that Undie has his reasons not to show up here for so long, and no one seems to know as to how long it will take before he comes back.</p> <p>But... as the competition is closed for any new submissions, the participants can simply upload the adventures to TLC, denoting that those were written for the 2008 challenge.</p> <p>That way, everybody will have the option to read the submissions and make their own mind about which ones are good.</p> <p>We cannot choose the winner, as 90% of the prize pool was funded by Underspawn so he has every right to be the final judge on the quality of submissions.</p> <p>If all contestants will agree, after each submission is uploaded, and there will be still no sign from English, we can make a poll for the best scenario according to the public (if there will be enough votes - let's say 2 times as much votes as the number of contestants). My own contribution to the pool was Judas Grail - it could be sent to the winner of such poll.</p>
<p><b>Mr Tias</b></p> <p>Post ID: 39353</p>	<p>I don't have my campaign in a format that I can upload it. It was written in Word and I wasn't able to make pdf:s. I mailed them in .doc and Undie would transform them to pdf.</p> <p>So I have to mail them to someone that can make pdf:s or I have to open them in Open Office on my Mac and make some reediting (the rows has jumped a bit, but not the same disaster as when I opened it in Pages) and then make a pdf.</p> <p>It will take a day or two - but i would do it anyway. So I agree witg zara2stra, lets upload the submissions.</p> <p>Question: Who will administrate it? Who should we mail? To upload it by my self, I don't think that that function is 100% ...</p> <p>~Mr Tias~</p>
<p><b>arikol</b></p> <p>Post ID: 39354</p>	<p>I can do that in seconds</p> <p>I have the same username at gmail.</p> <p>Ari</p>
<p><b>LiAiL</b></p> <p>Post ID: 39355</p>	<p>Good ideas guys. zara2stra - true, he will come back when he comes back, and that's it :)</p>
<p><b>zara2stra</b></p> <p>Post ID: 39356</p>	<p><b>Quote:</b> <i>Question: Who will administrate it? Who should we mail? To upload it by my self, I don't think that that function is 100% ...</i></p> <p>I can approve the uploads, and I can also help anyone who'll have problems with converting to pdf. As for the idea with Judas Grail being the prize - all who submitted should agree to this; after all it was a part of the prize pool, and would be thus unavailable for the chosen winner (as I'm sure that Undie will show up, sooner or later)</p> <p>Either way, please note in the uploads name or notes, that it was written (and submitted ;) ) for the 2008 writers challenge.</p>
<p><b>johnstone</b></p> <p>Post ID: 39358</p>	<p>I think this is a good idea. We'll put them up now, when Underspawn gets back, he can select a winner.</p> <p>Also, I won the Judas Grail last year, so please do not send me another copy! Somebody else needs it more.</p>

Author	Posts
<b>Mr Tias</b> Post ID: 39360	<p>My Mac has lost all connection to Internet. Can't understand why ...            I'm not feeling good right now. Darknesssssss!! My old PC works,            but the Mac ... lost all connection to day. Not even Apple-support            can help me</p> <p>I don't have the power to do anything. I lost an EGO-check ...life            is dark. Later, I will send in my stuff later!!</p> <p>Mr Tias</p>
<b>LiAiL</b> Post ID: 39361	<p>Hang on there Tias. Will be good, light shall prevail (although, as we all know, for a short period of time...).</p> <p>Okay, guys bring it on :)</p>
<b>johnstone</b> Post ID: 39363	<p>Wait, does this mean I have to learn to upload files now?</p> <p>kraapz0r!</p>
<b>zara2stra</b> Post ID: 39367	<p>Har, Har :D</p> <p>Don't be shy johnstone; just click on resources&gt;downloads and check the big box at the top - then just            follow the instructions ;)</p>
<b>arikol</b> Post ID: 39369	<p>next time I GM it will be an award winning scenario ;) either from 2007 or 2008</p>
<b>Mr Tias</b> Post ID: 39375	<p>But we need a new category ...</p> <p>"TLC Scenario Writers Competition 2008"</p> <p>and I have 7 to 10 files to attach!!!</p> <p>Mr Tias</p> <p><b>Quote:</b> Originally posted by zara2stra  <i>Har, Har :D</i></p> <p><i>Don't be shy johnstone; just click on resources&gt;downloads and check the big box at the top - then just            follow the instructions ;)</i></p>

Author	Posts
<b>torb</b> Post ID: 39379	<p>Upload straight to server [[url=http://www.kult-rpg.com/forum/files.php?action=category&amp;cid=21&amp;TLC+Scenario+Writers+Competition+2008]here [/url]], note that it sometimes has troubles with larger files!</p> <p>Alternatively, fill in this and email it along with your files to torben.rygg {at} gmail.com... It is just as easy for me, so do whatever pleases you ;)</p> <p><b>Quote:</b>  <i>Name:</i></p> <p><i>Short Description (This will be displayed on the categories page below the name of the file.):</i></p> <p><i>Long Description (This will be displayed on the files information page below the name of the file.):</i></p> <p><i>Creator (the name you want to be credited with):</i></p> <p><i>Version:</i></p> <p>Also, be sure to include your TLC username :D</p> <p>I'll go see if I can't locate Underspawn....</p>
<b>arikol</b> Post ID: 39380	<p>..and post his bail, if necessary..</p>
<b>Mr Tias</b> Post ID: 39392	<p>Torb have 10 files in is mailbox. Soon will you all be able to read The Children of Malkuth. Three years has passed since I started to write, this is exciting.</p> <p>Mr Tias</p>
<b>torb</b> Post ID: 39395	<p><b>Quote:</b> Originally posted by Mr Tias  <i>Torb have 10 files in is mailbox. Soon will you all be able to read The Children of Malkuth. Three years has passed since I started to write, this is exciting.</i></p> <p><i>Mr Tias</i>            I rolled it up in a zip for the time being while I figure out a way to make the download center look better for multi-file entries:</p> <p><a href="http://www.kult-rpg.com/forum/files.php?action=file&amp;fid=208&amp;name=The+Children+of+Malkuth">http://www.kult-rpg.com/forum/files.php?action=file&amp;fid=208&amp;name=The+Children+of+Malkuth</a></p>
<b>Oscurantis</b> Post ID: 39400	<p>Well... Will read Children of Malkuth.</p> <p>I just have downloaded it and take a quick look, Mr.Tias, seems a quite good work.</p>
<b>Bishop</b> Post ID: 39403	<p>I downloaded the .zip file but keep getting a corrupted or invalid file type error message when I try to open it.</p>
<b>Oscurantis</b> Post ID: 39404	<p>I've opened the Zip file and works well.            Weird...</p>
<b>johnstone</b> Post ID: 39405	<p>My Windows refuses to extract the file. Do-over Torb!</p>

Author	Posts
<b>LiAiL</b> Post ID: 39406	Sometimes Internet connection itself corrupts the file. Downloading it now.  EDIT: Crap, got the same. File corrupted. Maybe it should be divided into smaller parts?
<b>zara2stra</b> Post ID: 39410	I've just downloaded it and everything seems to be ok. If you use the default archiver in MS Windows, try using something else like FileZip or WinRar.
<b>arikol</b> Post ID: 39411	I converted it to pdf, but haven't read it. Big exam next week and will read it afterwards. It did look very nice and obviously a lot of work has been put into that scenario, so I look forward to reading it.
<b>Mr Tias</b> Post ID: 39417	<p><b>Quote:</b> Originally posted by Oscurantis  <i>I've opened the Zip file and works well.            Weird...</i></p> <p>Worked for me ...</p> <p>~Mr Tias~</p>
<b>LiAiL</b> Post ID: 39418	Managed to download at last :)
<b>arikol</b> Post ID: 39420	One question Mr.Tias, has that adventure been playtested?

Author	Posts
<p><b>Mr Tias</b></p> <p>Post ID: 39422</p>	<p><b>Quote:</b> Originally posted by arikol <i>One question Mr.Tias, has that adventure been playtested?</i></p> <p>Yes, it has been playtested.</p> <p>The group was my self as Game Master, and then up to five players. We never played a session if it wasn't at least three players. One of the players was a TLC-brother; brynolf, but I think he only was able to participate 2-3 times.</p> <p>The whole campaign took ten meetings, the shortest was around three hours and the longest six hours. I hurried the last adventure a bit, because of the deadline (that later was moved one month).</p> <p>So, here is at least 40 hours of playing. Then there is lots of fluff in the Game Master handbook. And just that there are five different endings in the last adventures give the Game Master great tools for ad on gaming time.</p> <p>So, I played an adventure then I went home and changed the most obvious mistakes. I had to put in more information about some places (the characters never do what you think that they will do).</p> <p><b>Quote:</b> Originally posted by lerom <i>Just one word : wow !</i></p> <p><i>U must be really proud of this 3 years production u made ^^</i></p> <p><i>Just started to read it, look promising :)</i></p> <p>I have done what I'm able to do - this is I. If a change in style or performance is necessary, I need to get more input and learn more. So I hope that I have given you a campaign that was worth three years of work. If U say yes - then I'm proud.</p> <p>~Mr Tias~</p>
<p><b>johnstone</b></p> <p>Post ID: 39424</p>	<p><b>Quote:</b> Originally posted by zara2stra <i>I've just downloaded it and everything seems to be ok. If you use the default archiver in MS Windows, try using something else like FileZip or WinRar.</i></p> <p>Ah, yes. WinRar is up to the task. Now I get to read!</p>
<p><b>Mr Tias</b></p> <p>Post ID: 39479</p>	<p>I want to read the other adventures, plz can you upload them or mail torb? I promise to read and give comments, real comments not only "Nice" and "Cool".</p> <p>To all of you who have read my campaign, plz write som comments. And some longer comments would be nice. If you already have done some short comments as 'lerom' and 'zombielord76' - it would be nice if you edited your post and put some more substance there. I'm not angry at you - I only hope to get something more. So I get the power to start write again ...</p> <p>~Mr Tias~</p>

Author	Posts
<b>johnstone</b> Post ID: 39480	<p>@Mr Tias - I can immediately see the difference between the three adventures I did proof-read and the ones I didn't, so I think I shall proof-read #4 and the two sourcebooks for you, either around the end of this month or over Xmas.</p> <p>I am just super busy right now.</p> <p>Torb did a very nice job with the graphics, they look quite stylish, and I am glad you put the diagrams in - they convey a lot of information in a simple way.</p>
<b>Mr Tias</b> Post ID: 39493	<p>Yeá ... I like to use diagrams and they are so easy to do in Word, OpenOffice or what I'm using. It's hard to get in information in the text to work in your mind - so I use diagrams and the NPC-cards.</p> <p>I have commented torb's adventures. I loved the Comic book store.</p> <p>~Mr Tias~</p>
<b>Mr Tias</b> Post ID: 39799	<p>Ok ... three objects in the download section for the TLC Writers Challenge 2008. There must be more?!</p> <p>So plz upload your pieces of art that will break the illusion and free us from the boring life of Elysium.</p> <p>~Mr Tias~</p>
<b>LiAiL</b> Post ID: 39802	<p>Yes, people! Free us! *frenzy*</p> <p>:cool:</p>
<b>-KingSix-</b> Post ID: 39998	<p>So, should we close this competition and release all submitted material? Or should we keep waiting for Underspawn?</p>
<b>LiAiL</b> Post ID: 39999	<p>I think for the common good we should release the material and in the meantime leave it be without posting the winner. When Underspawn comes back he will do the final judging. What do you think guys?</p>
<b>torb</b> Post ID: 40002	<p>Hey, all submitted material is released in the DL Center, AFAIK. ;) If anyone still feels their stuff is missing, please speak up.</p> <p>Also, I have always stated to Underspawn that I do not want my submission to 'count' for the competition prizes. So, there are just two entries...</p> <p>[url=http://www.kult-rpg.com/forum/files.php?action=category&amp;cid=21&amp;TLC+Scenario+Writers+Competition+2008]Download center category[/url]</p>
<b>-KingSix-</b> Post ID: 40003	<p>:o :saint:</p>
<b>Mr Tias</b> Post ID: 40010	<p><b>Quote:</b> Originally posted by torb  <i>If anyone still feels their stuff is missing, please speak up.</i></p> <p>Do so ... it would be sad if it just faded away. :no:</p> <p>~Mr Tias~</p>

Author	Posts
<b>-KingSix-</b> Post ID: 40133	No word from Undie I assume. What should we do with this competition? Should we name any winner? Shouldn't we do something?
<b>torb</b> Post ID: 40136	Action has been taken. READ THE ADVENTURES AND VOTE FOR WHO YOU WANT TO WIN...  [url=http://www.kult-rpg.com/forum/viewthread.php?tid=4167&title=Vote%3A+Who+wins+2008+Scenario+Competition+%28read+before+voting%21%29]...HERE![/url].
<b>Mr Tias</b> Post ID: 40290	I'm humble. But ... it's great! Even if there only was one more adventure in the challenge, it feels nice that you liked my work. Now I have the power to write more adventures.  I only hope you play The Children of Malkuth, take some inspiration from it or "only" reads it and play the campaign in your head.  Mr Tias  Ps: Again ... special thanks to torb and johnstone. They helped me with the campaign.
<b>-KingSix-</b> Post ID: 40291	Congrats Tias!  I will probably not play Children of Malkuth as it is as I always adapt adventures to fit my and my players style. But, it is nevertheless a great adventure.  Johnstone's adventure will be played as well. But I will adapt it to fit my players characters or possibly it will be played as a part of one of my Mutant campaigns - which are basically set in post armageddon Kult setting.
<b>johnstone</b> Post ID: 40293	Congratulations Mr Tias! Having read The Children of Malkuth, I am not surprised at the results.  K6, please let us know how it goes when you run them, including what parts you change.
<b>LiAiL</b> Post ID: 40301	Congratulations Tias, it was really well written!  @Johnstone - I love yours as well. Even though it was a conversion it was cool to see the twist!
<b>-KingSix-</b> Post ID: 40304	<b>Quote:</b> Originally posted by johnstone <i>Congratulations Mr Tias! Having read The Children of Malkuth, I am not surprised at the results.</i>  <i>K6, please let us know how it goes when you run them, including what parts you change.</i>  Will do, but I am not sure when we will be able to do it since the group is pretty busy for the moment. Your adventure will probably be first of these two, but it will still take some time.  Next session is in 4 weeks, and the adventure we are playing then is part 2 of my unreleased "Children of Chernobyl" (basically a playtest of it). We did almost finish part 1 of 6 last weekend, and there are a few details I need to look at...
<b>zara2stra</b> Post ID: 40307	Congratulations Mr Tias :)  As I have written earlier most of the prize pool was Underspawn's input, <b>but</b> Judas Grail was my addition, so if you'd like to have it, just throw an u2u my way with a shipping address and I'll send it to you :)

Author	Posts
<b>Mr Tias</b> Post ID: 40308	<p>I already have "Judas Grail" - so if Johnstone wants it I will give it to him because he proof read much of my campaign. Torb already have it, so if Johnstone don't want it I will keep it my self.</p> <p>So ... Johnstone - are U interested?</p> <p>Mr Tias.</p> <p><b>Quote:</b> Originally posted by zara2stra  <i>Congratulations Mr Tias :)</i></p> <p><i>As I have written earlier most of the prize pool was Underspawn's input, but Judas Grail was my addition, so if you'd like to have it, just throw an u2u my way with a shipping address and I'll send it to you :)</i></p>
<b>zara2stra</b> Post ID: 40309	<p>Ok, from what he has written, Johnstone already has JG. But I just got another devilish idea :saint: Send me an PM with your address and you'll get a surprise in your mailbox (I promise it's not a bomb :P). After all, we cannot let you go empty handed :D</p>
<b>johnstone</b> Post ID: 40314	<p>Yes, Spawnie sent me JG last year.</p> <p>But YOU are the winner Mr. Tias! You should take the prize - let 2stra send you something special. I'm sure it will be good.</p>
<b>-KingSix-</b> Post ID: 40317	<p>I would suggest that Z holds on to JG, as it could be input for the 2009 adventure contest.</p>
<b>LiAiL</b> Post ID: 40321	<p>K6, good point - whenever the item is already in hands of the contestants it should pass on to another year. Anyway, both scenarios were hell of a read. Thank you guys for that pleasure!</p>
<b>zara2stra</b> Post ID: 40326	<p>It's not that it will run away - Grail will join the prize pool in the next contest. Mr Tias provided me with his whereabouts and a group of armed lictors is heading his way right now ;) And seriously, there will be special prize for him. I don't want to spoil the surprise, so he'll have to reveal it himself when he gets it :cool:</p>
<b>-KingSix-</b> Post ID: 40328	<p>Armed Lictors sounds like the short straw though ;)</p>
<b>Mr Tias</b> Post ID: 40331	<p><b>Quote:</b> Originally posted by -KingSix-  <i>Armed Lictors sounds like the short straw though ;)</i></p> <p>I'm practise yoga, I have a strong EGO. Let them come ...</p> <p>Mr Tias</p>
<b>LiAiL</b> Post ID: 40332	<p>But the element of surprise is the good one!</p>
<b>torb</b> Post ID: 40348	<p>@Tias: I'm trying my best to get a hold of the things your missing in your collection. Just lost one auction, but I'll try to fetch you something too ;)</p>

Author	Posts
<p><b>Mr Tias</b> Post ID: 40433</p>	<p><b>Quote:</b> Originally posted by zara2stra <i>And seriously, there will be special prize for him. I don't want to spoil the surprise, so he'll have to reveal it himself when he gets it :cool:</i></p> <p>Damn ... an registered letter! I had to sign to get it, the Lictors will have some good information about me now.</p> <p>I will write about it later ... must sleep now.</p> <p>Mr Tias.</p> <p>Ps. Me like prize much ... won't trade it for even three camels.</p>
<p><b>zara2stra</b> Post ID: 40434</p>	<p>Har! Glad you like it :)</p>
<p><b>torb</b> Post ID: 40448</p>	<p>Send me your addy, Mr Tias, I've got some more stuff for you; a bookmarklet, a flyer and also an Inferno poster.</p>
<p><b>Mr Tias</b> Post ID: 40462</p>	<p>The letter wasn't to big, but it was an registered letter so it could be an important object inside. Maybe an polish artifact from the dark middle age or used panties from five virgins sacrificed by illegal immigrants from Africa to the forgotten deity Jwahir – The keeper of treasures.</p> <p>But is was an object more powerful than that – it was the CD “Dies Irae” from Devil Doll. And I must say, it was really cool.</p> <p>[url=http://en.wikipedia.org/wiki/Dies_Irae_(album)]http://en.wikipedia.org/wiki/Dies_Irae_(album)[/url]</p> <p>And as thanks to zara2stra I will create an NPC to his honor in my new campaign “Urban Angels” - an mad polish puppeteer and puppet maker who lives in Paris. What do you think about that – do you like it?</p> <p>Mr Tias</p>
<p><b>zara2stra</b> Post ID: 40465</p>	<p>I'll be honored Mr Tias :) And I'm really glad you like the music.</p>
<p><b>torb</b> Post ID: 40495</p>	<p>In the mail for you now, Mr Tias:</p> <ul style="list-style-type: none"> <li>- 1 Inferno poster</li> <li>- 1 BtV bookmark</li> <li>- 1 BtV flyer</li> </ul> <p>Should be in your mailbox in anything from three days to two weeks, depending on mail travel.</p>
<p><b>Mr Tias</b> Post ID: 40508</p>	<p><b>Quote:</b> Originally posted by torb <i>In the mail for you now, Mr Tias:</i></p> <p>The stuff was cool! And as I did for our polish friend, you shall also get an NPC to your honour in my next campaign. Plz give me some proposals about what kind of NPC I shall create.</p> <p>Mr Tias.</p>
<p><b>Brynof</b> Post ID: 40704</p>	<p>That album is really neat! And what's that poster? Is it the "tortured seraphim" one made by PAJ for those foldable Sinkadus?</p>

Author	Posts
<b>LiAiL</b> Post ID: 40716	Oh, that would be a great poster. I can imagine me actually printing it out on a cloth and hanging it on my wall. I mean the image of course.
<b>torb</b> Post ID: 40744	<p><b>Quote:</b> Originally posted by Brynolf  <i>That album is really neat! And what's that poster? Is it the "tortured seraphim" one made by PAJ for those foldable Sinkadus?</i></p> <p>Nope. It's the same as the cover for the French Inferno sourcebook. You can see the poster on the far right side here:</p> <p><b>Image URL:</b> <a href="http://www.kult-rpg.com/forum/images/crud/torb_books.jpg">http://www.kult-rpg.com/forum/images/crud/torb_books.jpg</a></p> <p>I'm thinking of framing the one I'm keeping myself.</p>
<b>LiAiL</b> Post ID: 40751	Great image it is.
<b>torb</b> Post ID: 40770	Yes, it makes me all tingly inside :)

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**Status:** member

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**Language:** English

**The Last Cycle URL:** <http://www.kult-rpg.com/forum/>

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