

CODEX: NIGHTSHADE

REVISION B - 03.08.05

NIGHTSHADE - A CITY OF EXOTIC AND EROTIC FANTASY

Welcome to Nightshade, an exotic and erotic fantasy setting set in the last civilized (or uncivilized depending on how you look at it) city of the Realm. Nightshade uses the Simple-Rule-Engine (SRE), so no worries about needing to know a lot of complex rules to play in this lusty and lush campaign setting. No the focus is on the character and their own stories. And there are plenty of stories to be had. The Wards of Nightshade are numerous and each one has its own stories lurking within its residency.

But first a bit of background. While this author could write pages upon pages of information regarding this setting and the people - that goes against the spirit of the SRE system, which is to keep the game on a manageable level.

Nightshade is an enormous city set upon the Isle of Twilight off the coast the Realm. While the Realm has degraded over time to near primitive tribal culture from the Great Western Migration with the different tribal chiefs savagely battling out against each other, the City of Nightshade has been able to avoid the invasion living its often decadent lifestyle on the backs of those less fortunate. And the slave market has been booming as the Darkmoor Trading Family continues its raids against the more unfortunates on the Mainland.

Nightshade is a fantasy city, one that should have flavor of the exotic and mystery. It was once a gateway to the east before the Darkness and Black Rain fell there, and to the West until the invasion happened. Its people are wide and varied assortment. GM's and Players should feel unconstrained when making up stories and defining the cultural background of their characters. But remember that it is still a fantasy city, so no airplanes and such zooming around. I like to think of it a vast maze, a cross between modern Tokyo and medieval Europe with a bit of the exotic middle east to it as well.

The city itself is divided up into well over a hundred wards on the island. With the outlying areas and surrounding islands used to grow food on slave staffed plantations and manors. That is where the rich live in relative luxury, comfort and space, coming into the city proper when they need to relax or to buy specialty items, or inspect how their investments are doing. The main island and city is on a gentle slooping hill. The city is full of canals and tight streets, with some large towers, some even as high as twenty stories, with crypts, sewers, and other forgotten things at the foundations that were laid over a thousand years ago. There are courtyards and parks, and small cramped quarters. Exotic dancing bars and brothels. Fantastic shows and merchants houses. Each ward has its own Warden system, of determining who rules and what taxes need to be paid. Then there are organizations such as the Daughters of Darkness or the Dreaming Circle that span across the Wards. A coal porter from the docks steals a kiss from the baker's daughter in the shadow of the Gilded Tower while a messenger delivers a signet ring from a aristocrat to his mistress in the paper lantern ward. There is no central government, just the powerful families and guilds who influence the selection or election (depending on the Ward) of the wardens who have the sole power to govern their Ward. While the Night Council is supposed to coordinate between the Wards, this rarely if ever happens, instead they settle age old vendettas against rivals and families.

GM's and Players should make Nightshade their own by creating their own NPCs and Wards to populate it. But a few examples are given below.

SAMPLE OF SOME OF THE WARDS

THE COURTYARDS OF PAPER LANTERNS - Near the center of the city, this is pleasure district. Those that live hear make ply their trade by siphoning the coins of those that want to lose themselves in decadent and forbidden pleasures. There are brothels, casinos, salons, taverns, and dream dens by the dozen. The Warden is selected by the three original families that signed the Ward's Charter that own half the businesses. It is still cramped, but has a lot going for it, the cannels are clean, and wisteria hangs in

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courtyards that are well maintained. The Red Guard ensure that the streets are safe from most crimes unless they have been paid ahead of time.

THE HALL OF RECORDS - A banking district, and home to the Skevs. Every Ward keeps a copy of its charter here, and most keep their money as well. The small population of the huge tower and its connecting buildings and bridges (Skevs love bridges) are mostly employed by the major banking clans of the Skevs.

BLACKSUN SQUATS - A tentament and shanty town built on the western docks of escaped slaves and refugees. It is a filthy and dangerous place, run by the Black Sun Guild, an "investment guild and charitable orginzation" that is little more than organized crime.

THE GRAND MARKET OF WA - Originally the market for goods from the east. This large and boisterous ward has become the largest market in the world. Anything and everything is for sale here if you can take the time to find it. Not suprising it is full of merchants, shopkeepers, and others like bakers and foodstalls. It

THE SLAVE MARKET OF DARKMOOR - This is the Ward that contains the Grand Slave bazaar and is near the docks. The few nonslaves that live here support the market and the trades around it like tattooing and blacksmithing, as well as the gladiator hall, and the forbidden pleasure palaces, where the most forbidden fruits of pleasure can be found supplied by the Kol Clan and their slaves.

THE SILVER BEND - A residential ward, this Ward resembles a small town rather than a Ward inside a large city. The people tend to keep to themselves, and try to do just do business "locally". Its Warden is usually rotated among the key families that have the most money and own the most property. A more "typical" place in this city with its own small market, crafthalls, and grocers. It is relatively safe as the Bend Watch keeps order, and the Warden holds court once a month. They are taxed fairly heavily and strangers are not welcome.

TORCELLO - Torcello is an example of the outer islands. Most of the island is dominated by two or three powerful families (the Castines and Thulden-Myers) that farm the lush hills producing some of the best wines and sweet syrupy cordials, the latter often laced with essence of poppies. Most of the work on the mega plantations is actually done by slaves, but the families employ a few skilled freemen who live in the small multicolored villages in the bays. There they also fish, ship the goods of the wineries, and watch the sun go up and down lazily smoking their cigarillos and counting time by the seasons not the days.

GRYFON'S ERIE - Gryfon's Erie is a small upthrust of rock near the Great Market of Wa. Like all things in the city, it has been built upon. It has steep sloping sides, but that did not stop the Gryfon family from establishing this Ward generations ago. The current Warden is the Baroness Ythena, a Vu who married the late Warden. There are no elections in this Ward, the head of the Gryfon Family is also the Warden and ruler of this small Ward. It has no courtyards, just a dozen tightly packed narrow streets that snake there way up around the upthrust bedrock. It is known for its textiles, tailors, and dressmakers. All of the business are either owned by the Gryfon Family, or the merchants pay rents and taxes to it. At the top is a large Shin shrine dedicated to the Kami of the Upthrust, and across from it the largest building in the Ward, the Torro de Gryfon, twin squat towers that are the residence of the Gryfon family. Recently, a rice wine brewery has been opened as well taking advantage of the pure water that comes from a spring at the top of the upthrust. Besides the primary industries there are also local goods and grocers as well as drinking holes and bakeries for the residents. There are no charges to go in and out of the Ward, and order is kept by the Gryfon's Claws, a band of about 30 warrior retainers of the Baroness.

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RACES

Most of the population of Nightshade is are humans. But these humans are made up from many different cultures, most of them immigrating to the vibrant city generations ago. Now many of their home cultures are either gone destroyed by the Great Western Invasion, or the trading routes used long ago to the east are now impassable. PC's should be able to draw on a lot of different cultures to meet their needs.

In addition to the Humans there are some more exotic fantasy races.

SKEVS - AKA TROLLS

Skevs stand from around three and a half to five feet tall but have similar appearances to humans although they are typically considered uglier. They are thick and heavy set, with longer than usual proportion arms. They are usually balding, with only a few strands of white or grey hair. The men have a few whiskers on their chin. They also have more teeth than humans, including two overlarge canine teeth that sometimes stick out over their lips. Most Skevs also have clawlike finger nails. They live quite long, some into the centuries, and have amassed a large banking and clerical empire in the city. They are good architects, and are famous for their towers and bridges. They are also prone to scholarly works and frequently become sages. They fight with short broad cleaver like blades.

THE VU

The Vu look very similar to humans, just ten times more beautiful. They are usually a bit smaller, and more exotic looking having interesting blends of features, and clothing. The Vu are *completely* hairless below their neck, and their sweat does not usually carry the same offensive odor as many humans. They are prone to be somewhat flighty, and have insatiable appetite for sex. Their voices are soft and melodic, almost hypnotic and many humans are succetable to suggestions from the Vu. Most Vu are either extremely rich or extremely poor. Many wards have Vu families as aristocratic houses. They are known to meet as a race, and hold secret meetings and form clubs and societies, occasionally allowing their human lovers to join in. These humans are never the same again. They are very secretive, and some believe that their flightiness is a coy act, and that they have a very real and dangerous objective. Vu - Human couplings are infertile, and a Vu women has a lot of difficulty conceiving with even a Vu. Vu live about twice as long as human, but may only have one or two children, they are a minority in the city.

THE SHADOWKIN

These dusky skinned white haired beauties are believed to be cousins of the Vu. Arriving in the city only a few generations ago, they do not discuss where they came from originally, or why they came. Many of the younger Shadowkin do not why their grandparents came or what they fled either. Suggesting to some of the Skev Scholars that it was some great evil and are worried that whatever they fled may follow them here to the Last City of Nightshade. They are not found in great numbers and have the same insatiable appetites as the Vu but without the flightiness. This is further proof to some that the Vu are just faking it. The most interesting ability of the Shadowkin, appears near their 13th to 15th year, when they can begin to warp the powers of the shadow. This allows them to turn invisible in just the least bit of shadow (of which there is plenty of in the City). They call this shadow-walking, as some of the Shadowkin can move from one end of the city to the other without actually being seen by anyone. They are highly praised as retainers for both their beauty and exoticness as well as their skills in the darkness, of a wide variety.

THE CELESTIALS

A very small population in the city, and one that is constantly hunted by many different groups. The Celestials are those people who long in the past were given either the gift or curse, depending on how you look at it of shapeshifting into beasts. Usually this an anthromorphic type of shift, where they look like a cross between a beast and a human. Note that there features are just beastlike, not a particular one. Sometimes they have been called werewolves because some of their features are canine like. But they have no tail in this form. They generally can control their changes at will, but during the full moon or the rising of the Beast Star (a planet in the system that appears as a star - it appears twice a month for one night) they automatically change.

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OTHERS

There are rumors of other more malignant and benign races inhabiting the city, from devils and fallen angels to strange lizard like men with only three fingers on each hand and the face of the snake. Some think that this latter group is the one that is responsible for cutting off contact with the east, and the evil that the Shadowkin fled.

CHARACTER CREATION

As always, Players are encouraged to come up with a concept prior to getting down to the nitty-gritty of putting pen to paper (or bytes to disk in this case) for their character. Ask yourself some questions about your character:

1. What race is your character? It is recommended that you not be a Skev but the others are great.
2. Where is your character from? Are they from the City of Nightshade? Is there a particular ward that fascinates you want them to live in? Are they refugees from the Realm or the East? Are they tribal barbarians that have been captured and sold in Nightshade?
3. Is your character important in the City? Are they slaves or nobles or something in between? Are they wrapped up in politics? Are they more interested in local gossip and the goings of their neighbors?
4. What do they want out of life? Are they running towards some quest or from some shadow of their past? Or are they just hanging loose waiting for something to happen to them?
5. What are they good at? What are they bad at?
6. Do they have any friends, enemies, lovers, families, a love lost?
7. What kind of gear do you want?
8. What do they look like? Pictures really do speak a 1000 words, check out www.deviantart.net for some great photos and fantasy art, some risqué some not.
9. What situations do you want them involved in?
10. Finally what do you want out of the game! (Besides sex and fun - hopefully those are givens)

OK follow the set-up in the SRE - your character submission needs to include - Name, Archetype, Gender, Character Age, Race, a good description.

For the numbers bit, you get 10 points to split among the three main attributes. No one attribute can be higher than 6.

For skills and talents - pick 4 - 8 good descriptive skills and talents. All Vu get the beautiful talent, while Shadowkin get the Shadowwalking power and darkvision.

For flaws and weaknesses pick whatever you want that will make your character interesting. Although all Vu have the flighty and insatiable appetite for sex flaw, while the Shadowkin have the insatiable appetite for sex flaw as well.

For equipment suggest some stuff. Most folks don't wear any armor heavier than a leather jerkin, although there are some interesting cultures out there, and your character may walk around in full laminar if you can come up with a good reason for it. Same for weapons. The GM will assign any necessary stats for your gear.

If you want to use magic, let the GM know. Magic is a dangerous path that can easily consume the caster. It takes a long time to puzzle and slog through the magical texts to learn just one incantation, see the section on Magic below. But if you do want to use magic, let the GM know with 1 to 3 "spells" which are called incantations in the game. Each one of these probably requires at least one or two tomes worth of research that your character has done to learn these incantations. The more powerful the incantation, the bigger the side effects and potential dangers there are to the user.

Magic

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Magic is strange in Nighshade. Magic in its purest form is a soul trying to twist and bend reality to their will. This creates an incredible strain on the mind and soul of the magi. Usually, to overcome this Magi have created elaborate treaties and studies, with the end result a string of strange syllables that Magi call incantations. These powerful words give a structure and form allowing the Magi to direct the power in a very specific way without risk their mind and body, at least not too much. To understand the implications and subtleties of an incantation the Magi must study it completely to master it. Usually a whole tome or series of scrolls are required to be studied to achieve mastery of just *one* incantation. In game terms, a character must study the work for at least a week (longer or shorter modifies the roll). Then the GM decides on a difficulty number based on the power and complex nature of the incantation. If you fail this roll expect bad stuff to happen to your character. However, if you pass it, you can add the incantation to your character sheet and use it as often as you like (note many incantations still drain the power of the Magi - the GM will let you know, after you use for the *first* time).

There are rumors of some beings and powerful Magi that can work with the raw power of magic without the structure of incantations and not go mad, but there are no documented cases of it.

RELIGION

Religion on the Twilight Isle is a matter of Faith, pure and simple. While many of the religious texts reference miracles from divine power, no one has ever really substantiated them. In game terms, if you want to have Faith it is more a role playing trait than a game or rules trait, however you can put down Faith on your Skills and Talents to let the GM know that your character truly believes in the powers of their religion.

There are many different Faiths in this land, and players may create new ones subject to GM approval.

THE WAY OF SHIN - The way of Shin does not really place a morality or ethics into their religion, other than beauty, purity, and cleanliness is much better than ugliness, corruption, and sickness. It is an animistic religion, one of that believes that objects in the natural world have spirits inhabiting them. They generally mark or build small shrines here to honor and acknowledge the beauty and purity of form. They don't really worship these spirits, nor do they expect them to do anything but inhabit the form that they are in. The general duties of the priests are several ceremonies that are important in a person's life such as coming of age, marriage, and funeral. They often also perform cleansing ceremonies at request (for a small donation).

THE 10,000 KAMI - Related closely to the Way of Shin (to the point that they often share the same shrines), the followers of the 10,000 Kami, believe that these spirits or little gods (Kami) that inhabit the world can influence the world's events. It is good to keep the beneficial spirits happy with offerings to promote good fortune, and to appease the malignant spirits to keep them from spreading pestilence and bad fortune. Otherwise very similar to the Way of Shin. Astrology figures very heavily into the 10,000 Kami.

ANCESTOR WORSHIP - Very popular among the powerful families and the Vu, they believe that the spirits of their ancestors resides in a paradise plane of the void, where they watch and wage war on behalf of the family. There are no priests for this religion; rather families have personal shrines and graveyards for their ancestors. They often pray for guidance from them.

SONS OF SOLOS - This is one of the few Monotheistic Religion on the Isle. They believe that there is only one great god, Eywah, the creator and destroyer. Those who are in favor of Eywah find fortune and those who aren't chosen by him have to face the harsh world on their own. They believe that Eywah blesses certain individuals born to rule and guide the peoples of the material world, hence making this religion very popular with some rulers. It does not have much of an ethic, other than respecting the decisions and guidance of the Chosen. Solos was the first Chosen to recognize it, and built the Great Temple (somewhere far in the west that has been now conquered by the Tribes). He wrote the 13 Books of Rulership and the Chosen, of which seven outline just genealogies and heraldry of the Chosen. Birth, Coming of Age, Courtship, and Birthing rituals are very important in this religion.

THE CULT OF ILLIANIA - A popular cult within a broad pantheistic religion of gods and goddesses who watch from the realms of Paradise and the Dark Fire, Illiania is the goddesses of self-indulgence and hedonisms. Her cult advocates the pleasures of this life, that people should lead full, sensual, and

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pleasurable lives at the expense of everything else. This is one of the oldest religions having its birth near the mainland that is closest to the Twilight Isle. Decadent orgies figure big into the Cult.

THE CHURCH OF ARO - In the same pantheon of Illiania (and the same region), Aro is the god of the earth and rain, in other words an agricultural god. Often worshipped by commoners, slaves, and plantation owners alike. Seasons figure big into the worship of this god. The priests also preside over a persons important ceremonies in their life such as birth, coming of age, marriage, and funerals.

SHRINES OF KEL THE WANDERER - In the same pantheon of Illiania and Aro, Kel is one of the younger gods. The myths surrounding him state that he started as a master craftsmen, and then traveled selling his wares. Finally he tired of travel, and settled in the region of the Twilight Isles. Tired of walking, he built the first city walls and called people to him, creating the first city. Hence he has become symbolic for city dwellers, travelers, merchants, and craftsmen. Mostly he just has a lot of shrines that local priests keep up. For ceremonies involving rites of passage, marriage, etc, most still go to the Churches of Aro or the Temples of Illiania.

SHAMANS OF THE BRONZE LEAGUE - As some of the various tribesmen of the invading hordes of the Realm where brought to Nightshade as slaves, so their religion was brought as well. They follow the advice of Shamans that see gods in animals, each person having a totem spirit. Of all the religions practiced this is one of the most primitive, and the ceremonies of the Shamans sometimes manages to capture the practices of the Magi in a crude form, giving them the appearance of miracles that are really manipulating the powers of magic. However, their methods are less organized and controlled, resulting in most of the medicine men and shamans to go mad and crazy as they use forces beyond their control.

RUMORS

The following are several rumors regarding the City. They can be used as adventure hooks for interested PC's or just read to give you an idea of what is going on the background for your character.

GLUT IN THE SLAVE TRADE - The Blackmoor fleet has been engaging in more and more slave raids against the Bronze League and the Tribes that make up the Horde that destroyed the mainland Realm. This is causing a huge glut on the slave markets in Nightshade. There are two effects, one that business is hurting in the Paper Lantern Wards as more and more people seek cheap pleasures offered by the Kol Clan. The second is that the more paranoid groups in the city believe that there is not enough administration for the sudden influx of slaves and are concerned about revolts. Additionally, the even more paranoid think the "ease" of which the tribes are being captured is an indication of a trojan horse plot to get ferry large groups of the Tribes into the city, where they will rebel.

THE GREAT LIBRARY CONDUCTS DIVES OFF THE COASTLINE OF THE BLACKSUN SQUATS - The great library, the most prestigious library in the city, has hired the mercenary cum explorers band of Ergon's Raiders to oversea excavation and recovery of the underwater ruins off the coast of the Blacksun Squats. Rumor has it that they are using pearl diving slaves for the excavations. They have walled off a section of the squats to run the operation with the blessing of the Black Sun. However, all that has been seen being transported to the Library is a single rumored lead lined crate that has been seal welded shut as well. Rumor has it that all the pearl divers are being put to the knife after they return from the site. No one knows why, as they are quite expensive to buy. Perhaps the Skevs know something that no body else does.

FOUNDATION OF THE COLLEGE OF MINSTRELS - Across all the Wards, there has been rumors of a new powergroup forming. The College of Minstrels. The goal of the group is unknown, and it is made up of about half Vu, worrying members of society in Nightshade. The first meeting will be three days hence in a wine shop in the heart of the Great Market of Wa.

SONS OF SOLOS PATRIARCH FOUND DEAD - No one knows why the healthy man just keeled over while in his study. While members of the Faith officially have said that it was "just his time" and that nothing dark or suspicious is going on, others have gossiped that the ancient tome from the central archives that he was reading is now gone. The Church is in a bit of disarray right now as the cardinals decide who should replace him.

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THE COURTESANS OF THE PURPLE TEAR - Another new business has formed. Or some might say a sisterhood or a religion or the formation of a new Ward. It is hard to say. The Courtesans of the Purple Tear have purchased a small island near the bay. The island was very expensive having been prime real estate for warehouses of a more dubious and suspicious nature. Currently they have just reopened the slip after extensive renovations. The old warehouses, thick walled barralled vaults built into the almost entirely mountain-hill that is the island, still stand, but their contents have been emptied. The Courtesans have not done very much other changes externally but try to relandscape it. They are rumored to have sent out invitations to various families for an initial gala to be held in a weeks time. The tickets are extremely expensive, and the markets at the Hall of Records have even started a speculation trade on the much sought after invitations which promise a week that will never be forgotten or surpassed. One of these silver tickets is rumored to be worth several pounds of gold on the market. People are keeping very hush - hush about who has them.

HOW I PLAN TO RUN THE GAME

I will admit that the whole PBeM is a little bit new to me. I usually run games in the Play-by-Post format. However, I think that the PBeM will give me and you a bit more freedom in our games, including the transferring of files and other advantages. This section briefly outlines some expectations and gives you some information for how I will run the game, and the etiquette expected.

RULE 0 - Have fun! That's an order J Seriously, the purpose of games is for the player and GM to have fun and hopefully make a great story in the process, not the other way around. Please email me if you ever stop having fun, or if other people are being harassing, not respecting your character's limits, or if any other way the game is having a negative impact on your personal life. I would rather you err on the side of caution, and email me when you think there might be a problem, rather than wait until it becomes a problem.

POINT 1 - Please email only the GM with your "in character move". I will take your moves, and the other player's moves, and then send out a message that includes all the relevant bits, plus what happened as a result, as well as NPC reactions etc. Please put in the Subject line of your email the following "IC: Character's Name". Players can email each other regarding out of character stuff, and planning things, etc, but please always CC: the GM on any emails relevant to the game. Please respect other player's wishes, and if they request you not to email them, please respect their wishes. That way, if a player is more comfortable that way, they know that only have to exchange emails with the GM.

POINT 2 - If you have out of character discussion with the GM, like clarifications and questions, telling the GM that you will be out of contact for a while, etc. Please put in the subject line "OOC: Subject".

POINT 3 - As far as writing conventions, I am not a super stickler for grammar and spelling, but expect posts to be well thought out, and readable. You should write in the third person, and when posting your character speaking, use quotes. Try to write as if it was a novel or a story, and less like a list of actions, it makes the game flow better for everyone. If you need to include out of character clarifications and questions, or exceptions, please use [] around it. For ease of the GM editing, please put at the end of the in character narrative. For example, a post could look something like - I hope it helps get the idea across. I don't use any fancy formatting for the email part of the game, as I have hotmail, and others do to, and it occasionally messes up any special formatting.

EXAMPLE POST

Bev looked around the flat. Although it was dark, and the door was locked like she left it, she still felt nervous. She turned on the lights, and scanned the flat for a second or two. She ran to the study to get the cricket bat hanging over the fireplace. She thought to herself, God how did I get here. In a meek voice, she creaks out "Hello, is anyone there?"

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[Can she see anything or any evidence that someone was here like books moved or anything? If she does, she leaves immediately, and does not go and get the cricket bat. If she is attacked while getting the cricket bat, she will scream out, and try to run to the door]

POINT 4 - Please only post your actions, and feelings, etc, and not those of others. Please do not make too many assumptions or extrapolations regarding your character's powers and talents and the nature of magic. Let that develop naturally through the interaction in the game. If you have a question, just put it at the end of your "move" and I will answer it. The GM will resolve any actions using his own judgment and your character's stats (see below). For example if there was a creep in Bev's apartment. Then she could post - Bev swings the cricket bat really hard, trying to hit the unknown assailant in the nads. She screams for help all the while, and tries wailing on him as much as she can. She could not post - Bev swings the cricket bat really hard hitting the unknown assailant in the nads, causing him to double over in pain, so she can run out of the flat. I am sure that all of you are aware that the latter is usually considered bad form in a free form game. But I just wanted to remind you ;)

POINT 5 - To get the game moving, I will occasionally ask you to gloss over some stuff. Other wise that romantic intimate dinner conversation, could take a year in real time to play out. I try to keep it to two of three moves and then move on to the next thing. Of course sex and personal intimacy are the exception to that rule, and anything else that you the player are enjoying. So if I send you a note saying "ready to move on" and you want to continue playing, then we can. After all there is Rule 0, which overrides any Points. The other corollary here, is that with this game, the GM will be online maybe once, and perhaps twice a day to respond to messages. If you send single line moves, it will be a really slow game because of that. Consider this when posting a move, which we should maybe aim for a few paragraphs until we get the feel of the flow of the game which will come with time. If it needs to be shorter, we can make it that way, longer is cool too. Just make sure to tell me.

POINT 6 - For those of you interested in the rule system that I use to resolve actions, etc, send me an Email and I will let you in on the system that I use. But many freeformers don't really like to know this stuff, so I left it out intentionally.

POINT 7 - There will be three documents that I send out on a regular basis. One is this Codex. I will only send it out if there any changes. It has some of the game world information as well. There is also a "Cast of Characters" document. It contains the character sheets and some information on major NPCs and locations as well. Again I will send out only if it changes. Finally, as an added bonus, I will take all the incharacter posts etc, and assemble them into a PDF file about every two to three weeks. I can send this out if you want as well. If you do not want to receive, please let me know. I plan on doing this to make it easier as the game goes on, on knowing what is going on. I plan, but cannot guarantee that I will remove all the OOC stuff from it. If you have pictures of any sort that you would like to include in it, please email them to me. But nothing illegal. Since I am running the game, I won't include any pictures, I think my energy would be better spent on trying to make the game better! J

I may add other points in the guide as time goes on. But this should be enough to start us off. I don't have that much experience with PBeM, any constructive suggestions and improvements are welcome.