

SLICED

A monthly roundup of
our gaming world.

Issue Two

August 2021

~~Price £1.00~~

Free trial issue

Free to our lovely members

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Hi and we are off on another adventure. Welcome to issue two of our in-house Newsletter.

In this issue we will be looking at some more print and plays, 3D printing, some new arrivals both to the

shop and the library and a couple that you may have missed. We will also make a few travel game suggestions and mention a few other newsworthy items.

OPENING UP FURTHER

Yes we are looking to open up further, having spoken to Irene at Games Galore we are looking to open up on Tuesday afternoons for just Scrabble and Rummikub for at least some of the Games Galore players.

MAC AND CHEMO

Mac is now into his Chemo treatment. Which means that he may be somewhat grumpy, sleepy, forgetful, feel like his face is melting and other interesting side effects. Who knew that destroying your own bone marrow would be this much fun? He also has virtually no immune system, a fact brought home to us after a simple fall led to two days in hospital with pneumonia. Which means that he might keep stepping back to try and minimize infection risk. We apologise in advance if this causes you any distress, but it is what it is.

But he did get a Chemo Hero goodie bag, so maybe a charity event for them when we can open properly, one good turn and all that. Over and Above is also on our shortlist.

BLINGING UP GAMES WITH A 3D PRINTER

When we play a game we often think “this would be so much better if only they did this” Tactile is the right word to use here, as it’s the feel of a piece as well as what it looks like that raises the bar. Its fair to say that often the “this” is not just 2D printing some part on cardboard, but using wood, plastic or metal to make a three dimensional part.

Which brings us
of you may



to why write this piece? Where does it fit in with the Café? As some already know Mac will have started Chemo by the time this is



published. The people at the hospital have been great about all this by-the-way. The

Chemo is currently planned to last two and a half years and is the basic vanilla version of the treatment that they will then adjust it goes along. But, like other types of Chemo, it damages a large part of the immune system. So Mac will be at a much higher risk of infection - something he is already encountering. So due to the additional risks imposed by Covid, which has definitely not gone away, we are looking at Mac being basically confined to the house for at least the initial 6 months, when they start with an intense cycling of the treatment.



So Mac has been given a 3D printer to get to grips with, and keep him occupied. Learning how to design stuff from a basic idea to a game part that looks good when its finished. Then transferring the design on to the right format for the printer. Then getting the printer to make what we want rather than drool molten plastic all over the place. His first efforts will be showcased in this issue. We may then move onto laser cutting and engraving ply and acrylic parts next. Large sized Kingdomino anybody? Suggestions about what particular game parts to have a go at next, are welcomed, please drop us a line.

But D&D and MTG bits look like a plan.

DIARY OF AN ADVENTURER, BY ALLMEN (AL)

CHAPTER ONE - FROM DAGGERFORD TO DRAGONSPEAR.

I am a wanderer, never could stay in the same place for long. I join on to adventuring parties, when they are happy for me to do so, as it is safer than travelling alone. I have recently joined a party, I met them at a clearing, where we had all decided to stop for the night. I decided that it would be good to write a journal of my wanderings. I have had many experiences some quite odd. I will start by introducing myself. My name is Allmen, AL, for short. I am not a fighter though I can look after myself at a push. I am an accomplished rider and trained in driving wagons. I have also learnt to look after horses particularly when they are ill or injured. I am quite and stealthily, not to bad at tracking either. I pay my way by being useful, doing chores, looking after wagons and animals, standing watch and such like.

I have named them 'The Party of Misfits', meant affectionately of course, however, they are a very awesome combination when they are working together.

Let me introduce you to the 'Party' and you will see why I call them the Misfits.

The older fighter (Raff) is unofficially the leader of the party. He is very experienced and has seen most things in the adventuring field in his time. He is a steady influence on the young fighter.

The younger fighter (Carl) is a bit brash and eager to do his bit. Very enthusiastic which can get the better of his common sense, but is talented. If he lives long enough, he will become a champion among adventurers.

The next (Cowacyn) must be some kind of changeling. I'm not sure what their true shape really is. It can do some amazing things. Though, I am not sure I can quite trust a changeling.

The mage (Valvyre) is very quiet, competent and very pleasant, always ready to do her part.

Last but not least is the most fascinating members. The Ranger (Snake) her nick name, I can never remember her full name. Her companion, a wolf (Wolfy), what an original naming. They are almost one creature in nature. Their relationship seen up close is really fascinating. Both attuned to nature and wild in their own way. Not master and slave but equal partners in their relationship and have a connection I can't fathom or understand. They are a pair to behold and a potent combination.

Back to the beginning of my story with this group.

Having stopped in a clearing we lit a fire an Awakened Tree came into the clearing and put out the fire!

We didn't light the fire again as we didn't fancy upsetting the Awakened Tree. In the morning it was cold and clouded. Felt even colder having not had a fire over night.

Set off with grass scrub on the left and a small forest on the right of us. After about 10 miles we got to the brow of a small hill and Dragonspear was laid out before us. Over to the left we could see an old castle, looking lost and forlorn, but still in pretty good nick. We thought this might be worth looking at.

We entered Dragonspear, a small way town with only an Inn, Rovers Deliveries, and a Guard room. We pulled into Rover's place and was greeted by Astral Liaden, a male Elf, looking neat and efficient. Snake had some communications for him and then Astral had our horses and wagon looked after and then he took us to the inn. As we approached the 'Dragon Inn' I smiled at the sign. It was a dragon with a spear through its heart, it had a very human, hurt and upset look on it's face.

Bethryнна Liaden (daughter of Astral, keep it in the family) known as Beth, hates to be called Bethryнна, greeted us and I am pleased to say brought over a very welcome jug of ale. She told us that the bridge between Dragonspear and Soubar had collapsed and we would need to take a detour to the South to cross on another bridge. We didn't have a problem with this until we learned that the 50 mile trip would now be an 180 mile trip. Still we will see parts of the country not often seen.

While we supped our ale we listened to the conversations around in the inn, they kept talking about this old sorcerer hanging around the old castle. The customers kept talking about some evil old guy doing evil rituals in the castle, the batty old bugger.

After a nights sleep and a hearty breakfast we decided to set out and look into the story of the old sorcerer and the castle.

After about 1.5 miles we came to the turning which we assumed lead to the castle. Snake sent Wolfy, (her wolf companion) to spy out the land. She said that there was a human dressed in robes and a skeleton dressed in blue robes. I still don't understand about this connection Snake has with Wolfy, but he is the size of a small pony and I don't fancy upsetting them. The sorcerer and skeleton were standing near an open gate. Raff, the old fighter, suggested that we stealthily sneak up in the woods and wait out of sight, while he talks to the sorcerer. We got close enough to see what they were wearing. The Sorcerer was wearing normal robes. The skeleton was wearing vestments and a Holy Symbol. One of the party, I can't remember who, identified them as belonging to Akulta, The Goddess of Healing.

As Raff approached the sorcerer he also came towards Raff. The sorcerer introduced himself as Gransser (he was actually an Aasimar). We couldn't hear the conversation but Raff told us later what the sorcerer had said. He said that he noticed Raff looking at the skeleton. He explained that it was Sir Rupert. He had been a very devoted servant of the goddess and went around teaching healing and preaching about his goddess. He died at a very old age, when his spirit went to join his goddess she

was so pleased with him she granted him a final boon. She took his spirit and bound it to his bones. He lived again in his bones and was able to continue her work. He was not undead he was literally a living skeleton.

Raff called us forward. Gransser explained to us the he and Sir Rupert had been seeking out an evil high priest who had been trying to summon a demon to do his bidding. They had tracked him to the castle. The sorcerer had heard chanting and once when they had chanted into a frenzy he sneaked in and saw an altar with a high priest and four priests, followers of the goddess, around it.

He had been waiting for the high priest to come out on his own or all the followers to leave so he could go in and confront him, because they couldn't take them all on by themselves.

The party had a quick chat and decided that we would help them. We entered through the open gate and checked out all the outer buildings to make sure we got no nasty surprises. We check the Keep door for traps, it didn't have any, it was also unlocked. Gransser must have done a good job of keeping them concealed because they were obviously not aware of their presence. We looked in the hallway, there were two doors leading off on each side and a spiral staircase at the end. We could hear chanting but could not work out where it came from. Wolfy entered first and indicated that they were in the second door on the right. Snake sent Wolfy upstairs to check that out too, but it was empty.

We had a whispered chat and decided to barrel in and sort it out. Snake told Wolfy to stay in the corridor, this was not going to be an encounter that he was suited to.

We barrelled in and took up positions, one walked up the wall and hung from the ceiling. I realised that the group I was with were very peculiar. The priests were so deep into the ritual that they didn't even notice.

This is when things took an unexpected turn and went pear shaped, I don't want to do this again. There was a blinding flash, the high priest collapsed to the floor and a Barbed Devil appeared in front of the Altar. I started to regret making such a rash move. The fight was quick but brutal. Towards the end of the battle the priests came round and got up with the followers shielding the high priest. He opened a dimension portal and disappeared.

I don't remember much about the battle, people getting injured left and right. I will say I have never battled with such a powerful party, once they get going you would not want to be a bystander. Once the Demon had been killed and the high priest had bottled out. The followers surrendered. There was a question as to what to do with them. Sir Rupert suggested that he take them into the office next door and talk to the goddess about what to do. After he entered the door seemed to mould into the wall, leaving no gaps in the wall. We could hear some chanting and another voice I would find it difficult to describe and would not want to be in its presence either. All of a sudden there was a big flash we could see it coming through the window from outside. I tell you I have never seen lightning that bright.

The door reappeared and Sir Rupert came out with two of the followers. Looking past them into the room, it was empty. Sir Rupert explained that the two remaining followers are now devoted to the goddess, however, the other two were 'not suitable'. The new converts will spend a little time with Sir Rupert and then take the goddess's teaching to the world.

Raff suggested that Sir Rupert, Gransser and the two new initiates could reopen the castle as a place to receive healing and teaching on how to heal and also tell people about the goddess. The goddess had one last boon to give. She gave us the ability to cure wounds 3 times for most of us, and 6 times for the those who had become a follower of the goddess and would worship her, the cure wounds would renew at dawn. I got the feeling that she was a benevolent goddess but could be very upset if her worshippers followed another god. I would not like to cross her. Sir Rupert told us that if he was killed his spirit returned to the goddess and she would send him back to his bones at dawn the following day. He also told us that if we see any creature with a blue cross glowing on its head it was because they had killed Sir Rupert and this displeased her. It also meant that when they got healed only half was done to them because the goddess took the other half of the healing and gave it to a more deserving case. See what I mean about she can be hard if she is upset. Having said that, I was so impressed with her, which in itself is surprising as I have never had much time for gods and goddess'. I have become a devoted follower of hers, and as I never do anything by half, I will be a very devoted follower for the rest of my life.

We returned to Dragonspear and talked to Astral at Rovers to discuss the setting up of what is effectively a temple to the goddess. We all chipped in some gold to help set it up. We spent a little time in Dragonspear, I sang, playing my hand harp, and of course drank some good ale. But my wanderlust is calling. They have let me travel with them for a while as they journey working for John and Alex Rover combining their two companies to make a continent wide organisation. Crossing the country see new places every day is a dream job for me. I do my bit to pay my way as we journey.

We prepare to leave for Soubar, the next port of call, so to speak.

CHAPTER 2 - FROM DRAGONSPEAR TO SOUBAR.

We set out early next morning it started out as a bright and warm day, with the High Moor is to our left, the Trollbark Forest to our right and the weather giving us a spring in our step. We made good progress, and before we knew it we had travelled 20 miles. The end of the forest was insight some five miles ahead. Suddenly, a Pixie steps out from the forest. It is unusual for Pixies to be so obvious and this one was gangly and tall, about 2' 5" she stood there with a smile and sang to us. Some of us

were enthralled by her. I later realised I had been charmed. She was holding some very fine and beautiful gossamer type material in her hands.

She explained that she is going on a date, her first, and needs a posh dress to wear. She is so nervous that she is unable to sew it together. She asked if we would do it for her. Three of us were willing to give it a go, I have to say some were still very suspicious of her. There was enough for us all to have tried but the three of us gave it a go. Although I say it myself I think under the circumstance we did rather well, she seemed pleased. She considered them carefully and finally chose the one Snake had made. She said the others could keep the dresses and sell them, I know that they will make a good price as the material is very expensive. To Snake she gave a gift to say thank you. She smiled, jumped for joy and was gone back into the forest. We stopped and rested the horses for a while and had some lunch. As we got to the end of the forest we could see the crossroads. Suddenly, the pixie came into view at the end of the forest holding hands with a Satyr he was only about 3' 4" tall, they looked like a funny, but charming couple. With them was another Satyr but he was normal height about 5' 8" tall, it is one of those funny scenes that will stay with me for the rest of my life.

We turned right at the crossroads on to the Baldur's Way and headed south. This passes through mainly scrub land, it could be cultivated but would not produce a good enough crop to be farmed but could sustain family. After about another fifteen miles we were tired and the horses had been travelling in the sun for many hours so we decided to stop for the night. Snake and Wolfy wondered around the trail and after a few minutes Snake declared that Wolfy doesn't think that the trail has been used for a few days. I asked her how she did that, she just shrugged and said it's a Ranger thing. I have known rangers before and I am sure this is unusual, what annoys me is I am never going to understand it. We set up the camp and agreed the watches, although the trail had not recently been used it is an automatic procedure you will find adventurers that have lived to a good age have done, which in itself speaks volumes. It was a quiet night though rather chilly.

The morning brought an overcast sky that seemed to threaten rain. We continued the journey the terrain was still the same as the previous day and got boring very quickly. It showed in our rate of progress, spirits were dampened even though the threatened rain did not come. After twenty miles we stopped to rest the horses and have something to eat, it was a quiet meal nobody was in a talkative mood. After a longer than usual break we continued and after about another ten miles, as it was getting dusk, we decided to stop for the night, we only made thirty miles that day. After eating and hardly any conversation we set the night watches and turned in.

The morning was a little brighter and warmer than the day before and our spirits returned, today was going to be a better day. After a few miles we could see the Two Rivers Mountain range, on our left and a river running down from it. It gradually got nearer to the trail as we covered the miles during the day. We arrived at the bridge where the river passed under the road. We had made good progress that day making up for the slow one the day before. We could see the trail turning off to the left just over the bridge and decided to camp the night before setting off on our second part of the detour. The evening meal was a much more pleasant time and the evening was quite enjoyable, as we took it in turns to tell tales of our travels. Some of them reminded me of 'tall stories' I had heard before, but it was an entertaining evening. Having decided on the watches for the night we settled down to sleep.

With all the entertainment going on late the previous evening we were slow to get up and started out later than usual. The day was very warm and we left off our weather proof coats and the wagon trundled on at a good pace, even the horses seemed to be enjoying the trip. After about 15 miles we could see the next bridge where we will turn back towards the original trail to Soubar. It felt good to be soon heading back up to the other side of the broken bridge. As so often when everything seems to be going well, something goes wrong, this was no exception!

As we got near the bridge a Troll came out from under the bridge. Not just any Troll but one (built like a brick built outhouse). He was huge, bigger by half than anything any of us had seen before. We stopped and stared. With a very, very deep voice it said "Hi, welcome to my bridge, are you gamblers? I will roll this dice to see how many gold coins you each will owe me to cross my bridge. I am fair, so I will not charge you for the wagon or horses" he then rolled a six die, "My, you are lucky adventurers it is a 1 so you each owe me a single gold coin". We quickly decided that it was best to pay him. It was obvious that he kept the bridge in good order so it seemed fair. Raff asked him if there had been any robbers around recently or perhaps a mage traveling light. The troll said that he doesn't get to see any villains for some reason. Looking at him, we could have told him why, but decided it was probably best to say nothing. Raff asked what we could expect further up the trail, was there anything we could do with knowing. The troll smiled, well I think it was a smile, and answered. "There is an old ruined town now call Dead Town, there is talk that a mad mage is holding up in the ruins". We politely thanked him for the information and crossed the bridge. As we left he called out "When you come back I will still not charge you for the wagon and horses".

We continued along the road and came to a junction where we turned and crossed a second bridge. We didn't expect to see another troll but I heard a few letting out of deep breaths, including mine I have to admit. The mountain was still on our left, we had gone round the bottom of the mountain. The terrain was similar to before but the soil was more fertile which would

probably account for there being a town this side of the mountain and not the other. After about 10 miles we saw the ruined town ahead. We slowed down to take a good look at the town. The buildings were in different states of decay, some just a few feet high, sometimes difficult to tell if it was a wall of a house or of a garden. Snake sent Wolfy in to check for surprises, we have had our fill of surprises for one day. Wolfy disappeared into the town, the buildings near the centre were less decayed and we lost sight of him. After a short while he came back and then went to the old inn and just stood there, Snake said he was confused. We went to the inn and looked inside, it was less damaged than the rest but all you could see was mounds of rubble where the roof had collapsed.

Valvyre did Detect Magic and learned it was a high level illusion.

Ralf called out telling the mage to remove the illusion. So that we could hold a discussion.

The mage shouted 'I know your here to kill me and take my soul. I've been expecting you for years! Go away, go away'

Leave me alone you evil, evil creatures. I know you are not what you look like, you are evil monsters.

The mage cast a Iceingdeath's Frost Spell at the party. Causing everyone to take damage also causing Valvyre and Snake to be covered in ice unable to move.

Raff threw in some containers of oil that smashed on impact, he then followed them with a lighted torch. The inside of the old inn was mainly wood and wooden beams, they soon caught light and the flames quickly grew.

Raff called out for him to come out but he refused. The fire soon engulfed the building and destroying all in it including the Mad Mage.

I felt sorry for the Mad Mage, he had been there years paranoid that he was being hunted the whole time. Every time a traveller past through he must have thought they were looking for him, to kill him. It is sad, but perhaps better to get it over with than go on for years in that paranoid madness.

It was suggested that we could stay the night in the cellar which was secure, Raff wouldn't do that so we found a building that had some walls round it which gave some shelter. In the early hours of the morning there was a big rumbling and a crash. The supporting beams of the old inn had been so badly damaged that the walls and upper floor had collapsed, lucky we weren't in the cellar!

I had last watch so cooked breakfast for when they woke up and then went to see about the wagon and horses, and we left Dead Town early. The terrain was fairly flat, with some small hills but easy going. The grass and scrub on either side of the trail was as high as 6' in places. From our vantage point in the wagon we could see the top of the grass and it would have been obvious if any creatures were hiding in it, which meant we could make good time without worrying about an ambush. After about 15 miles we left the mountains behind on our left. After another 20 miles we reached the junction where we rejoin the Soubar Way. We set camp for the night with all the usual precautions and had a quiet night, which was unusually warm and pleasant. The morning was again warm and pleasant as we turned right onto the Soubar Way for the last bit of our journey which was only about 10 miles.

We were only about half a mile from the town when we saw a very peculiar sight.

There was an old Goblin standing by the trail, he was shabby and wearing a tatty old carpet for a cape.

As we drew near he leaped out in front of us brandishing a small rusty sword. He made the 'on guard' pose and announced in a loud voice.

"Due to my rank and status, I demand a tribute from you to spare your lives".

As a tribute was not immediately forthcoming he shouted.

"You insult me by refusing to honour me with a tribute to my superiority and status". He lifted his sword and at that moment Cowacyr cast Heat Metal on his sword. The Goblin shrieked in pain and threw down the sword. He threw off his cape and knapsack, wandered into the plain grumbling.

"They were right, I am worthless and useless. A waste of time and space, no right or reason to be alive". As he wanders into no-man's land.

Cowacyr runs after him grabs and picks him up. Brings him back to the party. Raff asked what his story was. Evidently, he had been a tribal boss and when he got to old to command any more he was deposed. Normally he would have been killed, but he was still the most stealthily and the best tracker, in the tribe. So he ran away and they could not, however hard they tried to find him. He had been traveling everywhere trying to make a living. He could not rob on his own, no one would give him any kind of work (he didn't blame them for that).

Raff asked him if he would be prepared to work for us for a silver a day and board and lodging. He asked if he would be part of our tribe. Raff said that is exactly what he would be. He then formally introduced himself, 'My name is Breetoedel, but please call me Bree now we have been introduced. I found this both comical and quite moving. The first thing they did when entering Soubar was to fit him out with new cloths, leather armour and commissioned a scimitar be made appropriate for his size. Raff asked him if he would like his own room in the hotel. He beamed and said that made him a proper adventurer.

Snake went to see Ramas Fezim, who was a male human, Alex Rover's representative. I went with her and sorted out the horses and wagon. Ramas had offered someone to stable them but I preferred to do it myself. We went to the Traveller's Rest and So-Kehur, the landlord, said how they had been expecting us and following our journey. Alex had left instructions that they would pick up the cost of lodgings. In the afternoon Cowacyn went out to see the Smithy on route he saw a priest coming towards him. He shouted

"Blasphemers and Murders. You are all sinful, all of you. Repent, Repent! All adventures are just justifying why they are murders and thieves. Repent! Repent!"

The priest stops in front and when Cowacyn moves, he moves in front again. After a few minutes the Militia arrives and escorts the priest away. They apologise for the incident and tells Cowacyn that he will be taken home. He has someone who looks after him. He is usually rational but occasionally he has an episode. He is harmless and would not hurt anyone.

Cowacyn arrives back at the inn and we sat and was brought a jug of ale and some food. Listening to the conversation going on around us. Always a good way of understanding what is going on in an area. There had been some robberies around the area in different locations. A lot of strangers have passed through the town not stopping and later going back again.

The items stolen were Silver and Gold items like cutlery and candlesticks. We found out that there was a Silver Smith about 3 miles outside town, so we decided to give him a visit next morning.

Next morning it was a nice day so we decided to leave the wagon in town and walk the 3 miles to the Silver Smith. After about 2 ½ miles there was a trail, known as The Fisherman's Way, leading off towards Fisherman's Port. We travelled along and soon came upon a house and forge. We went and knocked on the door. Raphael Jassen answered the door and invited us in, he had heard we were in town. He introduced us to his wife, Victoria and his daughter Isla aged 4. While they talked to Raphael about what would be needed to process items, I played with his daughter. She had a play forge and pretended to make me a gold ring and a silver neckless.

We returned to Soubar and went to the inn to eat. I mentioned about Isla and how she made me a pretend ring and neckless. So-Kehur laughed and asked if Ralf, his 7 year old son, had talked about the animals, he wanted to be a blacksmith rather than play with little bits of metal. We told him we had not seen a boy there which surprised the landlord because Raphael was so proud of him.

Raff immediately thought the thieves had kidnapped him. So we went straight back to see Raphael. When we arrived the look on his face said he realised we had found out about his son. He explained that they had taken Ralf and will kill him if I don't do what they say. If they see anyone coming the first thing they will do is to kill him.

Raff said that it is unlikely that they would kill him because if necessary they could use him as a bargaining tool. Raphael said that sometimes the thieves go on towards the Fisherman's Port. Bree went back to the town and brought the wagon to us. It was mid afternoon when we set out along Fisherman's Way. After some fifteen or so miles we came to a large building. It was approximately 130' long and 40' wide. We looked around it but it had no doors or windows. We did some investigating and found a secret door at the opposite end of the building. We opened the door and looked in, it was very dark inside. Then after about 10 seconds it slammed shut. So the next time we opened it we put a log in the way so the door doesn't close. Raff through a lit torch into the room, but no light showed as soon as it entered the room. Valvyre checked for magic and found that it was a standard darkness spell. So she dispelled it. Now we could look in and see what was there.

I get uncomfortable around strong magic, but that is what a sorcerer is for. The room was 40' wide and about 30' long. It was completely empty with a door on the opposite wall to the entrance. This was checked out and a hidden button was found and was triumphantly pressed. Nothing happened. It was suggested we check round the entrance door. I checked and found another one. So we press both together and waited for what seem to be minutes but nothing happened. Raff suggested that perhaps the door needed to be closed before it worked. Bree and I stayed outside to look after the horses and Wolfy stayed to look after us. The log was removed and the door shut behind them.

The rest of this encounter I have put together from the reports I was given after they came out of the building. Apparently, taking the log out worked and the other door opened and shut after 10 seconds. Establishing a pattern for the opening of doors. When the door was opened and the log deployed. The room was filled with dense fog. A lit torch was thrown in and all that happened was a bright light reflection back. Valvyre checked and it was definitely magical. Valvyre dispelled the magic and they looked into the room. It was the same as the previous room but the door was to the left of the opposite wall. Using previous actions they opened the next door. This time the room was in complete darkness. Valvyre checked for magic and discovered it was a high level magic that she could not dispel. This confirms my feeling that magic is unpredictable. After some discussion Snake put her hand on the wall and went round until she found the door. Then using the same process opened the door and blocked it. They followed Snakes voice and joined her at the door. Raff lit a torch and through it in the door. To everyone's surprise it lit the room. Which was obviously the last as there was no other door in the room.

This room was bigger than the others it was about 40' square. There were four packing cases on the floor two square and two long. At the far wall was a stone statue of a suit of armour with its hands outstretched with the palms up. Valvyre checked it

and it detected magical. As someone, it is a bit confusing who, broken open one of the long cases. The statue came to life and turned into a metal Animated Armour.

The combat was fairly quick, as the party had superior numbers, though some of the party were a little hurt. The cases contained expensive material and cloths, also silver and gold items for melting.

As they got out to the first room and blocked the door I noticed that an Ox and cart came along the trail. We all entered the room except for Bree, who took our wagon further up the trail.

Cowacyn cast a spiky trap which covered the inside of the room and we readied ourselves for combat. The four of them came close and attacked with bows, we countered with our own attack killing one of them and the rest charged into the room at us. Triggering the trap which took out the rest of them. We had hoped to question one of them to find out where Ralf was being held.

Snake got Wolfy to sniff the bodies and see if he could find their tracks. After he checked around the area he found some tracks. I called Bree to come back with the wagon. We left Bree with the wagon and the rest of us followed Wolfy. After a while we came upon a 40' square log cabin.



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DON'T FORGET THAT WE CAN PRINT OUT STUFF FOR YOU IF YOU HAVE NO ACCESS TO A PRINTER. WE DO CHARGE 10 PENCE A SIDE FOR THIS SERVICE.

To Be Continued

Well, we held a drafting event, as promised, publicised it online and in the windows of the Café. And only one player turned up, so yeh it bombed. He did walk away a winner, but that is not really the point, we will try again another time. Then if its not taken up, we will probably not hold another.

MTG DRAFTING EVENT A COMPLETE FLOP.

PRINT'N'PLAY

First off we have a classic RPG that Chris, our senior DM, found and he and Dom have been trying it out. Its [Ghostbusters](#), yes like the film, originally released at about the same time as Ghostbusters two. It's a relatively easy to play game. But seems give lots of laughs while played.

https://nerdyshow.com/gbrpg/download_index/?fbclid=IwAR27cfilhXUonPOrh9U0J18jIHEs_IkCZYzCdXHDLUuj8T2j_03rY6OXCuW

It's a bit open ended playtime wise, but requires a GM and at least one player, it does seem to go well with 3 or 4 players.

Gaslands is a very popular game and it is based on many games that came before it. One of these is a free Print'N'Play called [Axles And Alloys](#).

Simple to put together, a couple of hot wheels type car models a tape measure and some dice will do it.

<http://www.wolfegames.com/AxlesAndAlloys/AxlesAndAlloys.htm>

Again, this game could all be over with in ten minutes or last a couple of hours. Its probably best started as a two player, but we think 4 or 5 players versions are doable. And a race format would be easy to implement.

Then we have a classic from the Cheapass games stable, [Spree](#) This one is all about looting a shopping center, you need a couple of dice, two decks of cards and 2 markers per player. Its designed for 3 to 8 players and takes around an hour.

<https://cheapass.com/free-games/originals/spree/> Another from the Cheapass stable is [Nexus](#) This one is about controlling the Nexuses (yep apparently that is a word) It uses just eight different cards, printed six times each and has a one page rulebook, What's not to like. <https://cheapass.com/free-games/originals/nexus/> Also don't forget that Wizards Of The Coast has an adventure in five episodes of [Dungeons And Dragons](#) scenarios. Released to coincide with the release of their latest [Magic The Gathering](#) card collection Adventures In The Forgotten Realms. Overall, we like what they have done with I and think that you will too.

<https://magic.wizards.com/en/story>

Jaipur is a very popular two player. You can bling it up with play mats and score tracks. Make it a three or four player game, and even turn it into a legacy game. BGG has a selection of files for personal use to browse through.

<https://boardgamegeek.com/boardgame/54043/jaipur/files>

THIS MONTHS MEMBERS OFFERS

1. Gamegenic 80+ deck box and a pack of 50 Gamegenic Prime clear sleeves. £4.00, £4.25 to non-members. We are getting in the larger sized 100+ ones ASAP (turns out this is October), and will have a member offer on those as well.
2. £1.00 off marked prices for jigsaws, not all our members play RPG's.
3. Descent, Legends of the dark, expected late August. We think the RRP will be £174.99. We will be offering it for pre-order to members at £140. But it will be £150.00 after its released.
4. Catapult Kingdoms and A Game Of Cat And Mouth, £1.00 off our already very keen price.
5. Crisps 80 pence a packet, non-members £1.00. Salt N Vinegar, Roast Ox, Mature Cheese And Onion and Ham and Mustard.

NEW ARRIVALS

MARVEL SPLENDOR

This one is a new arrival. Its Splendor with a Marvel twist that makes it a little different to the standard game. It's a still 2 to 4 player and takes around 30 to 45 minutes a game. It contains all the Marvel characters that you know and love, just in a Splendor format.

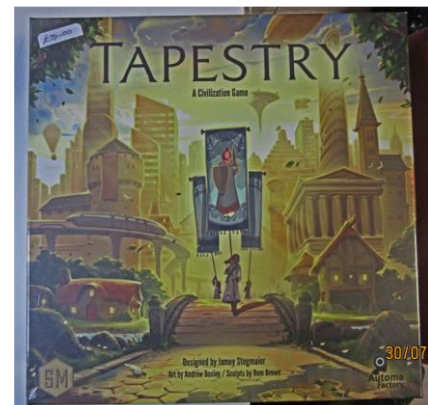


JAWS

Yes, its that big fish story, made into a rather nice game by those wonderful people at Ravensburger. 2 to 4 players, but probably best as a foursome. About a one hour playing time. One player takes the shark role and the others play Hooper, Brody and Quint. It's a two phase game, in phase one the shark gets to eat people while the players try and track it. In phase two they try and kill it while aboard their sinking boat

TAPESTRY - NEW IN THE SHOP

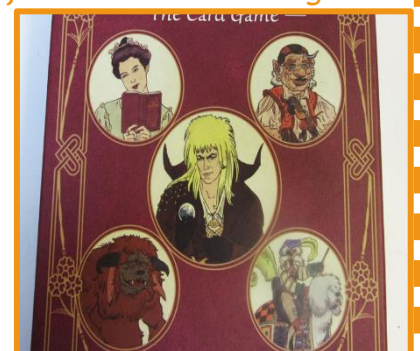
Another cracker from the very fertile mind of Jamiey Stegmaier. 1 to 5 players, 90 to 120 minutes a game. It's a civilization game, where you advance along 4 different tracks to build your utopian dream. Along the way you gain tapestry cards that tell the tale of your civilisation. It won last year's Games Expo People's Choice Award.



LABYRINTH THE CARD GAME

Based on the Jim Henson film, its trumps with a slight twist and artwork from the film. The artwork is great by the way. This one is

Only available in the Library.



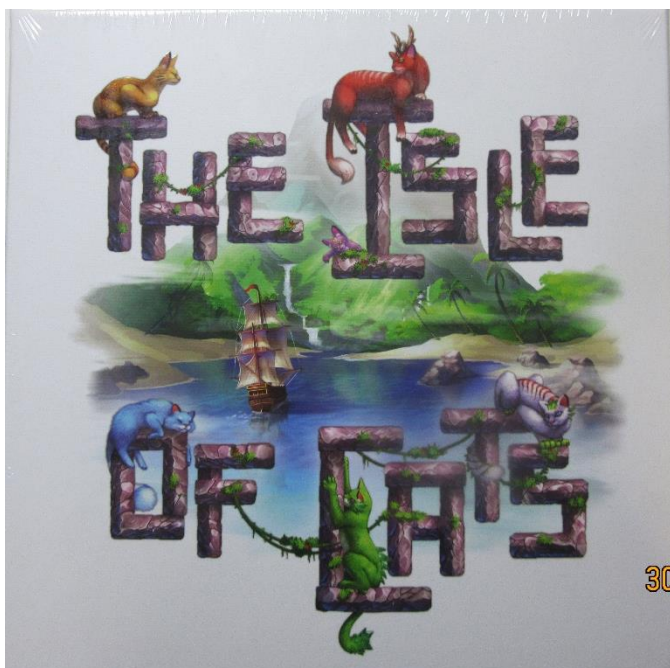
Its Space Invaders! Well at first glance it is. It does go deeper than that, it's a solo game which is quite rare in comparison to the new four player games that we see so many of. It has 2 modes, a relatively quick game mode and a campaign mode.

You actually get a lot in the remarkably heavy box. And the components are pretty good.

This game did start out as a Print'N'Play it was made for a thing called the 9 Card Nano-game P&P Design Contest. and a hunt around will still find it, well we will save you the hunt, go here. Along with the 3D print files, there are several options for these on Thingiverse, take your pick or use anything as a token. But the campaign mode is only in the box, we think. It's a multi award winning game that deserves all the awards it has won.

<https://blog.czechgames.com/2020/04/21/under-falling-skies-free-print-and-play-game/>

UNDER FALLING SKIES



THE ISLE OF CATS

We should have received this one a while ago. But phone issues meant a delay. But its here now along with the Late Arrivals expansion.

We also have Catapults And Kingdoms recently arrived. This one will probably not make it into the library as you need a bit more sprawl than we can afford here at the Café, human tripping hazards etc.



FUSED GLASS

Carole has been busy trying out fused glass with some of the other members of our crafting groups



COMMS LINKS

The Café's Google hosted site - <https://diceandaslice.com/>

The Café's main website - <https://diceandasliceilfracombe.co.uk/>

Mac's blog - not for the faint hearted <https://allthegoodname-sweretakenphotography.wordpress.com/>

Phone us on - 07508968522

Email us at - diceandasliceilfracombe@gmail.com

Find us on - Facebook – Instagram – LinkedIn

Craft Club on Facebook – Crafty hookers

And you can always just come into the Café when we are open.

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