

Grand Tribunal programme

Friday	Con events	GT Main	GT slots for tabletop	Con panels
6.30	Opening	Join main Opening ceremony		
7		Meet, Greet and Beers	<i>supper</i>	game + SF
8			GT1 7.30-10.30	game + SF
9				GoH Henry Gee + game panel
10			GT2	storytelling
11				
12				

Ars Magica Meet & Greet: a chance for people to meet authors, and gamers from far-flung Tribunals.

Traditionally this devolves into an extended discussion session with beer. Given the layout of GT 2009, we may need to employ a convoy of Redcaps running to the Real Ale Bar.

GT1, GT2: as a gaming Con, we feel we ought to encourage people to stop talking and drinking and play some Ars Magica.

Saturday

Saturday	Con events	GT main	GT slots for tabletop	Con panels
10		"Writing for Ars Magica"	GT3	game + SF
11				game + SF
12				game + SF
	Lunch 1230-1330			
1		GT Charity Raffle		Games in SF
2				
2		freeform " An Invitation to Dinner " (4 hrs)	GT4 "Twilight's Inheritance"	GoH Steph Swainston
3				SF
4				SF
5				Game + SF + Filk
6				GoH Sean Punch + SF panel
	Dinner 1830-1930			
7			GT5	SF panel
	Sound check 1900			
8	set-up			
8.30	Hell-o			SF panel

9	Campers LARP			SF panel
10			GT6	SF panel
11				

“Writing for Ars Magica”: how do you start a Saga, design a character, write an adventure, or even get published? Which order do you do it in? Does beer help? This is our traditional Saturday morning opener...

GT Charity Raffle: The raffle has already become a tradition at Grand Tribunal. This is how it works:

People bring items to donate as prizes. These are often, but not always related in some way to Ars Magica, but other gaming items are OK too. Tickets are sold to those attending before and during the event. At 1330, just before **“An Invitation To Dinner”**, all those with a ticket turn up and we draw tickets to find out who won what.

The holder of each winning ticket gets to pick immediately, whatever they want from the remaining items, and then draw the ticket for the next prize. If the holder of the ticket isn't present, they forfeit the chance and another ticket is drawn. And so on until all prizes are claimed. *If you can't be at the draw, don't buy a ticket unless you understand the system.*

The takings go to charity. This year, our charity is **Practical Action** which helps provide realistic technical solutions to poor communities. See <http://www.practicalaction.org/>

Please start thinking now whether there is anything you can bring along as a prize for some lucky person.

“An Invitation to Dinner” [Freeform]

The Lord Mortain has invited the scholars from Flavius Valerius to dinner as his guests. As Flavius Valerius stands on land which is nominally Lord Mortain's, no doubt they will attend. Word has spread and others also gather for there is a sense of something in the wind. Around him the Lord has his few knights and principal retainers, but what of the scholars and other visitors to his hall? This is just dinner but it may well be an interesting evening's dinner.

Players will take the parts of the Lord and a handful of his retainers and the various visiting 'Scholars', and a few other interesting souls who are at dinner for various reasons. This is primarily a social event.

The games is for around a dozen to nineteen (maximum) players. Pre sign-up is advised, as this makes casting easier, however there is some flexibility for folks to show up on the day but character choice could be quite limited in that case.

Pre Sign-up e-mail: [Mark.mist77{at}ntlworld.com](mailto:Mark.mist77@ntlworld.com)

<http://grandtribunal.ekkaia.org/page/Schedule>

GT3, GT4, GT5, GT6: run those table-tops games we know you are just desperate to run!

GT4 “Twilight’s Inheritance” offers an alternative for those not playing in the Freeform.

Sunday

Sunday	Con events	GT Main	GT slot	Con panels
10		Freeform “The Second Tribunal”	GT7	game + SF
11				Con auction + SF panel

12				
	Lunch 1230-1330		GT8	
1				game + SF
2				SF panel
3				SF panel
4	bid session + closing ceremony			
later				silly quiz
later still				Dead Dog Party

“The Second Tribunal” [Freeform]

A system-less freeform for fifteen players.

It is now 770, three years since the formation of the Order. Trianoma has decided that the Founders should have one final meeting together before followers and filii swear the Oath. All of the Founders have wizards waiting to be members of their nascent Houses, but it has been generally - though not unanimously - agreed that the Founders have a few matters that they must settle among themselves. Trianoma has invited two non-Hermetic wizards to attend the meeting: Limarron and Dwaemir (who is the oldest surviving apprentice of Guorna the foetid).

Pre Sign-up e-mail: andrewsceats{at}hotmail.co.uk

<http://grandtribunal.ekkaia.org/page/Schedule>

GT7, GT8: run those table-tops games we know you are just desperate to run!