

Appendix 8 – Player Monstering

Each event there are two pre-determined monster slots where players can sign up to monster for their associated camps. These monster sessions will run for approximately 1-2 hours and may involve roles and interactions relevant to current camp plot.

Monster slots are run from 21:00 on Friday and 15:00 on Saturday. There will be a sign-up sheet for “Patrol” available at the bar in each camp. Additional slots may be available at the discretion of the camp ref.

Free-Time Monstering

At any point, you may choose to monster for a short while before resuming play as your character. If you choose to monster during your free time, speak to your camp ref to see if there are any roles for you to fulfil.

Rewards

For each monster slot you participate in, you will be provided with a chit. Chits may be cashed in for various resources and benefits, depending on the number of chits you cash in. Chits are assigned to you as a player, not your character and cannot be transferred to any other player.

Number of Chits	one of these		
	Choice 1	Choice 2	Choice 3
2	1 random common	5 random mana	
3	1 chosen common	10 clear mana	
4	1 random uncommon	2 random common	10 random mana
5	1 chosen uncommon	2 chosen common	10 normal mana
6	1 random rare	2 random uncommon	15 random mana
7	1 chosen rare	2 chosen uncommon	15 normal mana
8		A training slip	