



DMs: Jarad & Hannah
Duration: 10th June - 1st July



Character Creation:

When creating one's player character please keep in mind that they should be a student of Snottingham Trent University or University of Snottingham. They can be members of any guild, though preferably they are either a member of Dr. Hacksoc's or Captain Devsoc's Artificers guilds.

Players will start at level 6. We will be using the point-buy system for stats (DnD Beyond). We'll be using Fixed Hitpoints (DnD Beyond standard). Custom classes will not be allowed and any optional features should be discussed with the DMs prior. We'll be in touch if we have any questions about your application.

Do not worry about having the perfect, efficient or powerful character. We're here to have fun and mess about, so get creative (DevCorp memes are your best friends). Other world related details are available below. In case you're struggling, there are questions within the application form that act as prompts to help you with the character creation process.



Snottingham:

Snottingham is the home of legendary outlaw Robin Hood, dynamic culture, rich history and sporting glory. Snottingham is one of Albion's top destinations where a warm welcome always awaits.

The city was built atop the crowns of majestic hills and is truly a classic phenomenon. Its wonder is matched by the backdrop of everclear skies.

Business is always booming in Snottingham, and it has attracted a lot of attention. Countless cultures have left their mark not just on trade and relations, but also upon the city's identity. It's this multicultural identity that has truly shaped Snottingham into the cultural hub that it is today.



Snotts Square:

Home of the core trade in Snottingham. It is an open, pedestrianised city square forming the heart of the city. It is one of the largest paved squares in Albion. The nature of the square means it is often used for large local events, fairs, concerts and exhibitions.

University of Snottingham:

The University of Snottingham is a private magical research and training institute in Snottingham. The University belongs to the elite research intensive Snussell Guild.

Snottingham Trent University

Snottingham Trent University is a public adventuring polytechnic in Snottingham, which trains its students in many magical and combat arts, ranging from Conjuraton to Battle Tactics.

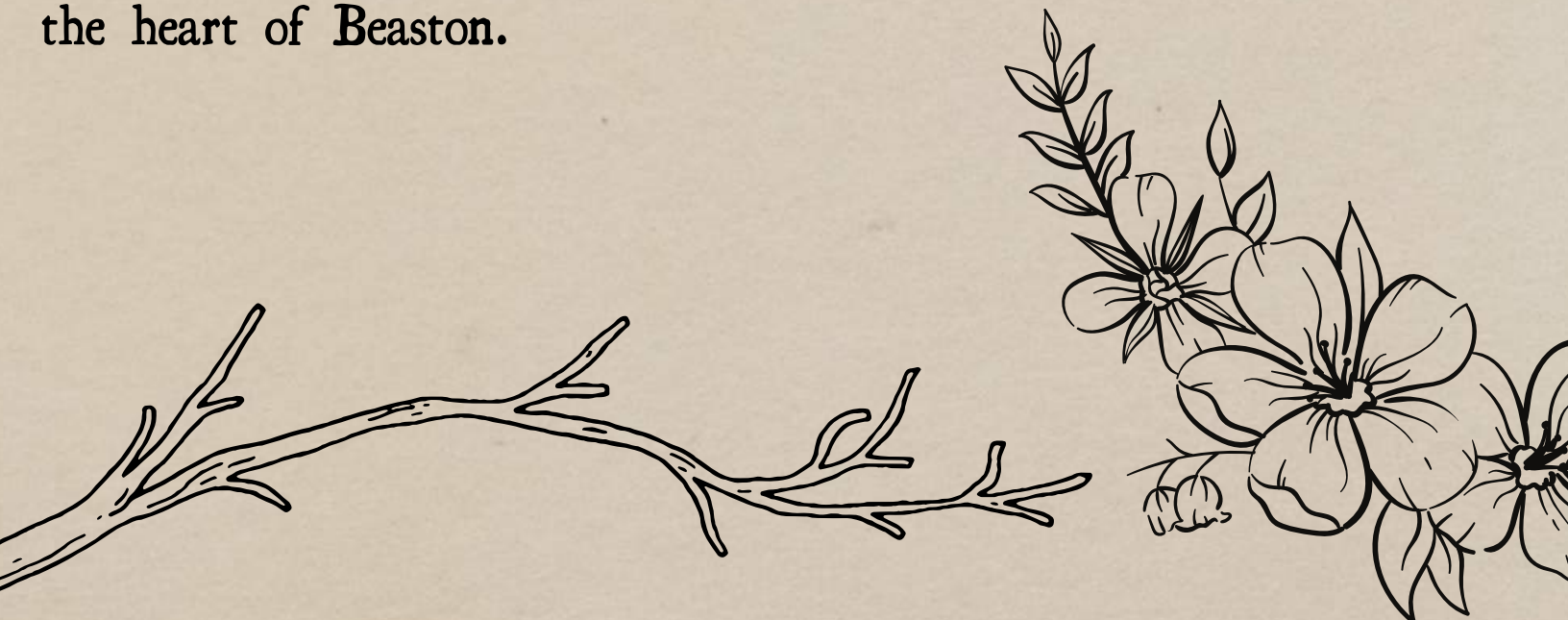


The Arb:

A historic, beautifully maintained 'park' that is home to an important collection of over 800 trees, some of which are from the original collection planted many moons ago, many (most) of which are part of a dense forest of industrial housing. Easily accessible from Snotts Square and the wider community via the carriage network that runs alongside, this 'park' plays a vital role for the local community and is the site for many organised events.

Beaston:

Beaston is a popular residential area of the city, particularly among Snottingham's students. It is named as such due to an ancient myth about a slumbering beast hidden deep below within the heart of Beaston.



Stabford:

A dense and diverse residential area of Snottingham, Stabford is home to unique individuals including the only Guild outside Guildgate; The Borrowers Guild! Stabford is also home to many of Snottingham's finest blacksmiths and a large population of trainees from Snotts Trent.

Frogly:

Once an inhospitable swamp, Frogly is now a hotspot of entertainment and merriment. While in the daytime Frogly is a beautiful place to grab a quiet meal, at night it comes alive with music and drink. Some popular nightlife spots include River, Rock Citadel, Dye and Pendulum & Pit. Frogly is also known for being the home of the annual Bards Pride Parade, as well as a home for everyone in the Bardic Community.



East Sewerford:

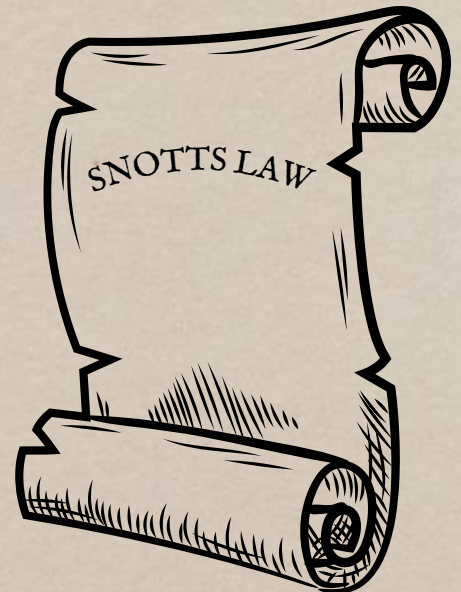
Home to only the most elite members of Snotts society. The nobles who live there are often wary of the common folk, having chosen to live outside the city walls to separate themselves from those who reside within the city.

CliffeTonne:

Supposedly once home to an ancient civilization, CliffeTonne is the only remnant of a long-dead city that Snottingham was built atop. Now populated by researchers and ghosts, the area is largely considered off-limits to the populace without City or Guild approval.

Arnie:

Arnie is 'technically' independent from the rest of Snottingham's jurisdiction due to a small group of the populace exploiting an overlooked loophole in Snottingham area laws. Thanks to this, a being of feline origin is now the elected parliamentary representative of Arnie.

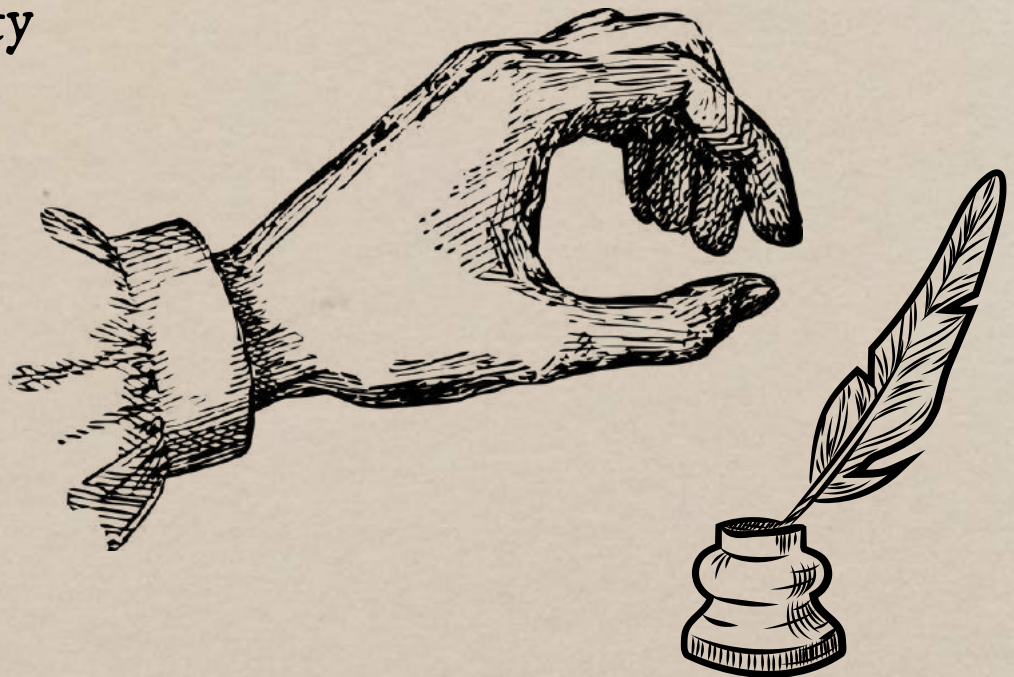


Guildgate:

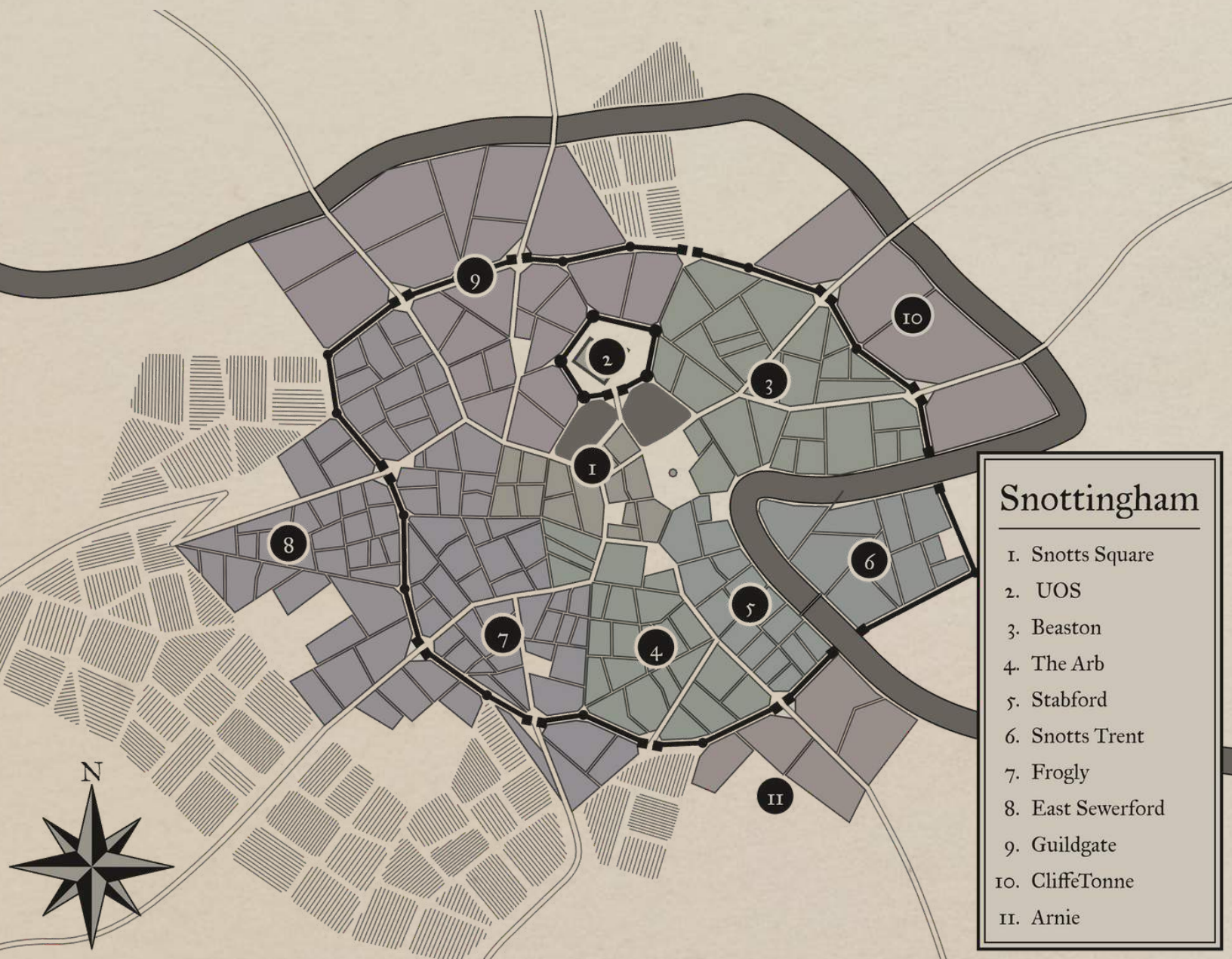
Within Guildgate resides Snottingham's finest guilds, the majority of which are linked to the two Universities in the city, and are managed by Snottingham's Guilds Union. There is a massive guild population within the city, which allows many the space to develop and hone their skill sets.

Some of the most prominent are:

- Maid Marians Historians Guild
- Captain Devsoc's Artificers Guild
- Robin Hood's Archers Guild
- The People's Fighters Guild
- Dr Hacksoc's Artificers Guild
- Philosophers Society
- Lady Hubbard's Arithmetic Guild
- Bardic Pride Society



Map of Snottingham:



SNOTTINGHAM DAILY

WHEN ASKED ABOUT THE TWO GREATEST ARTIFICERS IN SNOTTINGHAM HISTORY, THE TWO GUILDS GAVE VERY DIFFERENT RESPONSES. ACCORDING TO CAPTAIN DEVSOC'S ARTIFICERS GUILD:

"CAPTAIN DEVSOC, THE ORIGINATOR OF CAPTAIN DEVSOC'S ARTIFICERS GUILD, WAS ONCE A MAGICAL SEA CAPTAIN WHO SAILED THE 17 SEAS, BUT AFTER A TELEPORTATION MISHAP WAS STRANDED IN SNOTTINGHAM, LANDLOCKED. IN PURSUIT OF RETURNING TO HIS SHIP, HE APPROACHED BOTH OF THE CITY'S UNIVERSITIES FOR HELP, BUT ONLY SNOTTS TRENT ACCEPTED HIM. UOS'S THEN ARTIFICERY DEAN, DR HACKSOC, TURNED HIM AWAY, CITING HIS LOWER-BORN STATUS AND ACCUSING HIM OF BEING A PIRATE AND A SWINDLER. FROM THAT POINT ONWARDS THE TWO HAD A LIGHTHEARTED FEUD.

HE WENT ON TO BECOME AN EXPERT ARTIFIGER AT SNOTTS TRENT, AND FOUNDED CAPTAIN DEVSOC'S ARTIFICERS GUILD, THE IDEA FOR WHICH WAS COPIED BY DR HACKSOC, WHO FOUNDED DR HACKSOC'S ARTIFICERS GUILD NOT LONG AFTER."

HOWEVER, WHEN A REPRESENTATIVE OF DR HACKSOC'S ARTIFICERS GUILD WAS ASKED ABOUT DR HACKSOC'S HISTORY, THEY GAVE THE FOLLOWING STATEMENT:

"THE ESTEEMED DR HACKSOC WAS A GENIUS ARTIFIGER, WHO WAS THE YOUNGEST EVER ARTIFICERY DEAN AT THE UNIVERSITY OF SNOTTINGHAM, AS WELL AS AN EXPERT IN TRANSMUTATION AND ENCHANTMENT. EARLY IN HIS CAREER AS DEAN, DR HACKSOC WAS APPROACHED BY KNOWN PIRATE AND CHEAT, CAPTAIN DEVSOC, WHO DEMANDED A PLACE ON HIS ARTIFIGER PROGRAM. DR HACKSOC TURNED HIM AWAY TO PROTECT HIS STUDENTS AND THE REPUTATION OF THE UNIVERSITY, AND EVENTUALLY, HE WAS ACCEPTED INTO THE ARTIFICERS' PROGRAM AT STU INSTEAD. FROM THAT POINT, DEVSOC TARGETED DR HACKSOC WITH VICIOUS PRANKS AND ATTACKS ON HIS CHARACTER. LATER IN LIFE, HACKSOC FOUNDED THE PRESTIGIOUS DR HACKSOC'S ARTIFICERS GUILD, THE IDEA FOR WHICH WAS COPIED BY DEVSOC, WHO FOUNDED CAPTAIN DEVSOC'S ARTIFICERS GUILD NOT LONG AFTER."

HELP WANTED

DEVCORP ENTERPRISES

JOB DESCRIPTION:

I AM A FRESH GRADUATE FROM THE ESTEEMED SNOTTINGHAM TRENT UNIVERSITY AND AM LOOKING TO MAKE A BREAKTHROUGH WITH A PERSONAL PROJECT UNDER MY STARTUP COMPANY, DEVCORP ENTERPRISES. AS A MEMBER OF THE ORIGINAL CAPTAIN DEVSOC'S ARTIFICER'S GUILD, I AM LOOKING TO TAKE ON A FEW APPRENTICES TO SUPPORT THIS PROJECT.

REQUIREMENTS:

- UNIVERSITY GRADUATE/STUDENT
- ACCESS TO AT LEAST ONE OF THE FOLLOWING SPELLS:
INVISIBILITY, DOMINATE BEAST, DISPEL MAGIC, AWAKEN OR RESURRECTION
- MINIMUM 10 YEARS EXPERIENCE WITH ONE OF THE FOLLOWING
LANGUAGES: ABYSSAL, DRACONIC, INFERNAL OR SYLVAN
- MUST BE A HARD WORKER LOOKING FOR A CHALLENGE

WHAT YOU GET:

- THE SALARY IS EXTREMELY COMPETITIVE AS YOU WILL
SOLELY BE PAID WITH HIGH-QUALITY INDUSTRY EXPERIENCE
(WHAT MORE COULD YOU WANT?!)
- YOU GET TO PUT ME DOWN AS A FUTURE REFERENCE
- ~~UNLIMITED POWER~~

HOW TO APPLY:

- THE ANCIENT COMMUNICATION ARRAY: DISCORD
SHOULD STILL BE FUNCTIONAL ENOUGH FOR US TO
DISCUSS THE TERMS OF OUR PARTNERSHIP



YOURS FAITHFULLY,

Jark Jusktrat

(Jark Jusktrat)