

# Vengeance and Veritas

A Fantasy Improv Event

August 23, 24, 25, 31 & September 1st at 7:30

August 26th & September 2nd at 2:30



For Mature Audiences

Tattnall Square Center for the Arts, 1096 College Street

Information: 478.301.2974 Tickets: [Tickets.mercer.edu](http://Tickets.mercer.edu)

Twitter: @mercertheatre Facebook/Instagram: Mercer University Theatre







Clawvine, Elder, Bally-Ten, and Kalafma. The city of Du'Macia once held a dragon orb, but it was moved to Blue Dragon Falls, and fell under the care and watchful eye of the Dwarvish King, Clawvine. He controls a giant evil Blue Dragon known as the King Eater.

Years into the future, the orbs and their influence have endured, as well as many tales that surround them. In the past, evil Dragons have tried to destroy the orbs only to be weakened, killed, or ensnared. These are the other Dragons that should be known; Vilo-'Mola, an ancient one said to have disappeared when he learned that the Draka had killed his daughter and wife. Fimona, an ancient Dragon who lives on Thunder Island. Fimona, a Red Dragon claimed the island after her victory over the Draka. Many other Dragons exist, they are all greedy for power and knowledge motivated by their potent egos.

When the Dwarves were done building the great cities and stowed the orbs deep within the fabric of these strongholds, they wrote the Laws of the Land. One law states that every 1500 years in accordance to the phases of the 3 moons, the title of King goes to the next race, rotating between Elves, Dwarves, Humans, Orcs, and Goblins. Humans are currently in power. The current ruling house was chosen through the Competition of Worthiness, which was invented to decide which family would rule. Each city in this world has its own version of the Competition of Worthiness, and the city of Kalafama is where our story takes place.

Around 60 years ago the family of Krender and Ha'varo were the final two families competing for the crown. The Krender family, led by Tyrrel Krender, won and earned the title King of Kalafma. Kalafma's political climate is that of good standing between the people and the Kingdom.

There are well-known folks in Kalafma. First, as expected are the King and Queen of Kalafma, victors of the Competition of Worthiness. The family has a few cousins and siblings that live throughout the land as barons/baronesses. The infamous tale about the ruling family is the loss of their son Brian. He was fifteen and traveling with his parents when their cart broke after meeting rough roads and bad weather, causing the family to continue on foot. While trying to navigate unsavory terrain, reports say that Brian fell down a steep mountain to his death. However, doubt and rumors surround this event as the people who went to retrieve Brian's body were never able to locate him. People began to whisper of foul play. The King's advisor and powerful wizard, Malvolio, was able to stem the waves of allegations against the throne. Malvolio is the second best-known person in the city. A wealthy and wise man, he has dedicated himself to the Kingdom of Kalafma. With no family to distract him, he was often the voice of reason during political problems; all know him as a person who can see both sides of an argument. Malvolio has always been around and seems to use his wealth to stay alert and alive. His man about the city is Hepper, who speaks for Malvolio on the streets. A tough and rugged man, Hepper sees the world in simple terms, aka "pay me and the job will be done."

There are two Vampires known in this land as well. First is the Vampire Asher, her goal is to kill King Krender. The second is Vampire Pericles, who was bitten by Asher. Pericles is about the land rumored to be raising an army of the dead, as well as hiring people for his cause.

Vampires in this world will live forever, but the proper disposal of a blood drinker will change them into dust, ending their existence. To end a Vampire one must:

1. Stake the heart of the Vampire with wood.
2. Pour a gallon of Holy Water on the body and head of the Vampire.
3. Chop the head off the Vampire and move it 10 feet away from the body.
4. Burn the body of the Vampire first, then burn the head.
5. Say Vampire's birth name as the head burns.

Any deviation from this protocol will allow a Vampire to exist. A word on the mortality of the immortals. If an immortal avoids murder or "unnatural death", they will exist beyond the length of time. If an immortal is killed, they will suffer time's wrath and die.

The last to know would be Thrall the Arch Minotaur of the blood Mangusta. He is known as the Maze Builder, a powerful creature who has recently taken a back seat to the popular rumors of the city. He gained a noted spike in popularity when he fought off Vampire Pericles and survived the fight. Apparently the fight was spurred by something to do with false information and a lack of payment for a job.

With all that in mind, our story begins...



## Some things to remember:

### 1. Who is who?

First we have our Musician, she is here to help tell the story by creating the atmosphere. Second, The Cams, their job is to help the audience during the show and to play other characters in the story. I am the Game Captain. I am here to push the plot along, to help with combat and combat rules, play some characters, and narrate the adventure.

### 2. The Almighty D20!

This die will determine what happens to the group while they adventure and fight. The audience will be rolling the dice, to see what number will show up. Rolling a Natural 20, or "Nat 20", is the best dice role to make! If a Nat 20 is rolled during a fight, we will then have an audience member randomly pick what happens next by pulling a note from the Nat 20 jar! What comes out will benefit the character who the roll applies to. Conversely, we have the needed and dreaded, Nat 1. When this is rolled, an audience member will draw from the Nat 1 jar to magnify the problem the character is faced with.

### 3. Foam Weapons.

When we enter a battle, or when the GC determines it to be so, the audience member(s) who volunteered to join the show are encouraged to get a basic foam weapon. The weapons are all foam. The only way to hurt someone is to swing really fast and really hard. Please avoid doing both. We also have bows and blunderbusses. If they are picked to be used, please point all shots at the opponent's feet. They may pick whatever weapon they think the character they are playing would have. We take turns when we fight like most turn based roleplaying games.

### 4. Watcher cards and Gamer cards.

As an audience member you may choose a Watcher card or a Gamer card. The Gamer card tells the GC that they are willing to be picked to perform in the show alongside the actors. The Watcher card tells the GC that they do not want to play, but watch as a traditional audience member. This applies to roles and characters.

Any Questions?

Now onto the world the audience will be living in for the duration of our event...

The Yonder gods initially created three different races to give faith. The Yonder gods, as with all gods, can be rejuvenated by faith. Faith can only be given by those who have something to lose. Mortals have the most potent faith because they have the most to lose: life itself. First were the Dwarves, created from the trees and rocks of the world. Hardy and strong, Dwarves were meant to build and protect. Second was the Eldrin, made for their cunning and intellect, but suffered their egos. Third was the Draka, a race made to challenge the Dragons. Goblins, and all other races evolved on their own, ultimately to help the Yonder gods grow in strength through their faith. Humans were known as the "perfect mortals", they exercised the most potent faith.

The Eldrin eventually succumbed to their egos. In their thirst for knowledge they realized they wanted to exist forever, as the Yonders and Dragons do. In their pursuit to find out how to do so, they learned a lesson of humility instead. The Yonders, angered by the Eldrin's arrogance created the 13 original immortal Elves known as the Rowe of 13. The Eldrin in their shame lived as mortals, while the new elvish race lived forever to spite them. The Yonders gave the Rowe of 13 the Island of the Elves, and from there the Elves have grown as a major influence in the land. Orcs were the result of magical misuse, demonstrated by the Eldrin as another attempt to become immortal. After this second failed attempt, the Eldrin had to change their very nature to survive the wrath of the Yonders. They now live as Dragon Slayers in an attempt to appease the gods and give themselves purpose.

The Dragons of the world came from the pure energy that the Yonders used to make the mortal planes. The Dragons infected the mortal planes and sought to become the most powerful influences in the land. This world that mortals and immortals live in, is known as Thra-Moven. The Draka and the Dragons fought. The Dragons routed the Draka, but before the Draka's demise they gave the Dwarves the Four Orbs of Control. These orbs were designed to keep evil Dragons at bay. The Dwarves built fortresses to hide and protect the orbs. The current four cities hiding the orbs are: Domain of



# MERCER PLAYERS

PRESENTS

**Martin Noyes** (Game Captain) Martin's greatest accolades are helping to slay a dragon called The Red Hate, killing a massive bulette with one shot, and rolling the needed 100 on a 100 sided dice to destroy the god of death. His highest level character is a 36th level Vampire, Fighter/Bard/Assassin.

**Chas Pridgen** (Cam) is a Theatre and Journalism major who is just trying his best. His recent roles at Mercer include "Earthworm" in *James and the Giant Peach* and "Madame Bové" in *Rhinoceros*. Chas would like to ask for a special blessing from the RNG gods regarding this performance.

**Collin Schumacher** (Lynx) is a Junior Theatre major at Mercer University. He is excited and thankful for the opportunity to a part of this unique experience.

**Monica Stephenson** (Avaka) is a third year at Mercer University. You might have seen her onstage in years past in *God of Carnage* (Veronica), *She Kills Monsters* (Tilly) or in spirit in *James and the Giant Peach* (Puppet Master). Shoutout to the cast and crew for all their hard work!

**Karen Wessells** (Cam) is excited to be a part of the cast of *Vengeance and Veritas*! Karen would like to thank all of the cast and crew for their hard work!

**CeVonn Williams** (Cam) is a Junior Theatre and Media Studies double major. You may have seen him in roles such as M. Papillon in *Rhinoceros*, One-eyed Jack in *Josephine Devil Bloodhound*, or Orcus in *She Kills Monsters*. He thanks God, his family, and the remarkable cast for this incredible opportunity.

**Todd Wilson** (Technical Director) is now in his 4th year as TD, Todd is a Mercer graduate and has worked on more than 30 stage productions. You can also see him in the film "42" and he is currently appearing in Macon Little Theatre's Production of "Inherit The Wind" as Matthew Harrison Brady.

#### Props Crew:

Kimberly Gessner  
Ashley Barrett  
Mac Anderson

#### Costume Crew:

Shelley Kuhlen  
Sandy Dimon  
Katie Trotter  
Mac Anderson

UPCOMING: Romeo and Juliet

Visit [Tattnall.mercer.edu](http://Tattnall.mercer.edu) for more information



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Different Adventure

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A Note from the Game Captain, Martin Noyes

While driving with my mother back to Savannah from California last summer, a conversation started between the two of us. My Mom asked me, "What are your favorite things to do?" The first two things to pop in my head were doing theater; whatever that means; and playing Dungeons and Dragons (D&D). Somewhere around Texas I got an idea to combine my two favorite things to do.

This is an event where the adventurers and the audience participate as role-players in a game. We want the audience to be the monsters that the adventures fight; the sound effects of the world that they live in, and the town folk that the cast will interact with. The word "play" is a very appropriate word. Let's play!! Let's be creative!! Let's see where our adventure together will lead us!

Artistic Staff

Game Captain.....	Martin Noyes
Music Director.....	Katie Trotter
Scenic and Lighting Designer.....	Frani Geiger Rollins
Costume Designer.....	Shelley Kuhen
Technical Director.....	Todd Wilson
Sound Designer/Operator.....	Noel Hullfish
Stage Manager.....	Brenna McNulty
Prop Master.....	Brenna McNulty
Master Electrician.....	Avery Davis
Light Board Operator.....	Logan Best
Projections Designer/Operator.....	Rosie Cooper
Graphics Designer.....	Marianna Bacallao
House Manager.....	Ashley Greene

The Cast

Avaka .....	Monica Stephenson
Dargara.....	Kimberly Gessner
Lynx .....	Collin Schumacher
Grant the Undying .....	Joey Mitchell
Cams.....	Chas Pridgen, Karen Wessells,

CeVonn Williams, Marianna Bacallao

**Marianna Bacallao** (Cam) is a Journalism and English major at Mercer University. You may have seen her previously as Aunt Spiker in *James and the Giant Peach*, or as Elizabeth Frankenstein in *Presumption*; or the Fate of Frankenstein. She is excited to be performing with such a talented group of actors, and hopes you enjoy the show!

**Rosie Cooper** (Projections Designer/Operator) is a senior Theatre major and English minor at Mercer University. You may have recently seen her as Johnna in *August: Osage County* or as the Cafe Boss in *Rhinoceros*. Rosie would like to thank her friends and family for supporting her through her journey here and hopes you enjoy the show.

**Avery Davis** (Master Electrician) is thankful for the opportunity to further explore her interests in the theatre by serving as the master electrician for the show.

**Kimberly Gessner** (Dargara) is a junior at Mercer University. You may have recently seen her props in *James and the Giant Peach* or *August: Osage County*. Kimberly would like to thank the entirety of the Mercer Theatre department for all their love and support (and for putting up with her for this long).

**Ashley Greene** (House Manager) is a fifth year Theatre major at Mercer University. You may have seen her most recently on the Mercer stage playing Daisy in *Rhinoceros*. She would like to give a shout-out to Rosie Cooper for her never ending love and support. She hopes you enjoy the show!

**Noel Hullfish** (Sound Designer) is a junior Theatre and IST Major at Mercer University. Some of her favorite Mercer Theatre shows have been *She Kills Monsters* and *James and the Giant Peach*. She'd like to thank her friends and family for their support.

**Shelley Kuhen** (Costume Designer) is in her 22nd season as Mercer Theatre's Costume Director. Her designs have most recently been seen in our productions of *Rhinoceros*, *James and the Giant Peach*, and *She Kills Monsters*. She also designs for Mercer Opera as well as Theatre Macon. Shelley thanks her wonderful family for their continued love and support and for enduring years of her crazy schedules, mood swings and enlisting their help behind the scenes. She also thanks her amazing costume crew for their countless hours of hard work and for their encouragement, love and laughter.

**Brenna McNulty** (Stage Manager/Props Master) is a junior French and Theatre major at Mercer University. Her most recent works include assistant stage manager and run crew for *Rhinoceros*, assistant stage manager and choreographer for *James and the Giant Peach*, and Evil Tina in *She Kills Monsters*. She would like to thank her friends, family, cast, and crew for being just amazing!

**Joey Mitchell** (Grant the Undying) is a Junior Theatre major at Mercer University. He is excited and thankful for the opportunity to be a part of this unique experience.