

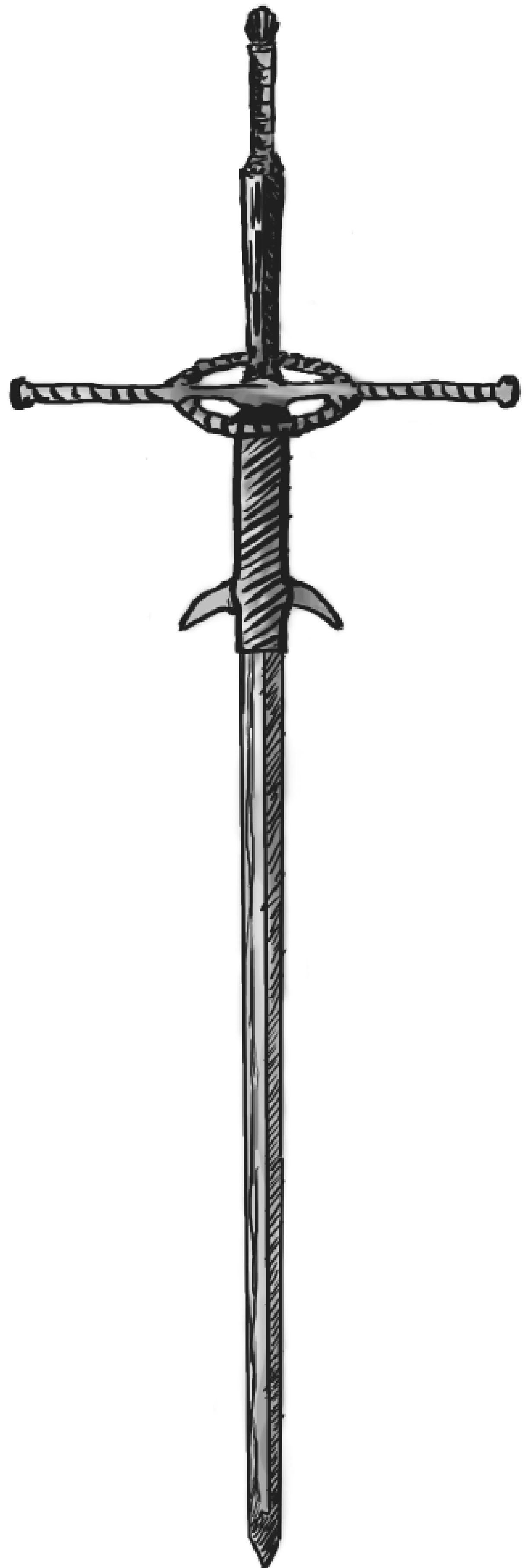
THE O WEEK ISSUE /

SYNDEY UNIVERSITY POP CULTURE &  
GAMES SOCIETY

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MARCH 2018 /  
ISSUE 1

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As SUTEKH's President for 2018, I'd like to welcome all members, new and old to what should be a fantastic year here at the University. Whether you're from the inner city or from a galaxy far, far away, we're excited to have you join us this year!

The executive this year is full of fantastic individuals. Feel free to approach any of us at our events if you need any advice or just want to have a chat. We'll do our best to make everyone feels welcome and to ensure that you have the best time possible at each and every one of our events.

It's a great time to be getting involved with SUTEKH, exciting new events are being trialed and old favorites are continuing to be run through the next 2 semesters.

# A Message from SUTEKH's Supreme Overlord for 2018

Staying true to tradition, we'll be running events almost every day of the week right through both Semesters 1 and 2.

Continuing on from it's success last semester, **Monday Mario** will kick off each week with a nice chilled out gaming session. We were lucky enough to acquire a PS3 at the end of last year, so now we have a whole new selection of games to choose from.

**Tuesday's** we'll be trialing an event based around Tabletop RPG's, the details of this event remain secretive for the time being, but if this interests you, stay tuned to find out more.

**Wednesday's** we'll continue with our much loved **Cards and Carbonation event**. Join us for a few hours of fun card games ranging from Magic the Gathering to Munchkin to Exploding Kittens along with some light refreshments.

Each **Thursday** we'll be switching between different movies and food each week for **Movie and Munchies**. This year we're fortunate enough to have in our possession a projector, so be sure to join us for some large screen film action.

To cap off the working week, our flagship event **Friday Pizza and Games** will continue to run this year. With cheap pizzas starting at \$2 for Access members and a large games library, come join us for fun way to finish off a long week. If you stay long enough, you may be able to join in on a large game of late night Werewolf.

And to finish out our weekly events, join us online for **Steamy Saturday**. Watch our Facebook page for announcements regarding games each week and let us know what games you would like to play!

Of course, in-between our regular events, there'll be a variety of special events you're all invited to! With some very exciting movies being released this year, we'll be sure to make our way to one of the nearby cinemas from time to time to both catch some deals on cheap movie tickets and to avoid spoilers. We also have a **Video Game Olympics** to run with our friend's over at Pokésoc either at the end of Semester 1 or sometime early Semester 2. VGO is the perfect time to show off your skills in a large variety of games, as well as to win some extremely awesome prizes as well, so be sure to keep an eye out for further updates.

Semester 2 MidSem break we'll be holding our **SUTEKH Camp** again for the 2nd year. Last year's Camp was an absolute blast, so if you want to have a little getaway with access to a variety of games as well as the great outdoors be sure to keep an ear out. We'll have further details towards the end of Semester 2 for those who are interested.

If you were with us last year, you'd be aware of our fantastic little host for Thursday's Movies and Munchies. Well he's back this year! And he's had a little bath (he desperately needed one after Sem 2 2017). SuTrex will be hosting Movies and Munchies each week with his oversized head and teeny, tiny T-Rex arms. Our trusty social media expert Sue Tekh will also be available on Facebook for any enquiries you may have. Feel free add her online to be notified of any and all updates regarding SUTEKH.

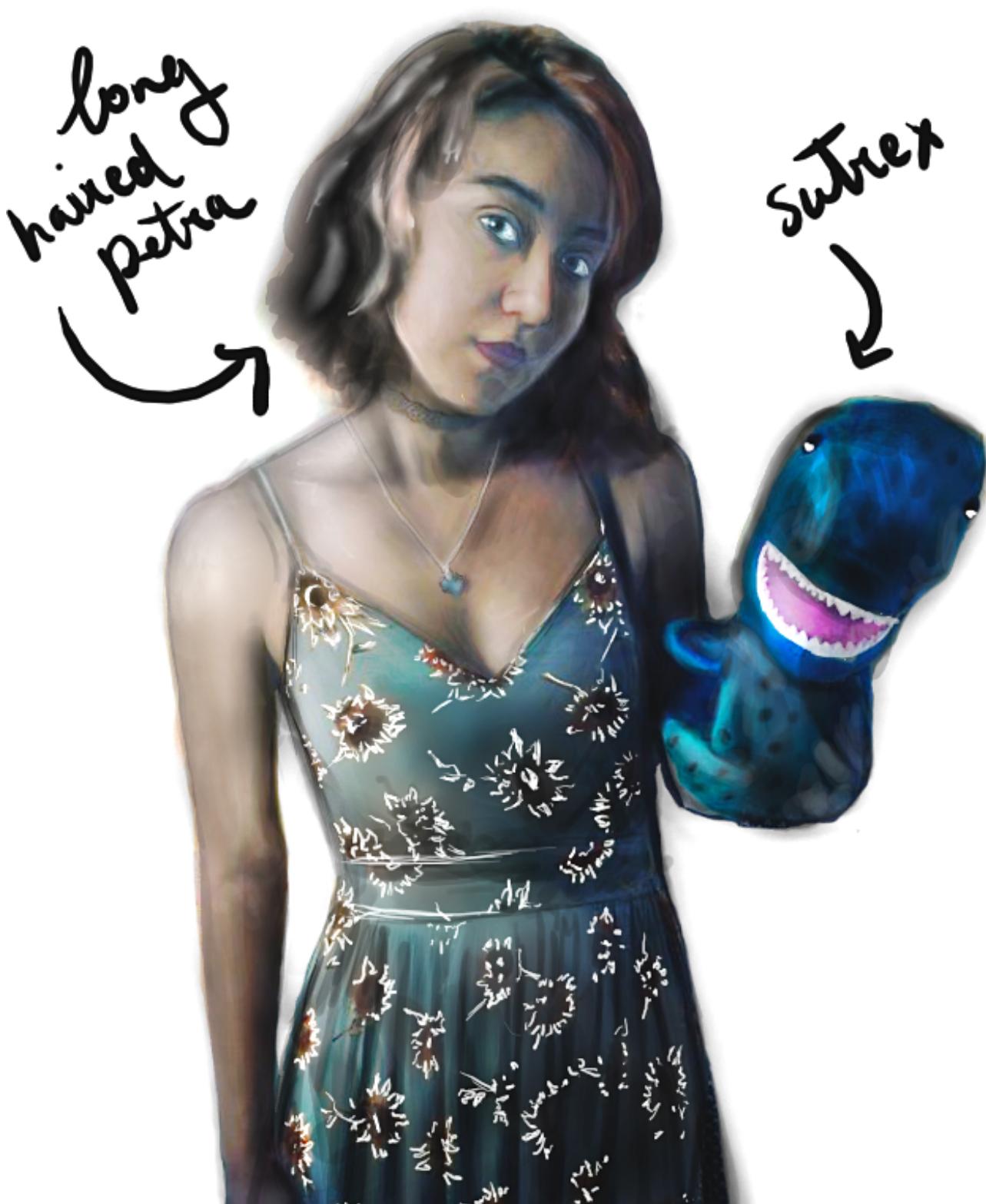
This executive loves hearing about SUTEKH's past. This year we'll be running an event to encourage past SUTEKH members to come around and say hi! If you happen to be a past member, be sure to let us know so we can contact you at a later date with more details.

Any who, that's enough rattling on from little old me. I can't wait to see you at our weekly events and wish you all the best for 2018. If you spot me, be sure to come say hi :)

May the force be with you.

**Petra**

*SUTEKH's President and Self Appointed Supreme Overlord for 2018*



# about the exec

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## president

**Petra Anne Cranshure Player**

president@sutekh.org.au

Hi! I'm Petra. I'm a 4th year Arts Student who has no idea what's she's doing. I also happen to be President this year, so yay? I promise to do my best! Luckily for me, I have previous Presidents who I can turn to for mentorship, so hopefully I can fulfil all the duties required of me. The role of President is to keep the Executive on their toes and make sure everything is running smoothly.

Please feel free to come to me if you want any details about SUTEKH, any concerns you may have or if you just want to chat. I'm available via either email me or through Facebook Messenger.

About me? Well, I love TTRPGs, MtG and Star Wars. I'm a huge fan of the Old EU, particularly the Old Republic Era, (blame KotOR for that). I volunteer at a lot of conventions both in Sydney and Melbourne, so if you'd like to know more about those I'm always happy to chat. I have no idea what else to write. I'm pretty boring, watch conspiracy theory videos just to have something to complain about and like chocolate.

Hope to see you at our events this year! :)

## vice president (librarian)

**Aaron Samuels**

vp\_librarian@sutekh.org.au

Hi I'm the Vice President/Librarian of Sutekh. I'm responsible for keeping people out of the cage and lending members books. My main hobbies include video games, board games, dumb anime shit and plastic models kits.

## secretary

**Christopher Kenshole**

secretary@sutekh.org.au

Howdy, I'm the secretary so I take minutes during the meetings and will be the one typing away like a stenographer. I will have at least one packet of candy with me at all times. I have lost a small fortune of to MTG and the rest of what I own to Steam summer sales. I survive purely on sugar, sunshine and hugs, it's great.

## vice president (events)

**Helen Munro**

vp\_functions@sutekh.org.au

Hey, I'm Helen :)

I'm Vice President Events. I'm responsible for helping run and plan events (not in that order), amongst other things. I like a range of things and wasn't sure how to express them so I just information dumped instead:

### *Favourite Games*

Magic the Gathering, Pokémon, Starbound, Age of Empires, Baldur's Gate, Monkey Island, Minecraft, Skyrim, Portal, Spyro, Machi Koro.

### *TV Shows*

Rick and Morty, Black Mirror, The Good Place, Firefly, Steven Universe, How I Met Your Mother, Stargate, Doctor Who, Star Trek, Adventure Time, Doctor Horrible's Singalong Blog.

### *Movies*

Matilda, Mrs. Doubtfire, The Island, Toy Story 3, Mr. Nobody, The Incredibles, The Prestige, Inside Out, the Truman Show, Bicentennial Man.

### *Favourite Books, Musicals, Plays, etc*

Jurassic Park, So B. It, Les Misérables, The Fault in our Stars, The Hunger Games, Hamlet, Goosebumps.

### *Random Other Stuff*

Goldfish, Bullet Journaling, Cats, Drawing, Nail Polishing, Eating, Writing, Sleeping.

## "the accountant"

**Harrison Fricot**

treasurer@sutekh.org.au

Greetings sentient my name is Harrison Fricot, I am the Treasurer for Sutekh and most of my job revolves around applying for funding to run society events and purchase additional items for the society to use. I also sing the money to sleep.

I am a war gaming and role-playing enthusiast including games such as but not limited to Corvus Belli's Infinity, Warmahordes by Privateer Press, Iron Kingdoms, Dungeons and Dragons (5th). Oh and I play MTG... too much... send help. Feel free to approach me (I am the one with all the apples) if you have any concerns or if you've DMed yourself into a corner and need stats for a game ending mech (don't worry I've got you covered, it's in this book).\*

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## queer officer

Mitch Tredinnick

queeroofficer@sutekh.org.au

Hi everyone reading this, I'm Mitch Tredinnick, the Queer Officer, both in title and description. This year's my third one at uni, and I'm majoring in philosophy. Mostly I attend the Friday events, but I try to come to everything when I have the chance.

My role in SUTEKH is to be a point of contact to anyone in the LGBTQIAPK+ community who feels that they are being discriminated against, either in the society or out of it. If you need someone to talk to, or have any problems with another member, or even just feel uncomfortable then please feel free to come to me. If you don't want to do it in person then I'm always on Facebook, and I'll try to get back to you as soon as possible.

## women's officer

Helen Munro

womenofficer@sutekh.org.au

Hey I'm Helen 2.0 (kidding I'm the same Helen). I'm the Women's Officer for Sutekh and I'm here for anyone to talk to if they feel like something within Sutekh has made them feel uncomfortable, unwelcome, unequal and/or offended. I'm always happy to listen and will take any concerns seriously and won't go telling the world.

Please don't be scared to talk to me about issues as through communication we can make the society a better place for everyone.

For more about me, basically ditto all the stuff from above under VP Events.

## editor

Julie Hoang

editor@sutekh.org.au

Hi hey and hello, editor here! As the editor, I edit things, including what you're reading now. When I'm not procrastinating, I collect and format member submissions for issues of *The Zweihander* while binging either YouTube videos, TV shows, trashy B-movies or the occasional musical. You'll usually see me at Movies and Munchies or around uni listening to podcasts. Come say hi or email/PM me on Facebook if you ever want to toss around art/comic/article ideas :)

## new members officer

Michael Scott

newmembers@sutekh.org.au

Hey everyone! I'm Michael, a 2nd year Pharmacy student and your new members officer. For all the Sutekh oldies, that means I'm basically just another exec but for anyone coming along for the first time this year that makes me the friendly face to talk to. I'll always be happy to start up a game with you at events and you can talk to me if something is bothering you. I'm interested in practically any type of board/tabletop/card game (with the exception of most deckbuilders). I also enjoy some casual commander MTG and regularly play DnD. Again, if you're new and unsure about who to talk to to get into a DnD campaign (I'll actually be running one soon) or anything else, I'll be a great person to come to first.

## IT officer

Thomas Selvaraj

it@sutekh.org.au

Thomas@sutexh:/~\$ cat introduction.txt  
Hello, my name is Thomas Selvaraj! I'm the IT officer of Sutekh. I help maintain the Sutexh server and assist with other IT problems Sutekh members may have.

## sponsorship officer

Lachlan Blow

sponsorship@sutekh.org.au

Hey there! I'm Lachlan, Sutekh's sponsorship officer. I talk to organisations and try to get discounts and bonuses for Sutekh members and the society! My hobbies are reading, bushwalking, playing video/board games and watching anime and other tv shows. In particular I love things with a sci-fi bent and can't get enough of puzzle and strategy games. If you need to find me, start arguing about time travel in the vicinity of the guy wearing purple.

## general exec

Tanay Sagrolkar

generalexec1@sutekh.org.au

As the general executive, I help out the other execs at events. I love video games, board games, and reading. Please feel free to approach me if you need anything.

Always keeping up with the technologies of the modern age, Sutekh has harnessed the power of internet in many fantastic ways! Follow me as I show you how we use this marvellous invention to keep in touch with members, ensure efficient operation of the executive and to enjoy the latest video game novelties.

## Sutekh's Online Presence

Sutekh has multiple ways that we maintain an online presence and keep in communication with our members.

Our brilliant public site ([sutekh.org.au](http://sutekh.org.au)) serves as the go to spot to find information about the society, the events we run, our library, the code of conduct and links to the sponsors that support us.

Additionally, we have our Facebook group (SUTEKH - Sydney University Pop Culture & Games Society) which is the place to be to find out about upcoming society events and news, keep up with other members or check out events in local area that might be of interest. To keep up with society events, be sure to add "Sue Tekh" on Facebook to be added to them.



## The Sutexh Server

Sutexh is Sutekh's marvellous personal server. It has a myriad of useful functions for the society, both for the executive team and for members.

Firstly, it hosts the executive forum, the main platform by which executive communicate and organise the society. It also hosts our public site. Having this site on our personal sever makes it easy to customise the content and control site availability. Lastly the Sutexh server is where we host private servers for our games.

## Sutexh Game Servers

While we may be keeping up with current technology, we haven't yet abandoned the days of Steam!

The Sutexh server is additionally used as a private server for several games at our weekly Steamy Saturday online gaming nights. Enjoy all your favourites such as "Terraria", "Mining and Crafting", "Team Fortress II" and "Garry's Modification". Last year we also expanded to include the fantastic science fiction adventure "Starbound" and the brilliant old school FPS "Xonotic". We look forward to hearing your suggestions for more games to play and potentially host on our server.

Be sure to keep a keen eye on the Facebook group to find out what game we will be playing each week.

Players can also join in with voice using our Mumble group, hosted on the Sutexh server as well. Mumble acts as the online lounge room for Steamy Saturdays giving voice communication for those playing.

### **Mumble**

**Address: mumble.sutexh.org.au**

**Port: 64738**

### **Minecraft**

**Address: sutexh.org.au**

**Port:25565**

### **Starbound**

**Address: sutexh.org.au**

**Port:25565**

As part of our broadcast we provide our Mumble, Minecraft and Starbound details. Please note that while our Minecraft server will available all week, it will be unavailable while the Starbound server is running on some weekends.

***Thomas Selvaraj***

*(Information and Technology Curator) (IT Officer)*

# SUTEKH'S CODE OF CONDUCT

## TLTR ;

Don't be a jerk, and remember you are just as important as everyone else. If you are feeling uncomfortable then please let a relevant executive member know (e.g Helen the Woman's Officer, Mitch the Queer Officer and Michael the New Member Officer, or another executive at your discretion). You're not alone, and your comfort is just as important as everyone else. Please be mindful of noise, and try not to speak over others.

- Attendees will receive explicit consent before engaging in any physical or sexual contact. Lack of consent does not imply consent.
- Attendees will not discriminate, shame or be biased against others for any reason, including but not limited to: race, gender identity, sexual orientation, circumstances of birth, political affiliation, religious affiliation, LGBTQIAPK+ traits, appearance, physical or mentally divergent traits, difference in ability, or any assumptions derived from any of the previous.
- Attendees are expected to refer to others by preferred pronouns at their request. If an attendee makes a mistake about another's pronouns then they should apologise and attempt to use the correct pronouns hencewith.
- Attendees should be mindful of noise and language both in and out of events. They should be mindful that humour is not universal and jokes that they find funny may cause others discomfort or offence. (Examples of jokes that may be considered offensive include but are not limited to: religion jokes, differently able jokes, and mental health jokes) Regarding noise, they should be especially mindful of event wide announcements and endeavour not to speak over such announcements.

Should an attendee feel uncomfortable or feel they have made another uncomfortable then they should:

Approach the member who made them uncomfortable, or who they made uncomfortable, and explain the situation and request apology or apologise.

OR

Approach a relevant executive member, Helen the Woman's Officer, Mitch the Queer Officer and Michael the New Member Officer, or at the member's discretion.

On the rare event that any punishment or warning will be handed down to a member or event attendee, it will be done on the executive level and may be taken higher if needed. However, in the event that the executive level must hand down any form of punishment or warning they are expected to:

- Put aside any and all personal bias towards the case and the individuals involved, to be fair and reasonable to all.
- Consult Identity Officers, New Member Officer, or President as the case requires (if someone is being or feeling discriminated against with regards to gender, sexuality, newness or other reasons, the relative executive member will be involved).
- Hear out the defence of the accused party in the interests of forming a fair and rational judgement.
- Take the accused party to any higher placed executive member at their request, if they feel they have been treated unfairly.

Sutekh is not affiliated with nor does it actively support/condemn any political movements. We encourage open and respectful discussion among our members and in order to facilitate it, we advise you to follow our Code of Conduct outlined above.

# review: blade runner 2049

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'I've seen things you people wouldn't believe: Skyscrapers engulfed in a sickly yellow haze; Elvis Presley performing on the stage of a decadent art-deco nightclub; water rippling across the windows of a flying car, only to vanish –like tears in rain.'

Upon its release back in 1982, the original Blade Runner was widely perceived as a failure, which slowly over the years gained a cult following through its various different cuts and home media releases. Upon re-examination by critics and the public many years later, it has now evolved to become one of the greatest science-fiction films of all time and have a major influence on pop culture and modern society.

Now, some 35 years later, the story continues with Blade Runner 2049. Set 30 years in the future after the original film, LAPD Officer K (Ryan Gosling), a Blade Runner, uncovers a long-buried secret that has the potential to plunge what's left of society into chaos. His discovery leads him on a quest to find Rick Deckard (Harrison Ford), a former blade runner who's been missing for 30 years.

The major strength of Blade Runner 2049, as opposed to other sequels, is that not does it builds on the events of the first film but also creates coherent, engaging and satisfying storyline that will question our beliefs in what it really means to be 'human'. This is a story in its' own right – you do not need to see the original film to understand the film, although it certainly helps. Also, in a society obsessed with reboots, prequels, sequels and cinematic franchises, Blade Runner 2049 is charismatically naturalistic – it is a standalone film, without trying to set up another film in a franchise.

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Almost everything else about the film is top-notch and outstanding. Director Denis Villeneuve, after his outstanding work on *Sicario* and *Arrival*, and cinematographer Roger Deakins, have created a film that is strong on visual language and small on dialogue – adopting a ‘show-not-tell’ technique of storytelling. The audio and visual effects in this film are jaw-dropping outstanding – they have created a world that feels real, a world which you can breathe the air, feel the raindrops and dust, and see the grime and grit of a dystopian Los Angeles. Praise must also be given to the fantastic cast. Ryan Gosling gives one of the greatest performances of his career in *Officer K*, while Harrison Ford also gives one of his best performances in recent years. Of the supporting cast, Ana de Armas, Sylvia Hoeks and Robin Wright also give great performances in their characters and make them feel three-dimensional.

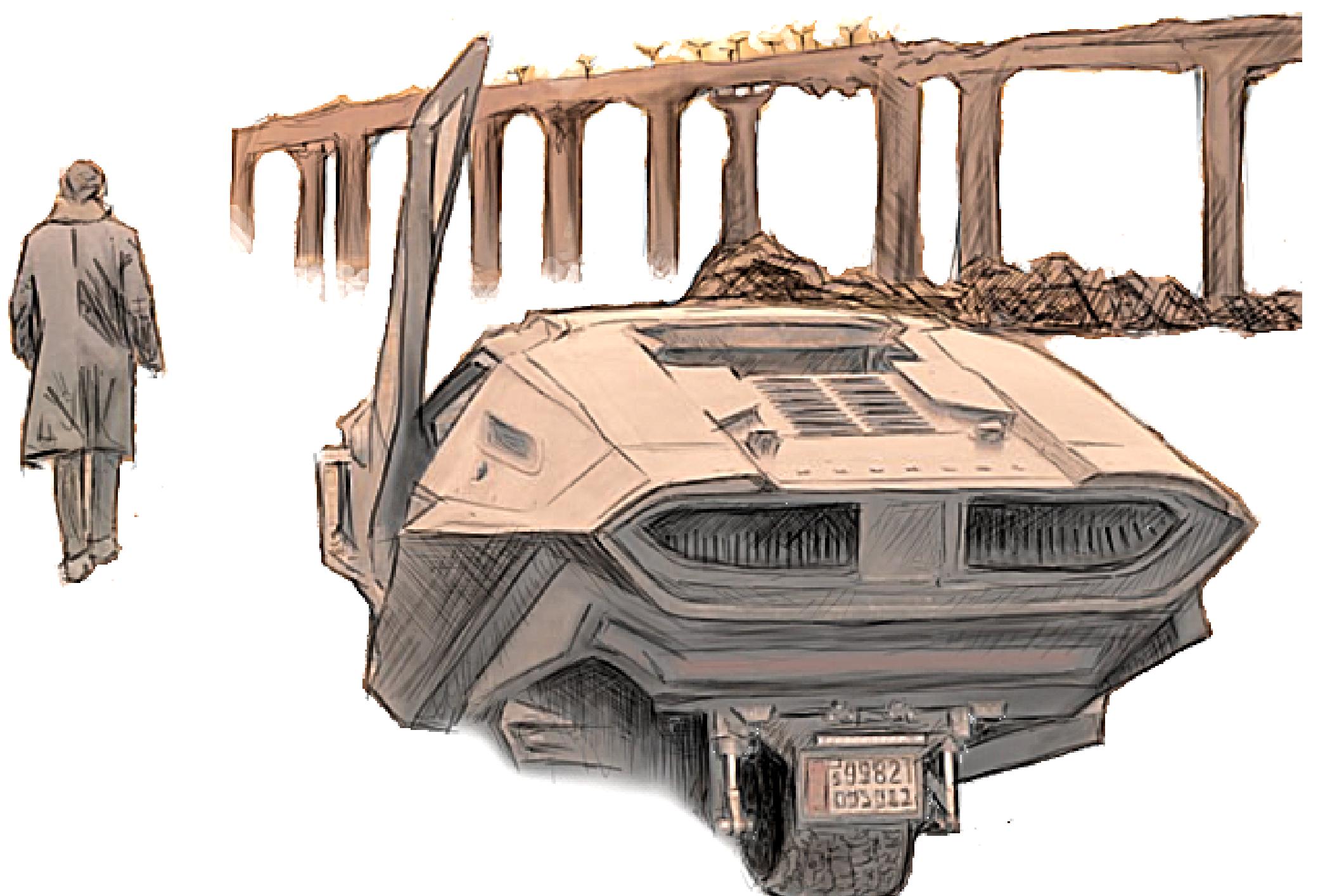
Some viewers may have some issues with the somewhat complex plot and storyline, and its rather long runtime of 163 minutes. There are times in the film where it does drag with some scenes that could've been shortened, but overall these are minor gripes in a fantastic film.

*Blade Runner 2049* is undoubtedly one of the greatest sequels and sci-fi films of all time and is a strong contender come Oscar season next month.

## ***Andrew Wu***

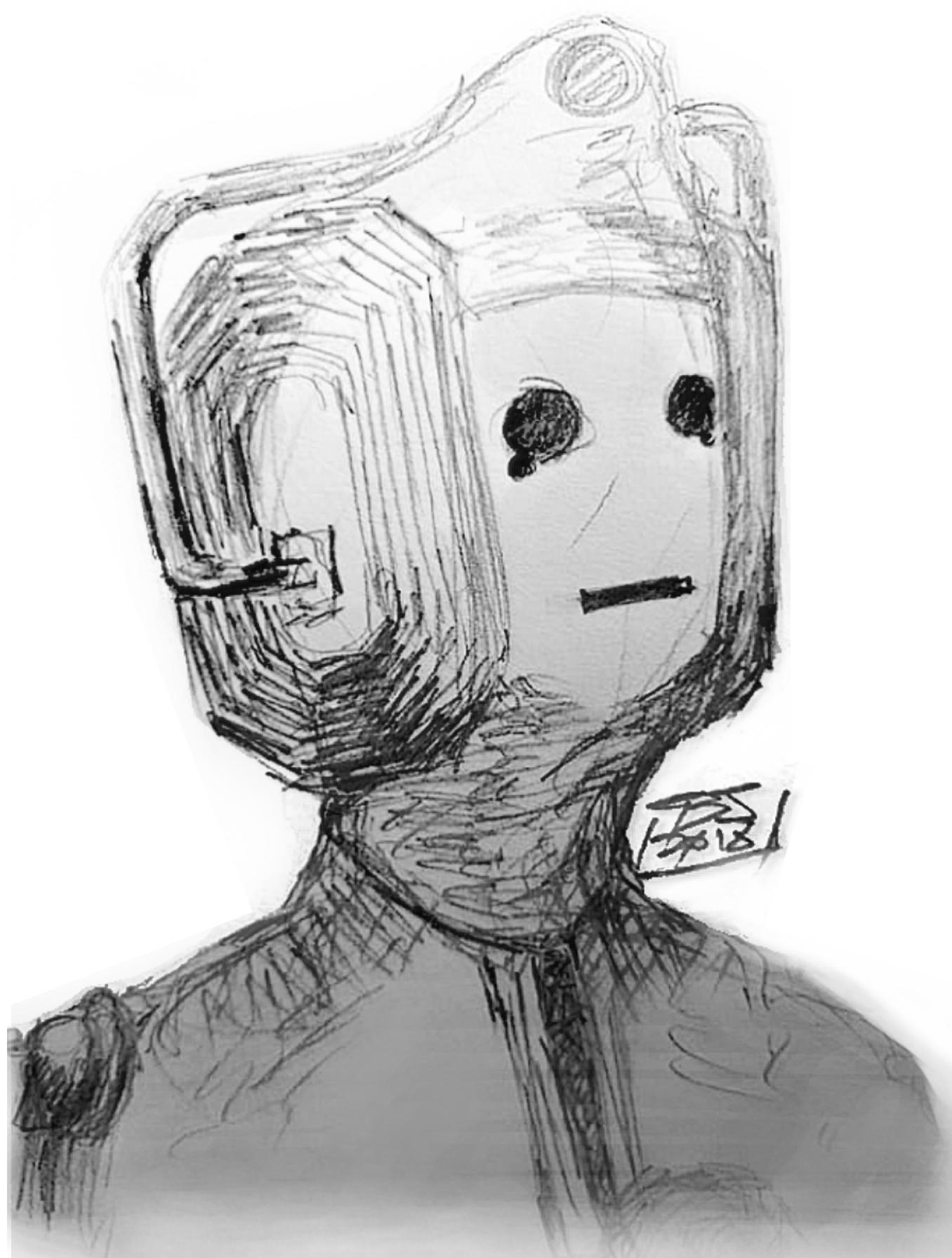
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P.S On a side note – there are 3 short films that explore the events between the original film and 2049, they’re called *2036: Nexus Dawn*, *2048: Nowhere to Run*, and *Blade Runner Black Out 2022*. These are available on YouTube and are well worth checking out.



# The trouble with Cybermen

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The Cybermen, *Doctor Who's* perennial number two baddie. Yet, since 2005, their star has continuously lost its silver shine.

With the debut of successively more modern and unsettling monsters since 2006, the Cybermen seem destined to either appear as duds in episodes like 'The Next Doctor' and 'Closing Time' or play second fiddle to more popular villains like Missy or the Daleks.

For a moment in the 1960's this wasn't the case. The twilight years of black and white Who was something of a Cyberman golden age – one which ended with Troughton's departure from the role, and the Cybermen themselves vanishing for over a decade before their explosive 80's comeback tour. (we don't talk about *Revenge of the Cybermen*. It's shit.)

And in their swansong for over a decade, 1968's *The Invasion*, it's possible to see glimmers of what made them such a strong replacement for the Dalek's as the show's major monster race.

*The Invasion* places the Cybermen in dark, cramped confines (the sewers), evocative of their earlier appearances in cramped, confined bases. Here it's used to obscure the threat, keeping them out of focus until the story is ready to kick into high gear. In more recent appearances, the Cybermen seem to be hanging out in caves and the like almost because that's what monsters do – something particularly egregious in episodes where this same long-gestating plot is entirely absent, such as the one episode-long 'Closing Time'.

Yet patience is something of a staple with the Cybermen – where the Daleks tend to be more guns blazing, the Cybermen lurk in the shadows. Patient. Waiting. And in this story, like others throughout the Troughton era, patience is something of a watchword – the Cybermen themselves don't even appear until halfway through, instead hiding behind the machinations of a human antagonist.

Although that villain, Tobias Vaughan, is himself regarded as one of the greatest human villains the series has ever produced (and, as the antagonist for the first half of the story, the one who gets things rolling), he isn't treated as an over-the-top figure of fun.

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One review even refers to Vaughan as Bond-like in his presence, lending *The Invasion* an almost cinematic quality. This combination of a credible, serious human threat assists in making the Cybermen more of a threat by association. When Vaughan begins to lose control of the story as the Cybermen become more prominent, the stakes become even higher due to the rising tension of the Cybermen's plan and the threat Vaughan himself had posed previously.

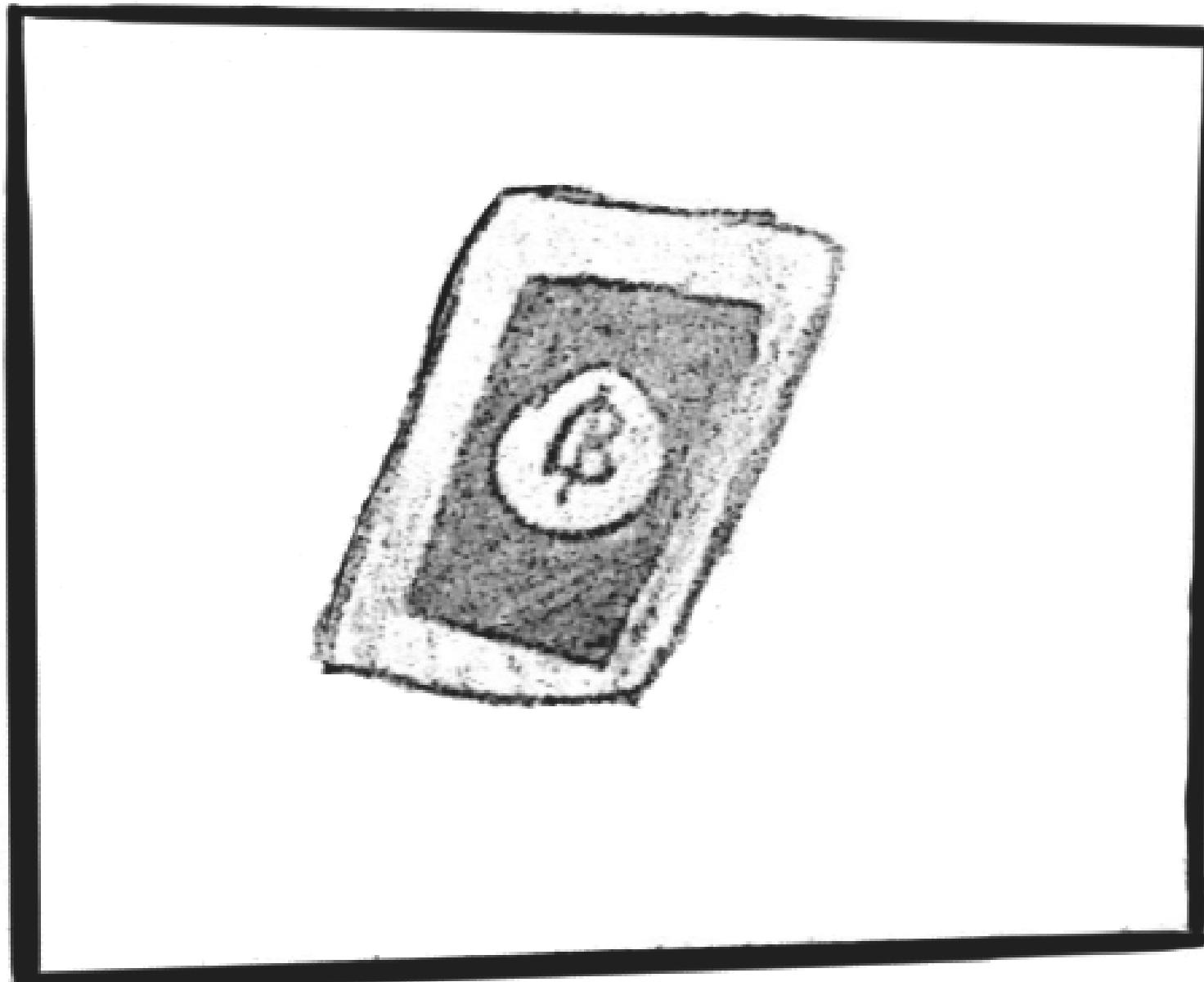
Ultimately, however, *The Invasion* perhaps works best because it distils the Cybermen to their simplest form – something unemotional, inhuman and invasive. The tension between the Doctor and Vaughan is driven by the Doctor's knowledge of the Cybermen's threat and Vaughan's hubris that he can understand and control their actions. In the revived series, the Cybermen often seem to just... be there. The Cybermen of more recent episodes stomp around monotoning 'Delete', leaving the Cybermen to feel like a redundant Dalek-lite monster. The Cybermen were never the Daleks though. The Cybermen were a tool of mankind too unwieldy to ever control, as Vaughan discovered to his horror.

And in our modern and technology-saturated world, it's surprising that the essence of the Cybermen has been so badly missed so often in the revived series.

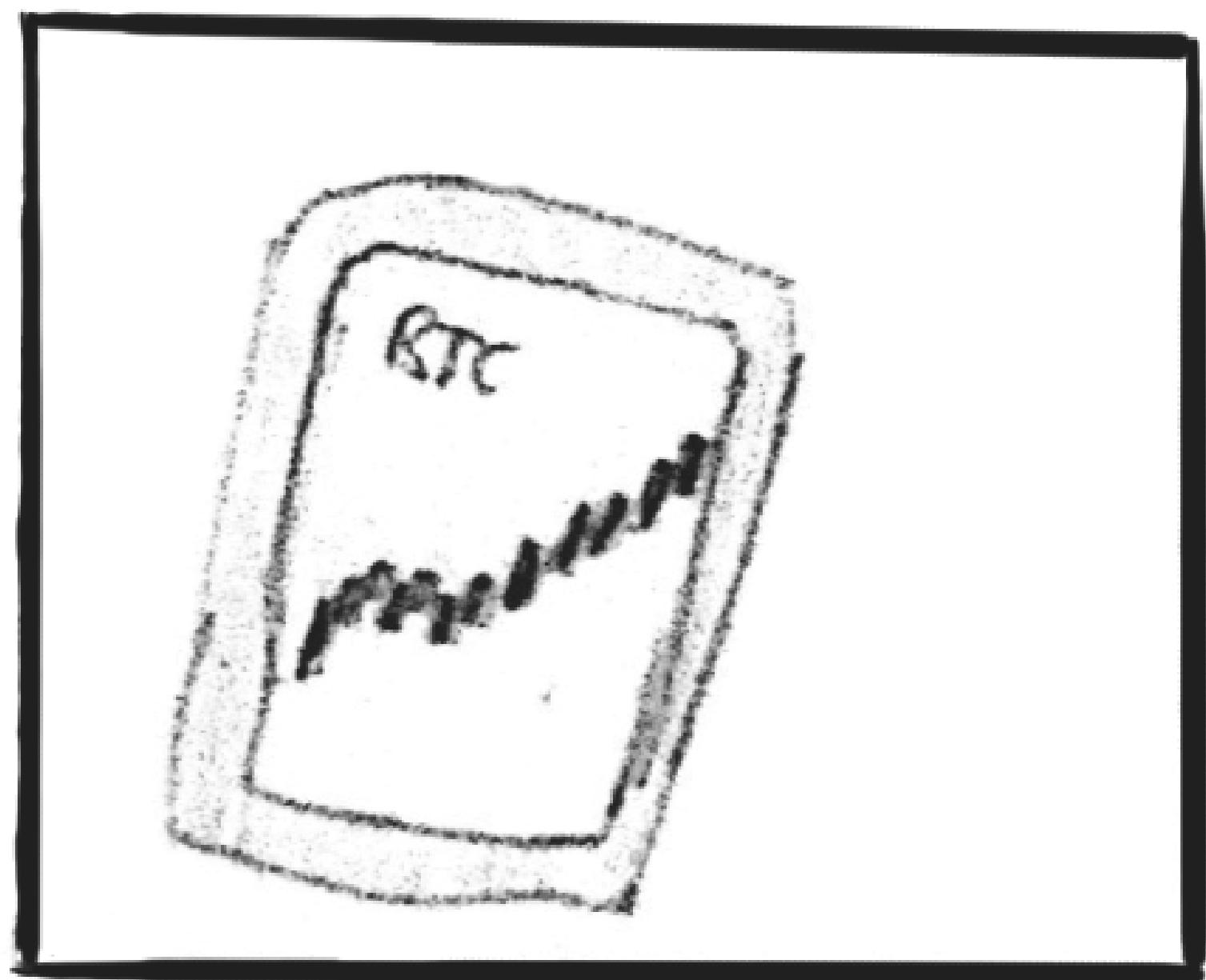
***Brendan O'Shea***

# Buying Bitcoins

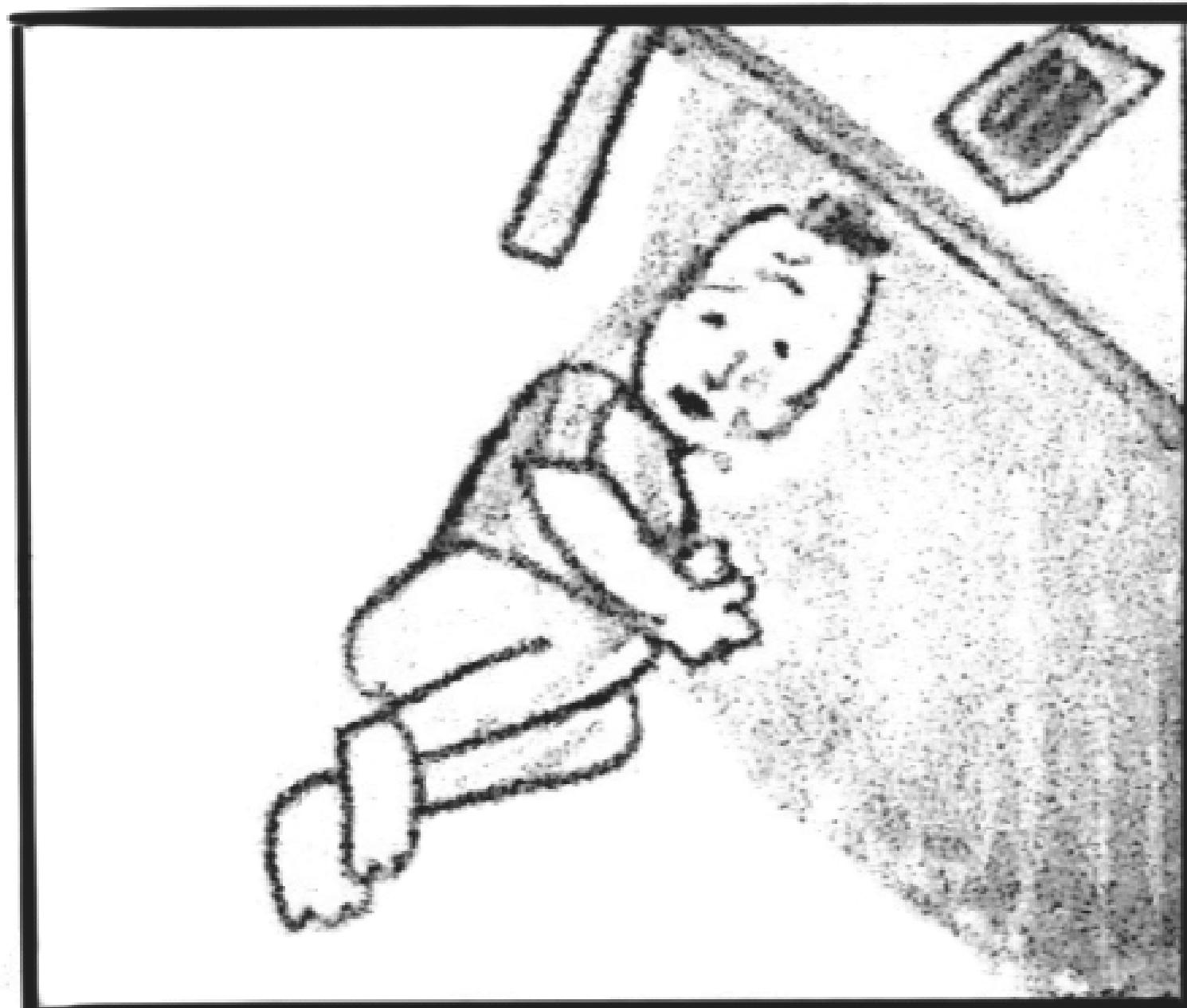
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Making a Bitcoin exchange account



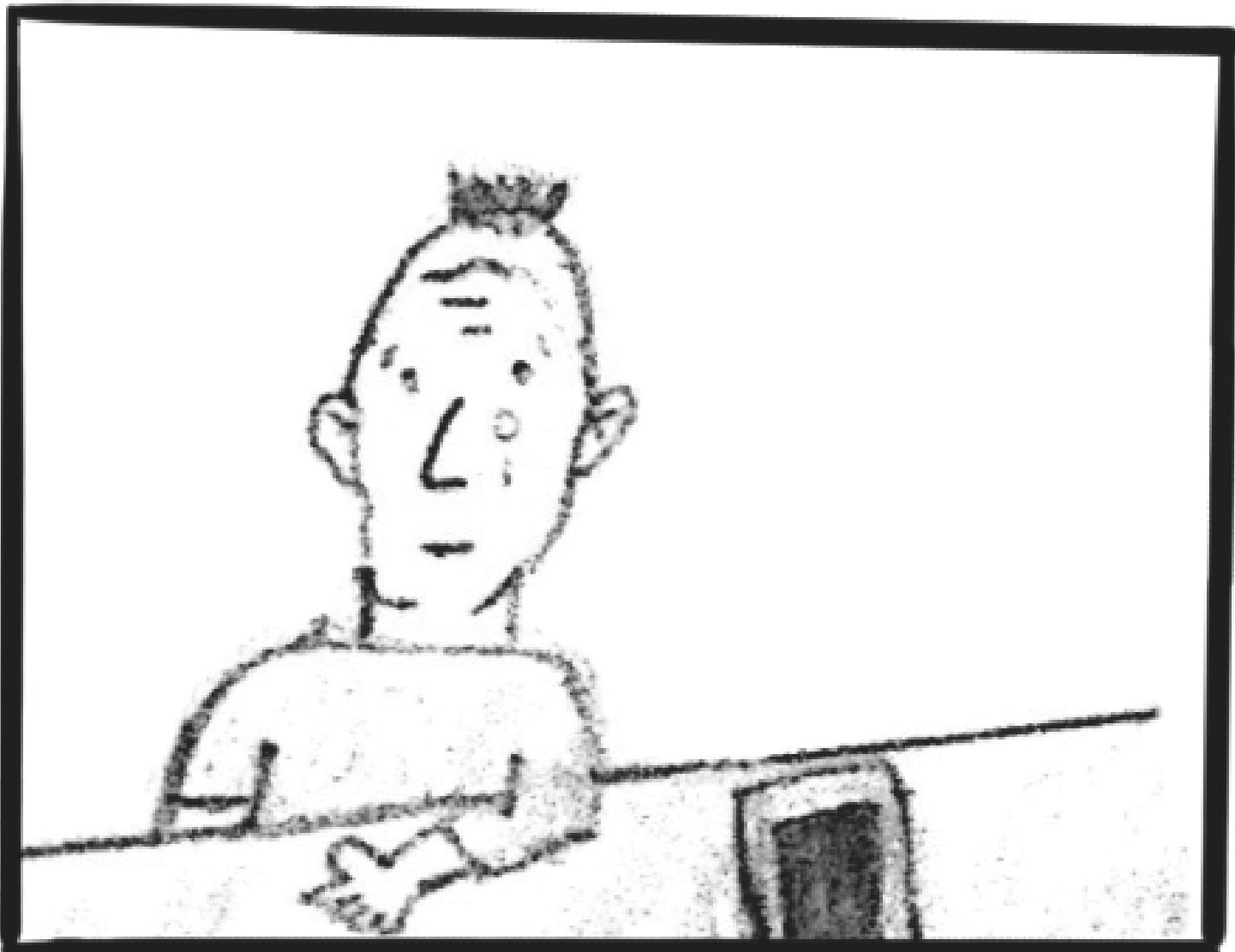
Noo! You forgot to buy and the price is now way higher than last month!



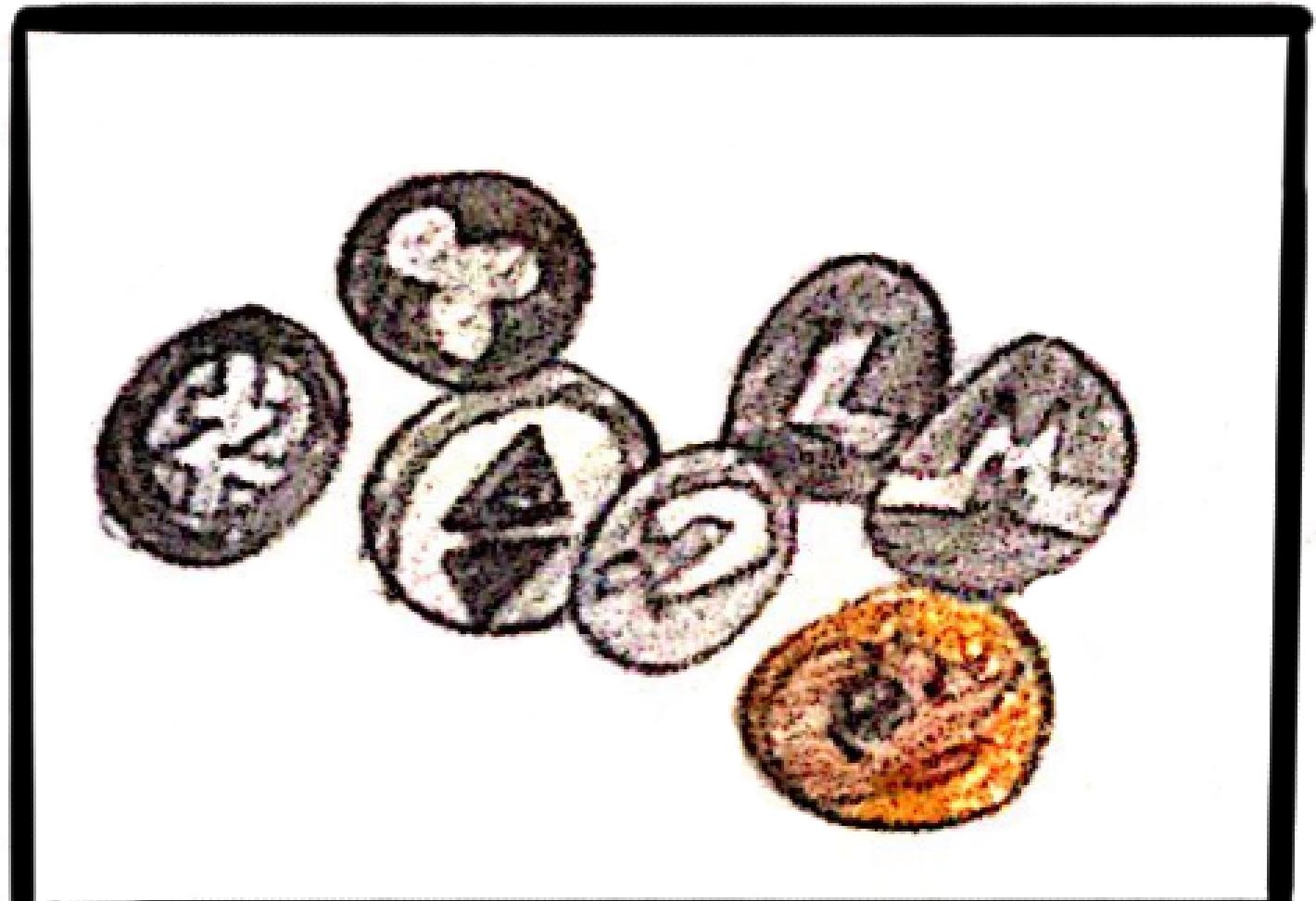
You decide to cry as bitcoin could have paid for your entire college edu if you invested.



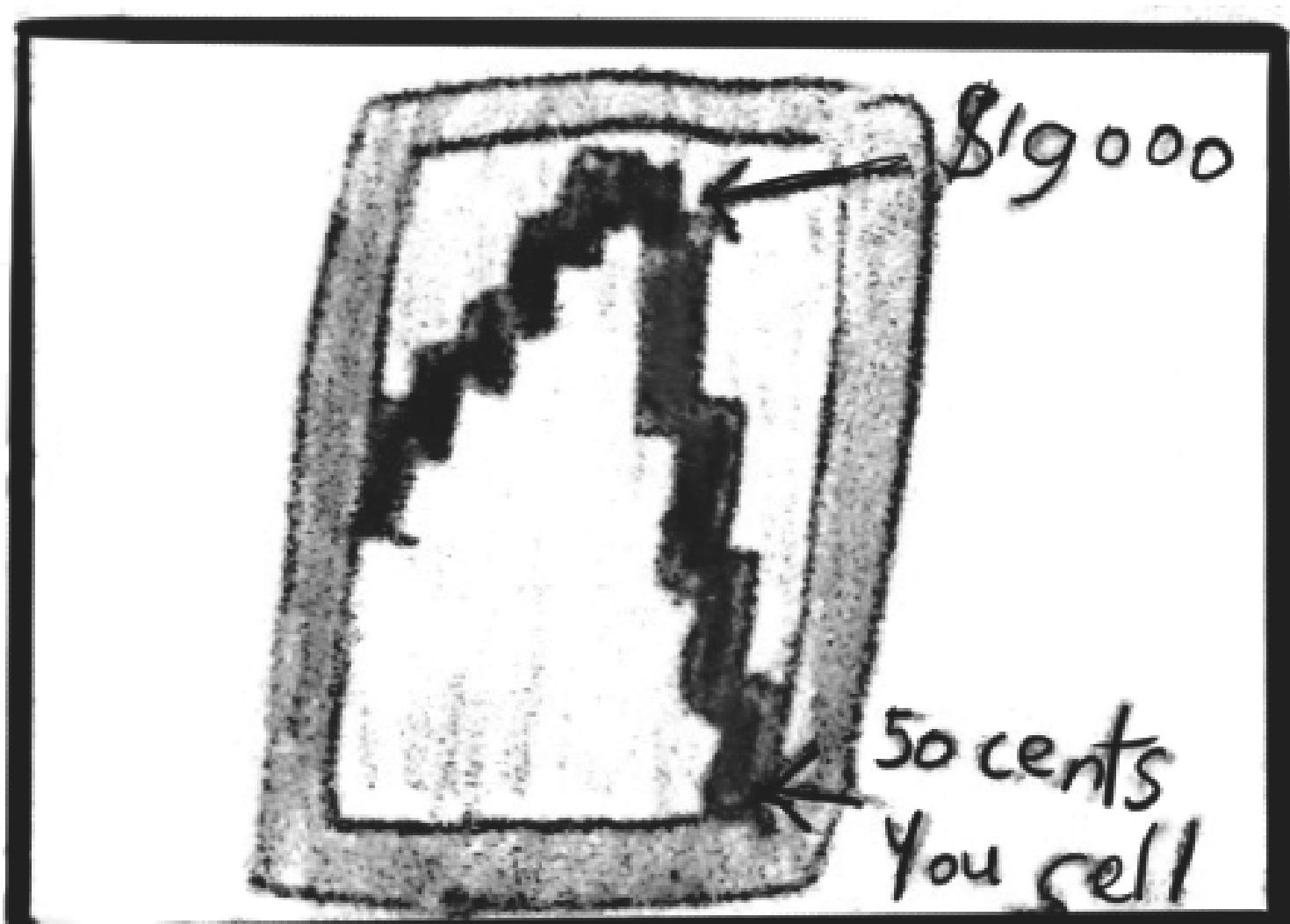
You suddenly fill full of hope as you buy bitcoin near the top which you think will keep going up.



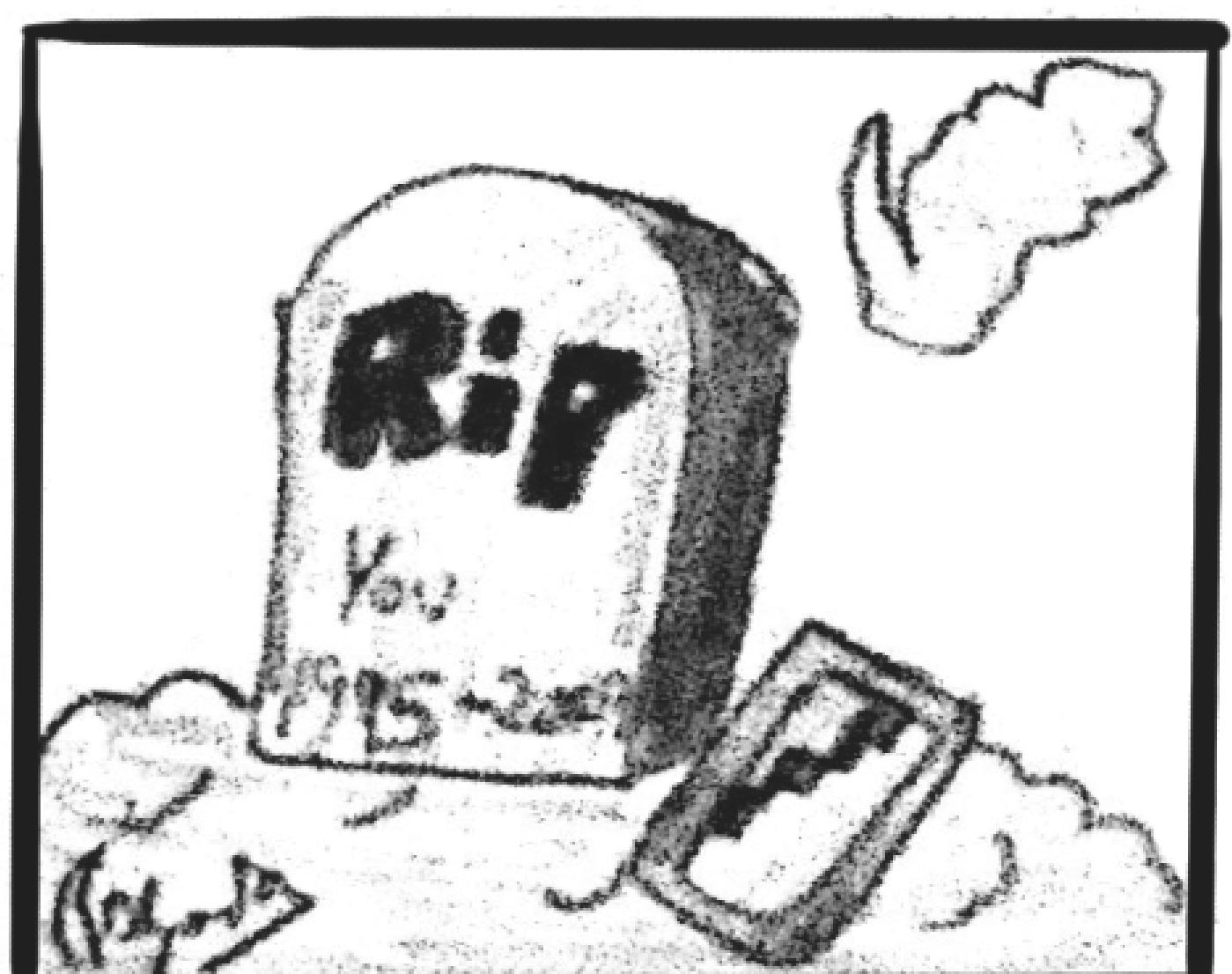
Shit, it's been a year!  
You don't even have an  
exchange account and the  
price is so high you  
can't even afford a  
whole bitcoin!



There are now 1000s of  
altcoins and you don't  
even have a bitcoin. Fuck!



Fucking shit! Bitcoin  
was a scam all along  
as it crashes to pennies  
leaving you broke for  
life on the streets.



You eventually die a  
lonely existence where  
no one will remember  
you and bitcoin is now  
millions of dollars

# to claim and be a knight

Imagine a forest thick with trees.

Okay fine, nothing too special there. But imagine, if you would, a forest with trees the size of mountains.

Apart from their gargantuan size, these trees bent in strange knots and bows. Some intermingled with each other and some grew up and sideways, encompassing huge swaths of land like a beastly snake.

The leaves on these trees were a riot of outlandish colours. Brown, orange and red all intermingled with purple, blue and black hues in different combinations. However, never in the history of the forest has there ever been a tree with green leaves.

You might think to yourself that the forest must be a very dark place to be, as the leaves on these tall trees act as a barrier from the Sun.

Yet you would be wrong.

Indestructible flowers that burn bright white litter the forest floor and trunks of these great trees.  
So what exactly do I mean by indestructible?

The petals can never be bruised.

The stems can never be crushed.

The flowers can never be plucked.

But enough of this forest, we are here to talk about a knight errant who is within this forest.

His name is Strom.

Strom had never been in this forest before so it was really quite strange to him.

In any case, there are some distinct features about this individual.

For one, he has a dark crimson skin tone, as well as gnarled black fingers with no nails. A large, bulbous left eye that is a third the size of his face. The pupils of this eye resemble that of a toad: one long, horizontal slash that seems to cut the eye in half. Antlers sprout from forehead.

Strom is almost bald; the exception being his long light brown pony tail.

As for equipment, he wears leather armour with steel pads located around the shoulder, knee and elbow joints. In terms of weaponry, Strom carries a buckler, longsword and a bow with many arrows in his quiver.

Strom has been walking for many miles now, his path leading through the forest.

All was well and good until an explosion boomed seamlessly from the ground, knocking Strom prone.

From the dust and dirt formed a two meter being.

This Being's face had three sets of spiderlike eyes and the mouth of an angler fish. It had the body of a muscular mountain lion with a bony chain for a tail.

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"Can't pass," the Being said, the words spilling out from his gaping unmoving mouth.

Strom paused for a minute on the ground; then he stood up and bowed, "Great spirit of the woods, I am a Knight Errant of the noble House of Givalline. I mean you no harm and only wish—"

"Can't pass," The Being repeated.

Strom gave a frustrating sigh and as soon as he did so, felt disappointed with himself.

A knight is to remain cordial at all times, or at the very least, maintain composure.

"Great Spirit, I apologize if I have offended you. But why, if I may ask, will you not let me go through?"

"Only those that are virtuous may pass," The Being sat down and cocks his head slowly to one side. "Are you virtuous? Convince me."

Strom relaxed.

It was as if a great weight had been cast off him. Strom was expecting to preform some great physical feat to prove his worth. Yet all he had to do was list out his noble deeds to continue forward down the path. What a silly spirit.

"Well," Strom began to say as he stood in the proper stance, "I have served my king faithfully and never once did I question, let alone disobey a command. And if I need to give my life for my king, then I will gladly do so."

Strom finished his sentence with enormous pride. It was as if he said a grand speech to an entire city and received a standing ovation from every citizen.

This sense of pride, however, was short lived as the Being immediately interjected "Ah, so virtue lies in serving a governing authority does it?"

Strom was galvanized for a brief moment. His former sense of accomplishment started to drain.

"I... I suppose it does." Strom replied.

Strom had never been questioned on a statement he felt needed no scrutiny. What possible reason would the spirit have to inquire?

"Then let's say your king wants you to butcher an entire village because they couldn't pay their taxes. Would it then be virtuous of you to obey your king?" The Being asked.

"If my king wills it, then I will obey. The villagers should know that they are living off of their king's land and thus need to contribute for the good of the kingdom. Besides, the king would only apply such extreme measures as a last resort." Strom punctuated each sentence with authority and unwavering conviction.

He would not be shaken from this spirit's line of questioning.

He would not.

"Hmmmm" the Being purred.

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Although the expression of the Being did not change, Strom couldn't help but feel judged by this Being and found lacking.

The Being continued, "What if the villagers were recently raided and had no resources left to give up? And can you honestly say that no monarch has never once abused his power and made selfish decisions?"

"Even if that were the case, a knight does not have the luxury of disobeying orders from the king or queen! There must be a respect for the chain of command so that stability in the kingdom is to be maintained! A soldier cannot disobey a captain, or a constable his superior. Not matter how... heinous or disgusting an action... might be."

A wave of sobering realization overwhelmed Strom.

He was always too busy doing his duty that he never had time to pause and contemplate his actions.

Up until now, his deeds seemed benign enough.

Sure, he had to fight off some unruly peasants, but surely their behaviour was unjustified... right?

Strom began to think back on every order he has been given, every quest he has completed. Did they all serve a good purpose? Were they absolutely necessary? The knight errant no longer had the gallant posture as when he first began conversation with the Being.

He now stood with sunken shoulders and downcast eyes.

The Being gave Strom the courtesy of contemplation before speaking softly, "Let's say a cruel tyrant ordered his knights to perform heinous acts such as genocide, would it be virtuous for a knight to then follow the tyrant's command without question?"

"...No." Strom replied with a barely audible tone

"Why not? Isn't the knight following his monarch's command without question?" the Being prodded.

"Following orders is not an excuse to warrant abhorrent actions," Strom admitted, "The knight has agency to make moral decision and thus must choose to do actions that are virtuous."

"But what if the knight's life was in danger? If that shouldn't matter, then what if the knight's friends and family were at the risk of having harm done to them should the knight disobey orders? What if the atrocities that the knight's ruler made them do somehow help maintain cohesion within the tyrant's kingdom?" the Being had no mercy in his line of questioning this time.

Each inquiry came rapidly after the other.

"A knight!" Strom loudly interjected, "should do their best to exemplify chivalrous conduct. Yes, they may fail at times, but it is the drive to do what is noble that matters. And should a knight's loved ones be in danger, if the knight does not do what they are told, it is understandable for them to do their immoral task. That being said, a knight must always strive to follow the laws of chivalry as well as being ready to face the full consequences of their action whether they perform in a manner virtuous or no."

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At this point the Being stood and faced Strom directly; the chain like tail wagged left to right in wave like patterns.

The Being then let out a long sigh.

"Laws of chivalry," the Being said slowly, "Tell me, do these laws translate itself into every kingdom? Do each and every king or queen in the entire world follow the same laws of chivalry? It is also common for laws to change with the times, so wouldn't the laws of chivalry change as well?"

Strom crossed his arms and furrowed his brow.

He now stood straight and is filled with a reinvigorated sense of confidence.

The knight no longer had the compunction to extend politeness.

"The laws of chivalry will differ depending where you go, however you will find that the virtuous countries follow mostly the same set of laws. I am a virtuous person because I follow the laws of chivalry almost perfectly; now may I pass?"

The doubts that once clouded Strom's mind ceased to exist.

It may be one thing to doubt the actions of your king or queen, but to question the validity of chivalry is utter nonsense! Chivalry stands as a cornerstone for all moral principles in which all people, royalty or peasant, abide by.

What is considered morally upright is chivalrous, and what is considered morally contemptable is unchivalrous.

This is the binary reality of ethics.

To deny this is to reject the existence of virtue itself! This creature had been toying with him this entire time. Each line of questioning was meant to distract him from his intended quest.

Either this creature allows him to pass right now, or it never had any intention of letting him through.

The Being paused, then slowly began to walk around Strom.

Each completed loop the Being made was getting closer and closer to Strom.

Its eyes were constantly unblinking and appeared to pierce the very soul of the knight.

Strom uncrossed his arms and put his hands close to his weapon; he didn't feel that drawing his blade was necessary... yet.

**James Wong**  
edited by Isabel Sleiman

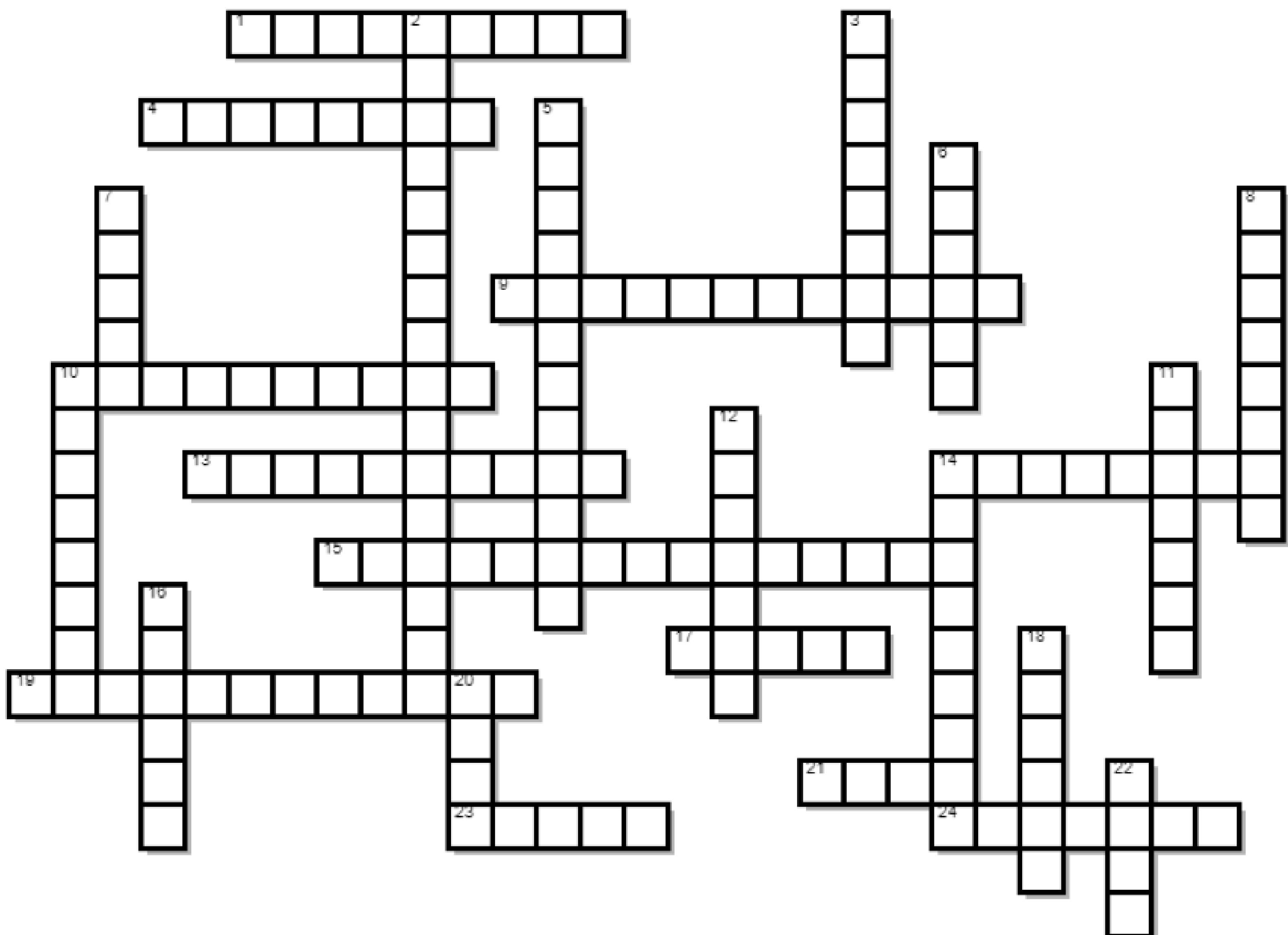
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*...to be continued in issue #2 of The Zweihander*



Roshan

Which aspect of pop culture do you know best?



### ACROSS

- 1 Sam Neill Jurassic Park (Movie)
- 4 Roleplaying game with the motto "stab your buddy" (BGames)
- 9 Hidden identity game set in 1930's Germany (BGames)
- 10 Rick Sanchez's best friend (TV)
- 13 Holistic Detective (TV)
- 14 Director and co-founder of Studio Ghibli (Movie)
- 15 Game played on hexagonal tiles (BGames)
- 17 Ice King's real name in Adventure Time (TV)
- 19 Actor, Indiana Jones (Movie)
- 21 Beer in The Simpsons (TV)
- 23 Prisoner Number for Jean Valjean (Movie)
- 24 Play as a Caribbean dictator in this citybuilder (VGames)

### DOWN

- 2 The Devil's Backbone, Pan's Labyrinth (Movie)
- 3 Name of the ship on Firefly (TV)
- 5 A MTG card that gathers loyalty tokens (BGames)
- 6 Murder mystery (BGames)
- 7 Nintendo character synonymous with Player 2 (VGames)
- 8 Game about disease control (BGames)
- 10 Fallout, Elder Scrolls (VGames)
- 11 Halo super soldier (VGames)
- 12 Most expensive street in Monopoly (BGames)  
They AXEd me to PICK a game that wasn't too obvious (VGames)
- 14 Game of Thrones family with a sigil of a flower (TV)
- 18 Cost of a Villager in AOE2 (VGames)
- 20 Non-talking droid in Star Wars (Movie)
- 22 Colour worn on Wednesday in Mean Girls (Movie)

A Dungeons and Dragons 5th edition mech  
... yes it's a mech.

Bright Soul Heavy Calvary  
Gargantuan Construct, Lawful Good

Armor Class: 20

Hit Points: 285

Speed: 40ft

Strength: 26(+8)

Dexterity: 8(-1)

Constitution: 22(+6)

Intelligence: 16(+3)

Wisdom: 14(+2)

Charisma: 10(0)

**Saving Throws** Str +15, Con +13

**Skills** Perception +9, Athletics +15

**Damage Immunities** Fire, Necrotic

**Damage Resistances** Slashing, Bludgeoning

**Damage Vulnerabilities** Psychic

**Senses** Blindsight 90ft, dark vision full.,  
passive perception 19

**Languages** Draconic, Common

**Challenge** much

**Void Shields** if this creature would take  
damage in a single hit over 36 it takes half  
damage instead.

**Ballistic Interceptor** as a bonus action the  
Bright Soul can activate its point defence  
systems gaining +5 to its AC against ranged  
weapon attacks.

**Triangulate Fire** this creature can sacrifice  
its movement to ignore line of sight for its  
ranged attacks on one target (all Weapon  
Attacks made this round must target this  
creature or object).

## ***Actions***

**Multiattack.** The Bright soul can use its  
Cleanser. It then can make two Storm  
Lance attacks or one Sky Shaker attack.

**Cleanser.** Ranged Spell Attack: range  
40ft cone., all targets must make a DC 20  
Dexterity saving throw or take 4d6 fire  
damage, half on a successful save.

**Storm Lance.** Ranged Weapon Attack:  
range 20-180ft, 5ft wide cylinder., all  
targets must make a DC 16 Dexterity  
saving throw or take 4d12 piercing  
damage, half on a successful save.

**Sky Shaker.** Ranged Weapon Attack:  
range 80-600ft, 20ft radius., all targets  
must make a DC 14 Dexterity saving  
throw or take 8d6 thunder damage, half  
on a successful save. This weapon has  
the siege trait.

# editorial

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For those unaware, *The Zweihander* is Sutekh's magazine written for and published by its members and the broader pop culture loving audience. With each passing year, a new editor gets chosen and the torch has been passed to me for 2018. I have a lot to live up to, and a lot still to learn but will try my best to do the past editors proud.

This edition would not have been possible without the wonderful writers, artists and creators who have contributed to our humble 'zine. It's been a bit of a scramble getting things together as it is with any deadline, but I am glad to have worked with all of you to achieve this. Thank you for being awesome :)

I'm also positive that there may be more of you out there, people who have something share and want an outlet to do so. Whether it's a defense of fanfiction, a game review, fan art, comic strip, fiction or an opinion piece on anything and everything pop culture related, we'll be here and have space for you in our pages.

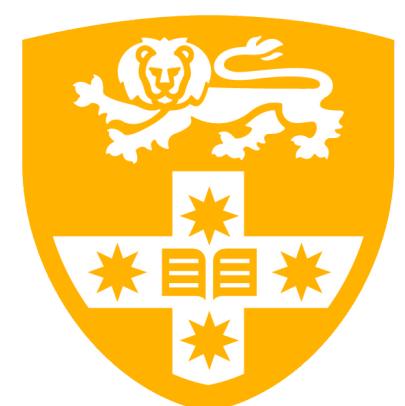
If you enjoyed this edition and want to submit something or have any stray thoughts or comments, feel free to contact me via [editor@sutekh.org.au](mailto:editor@sutekh.org.au) or message me on Facebook. Or in person! To assist you in your search I've included a sketch of what I may or may not look like. Only less scribbly and more 3D.

To keep updated on weekly and special events, as well as pop-culture related stuff Sutekh's Facebook group is **SUTEKH - Sydney University Pop Culture & Games Society**.

It'll also be the place where I'll be posting irregular spam under the guise of Sue Tekh about writing/doing a thing for The Zweihander. Which if you haven't considered, you definitely should :)

***Julie Hoang***





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