

# Northern Kingdoms - A Witcher Larp Event 8

## Alone in the dark

### Information Pack

In the darkest reaches of Mahakham's mines lies a treasure so precious that it could unite a nation and turn the tide. A treasure so precious that many would seek to control it, manipulate it to their own ends. This treasure comes with great cost and to find it invites terrible danger to those who would seek it.

The Lilly in the darkness, alone and cursed.

Yet find it you must for the fate of Temeria and its people hang in the balance.

Even the Dwarves of Mount Carbon know this. They open their doors to you at the request of Jon Natalis. Offer you a corner of an old outpost to use as your base of operations. However, the Noble Dwarves will expect a payment. Crowns, Florens, Weapons, tasks of their own? Who knows.

Northern Kingdoms Event 8 takes place on the **31<sup>st</sup> of March to the 2<sup>nd</sup> of April at Chiselhurst Caves, London, BR7 5NL.**

In this information pack you will find site, safety, event and local information. Please take the time to read and digest the information contained herein and we look forward to seeing you on Friday the 31<sup>st</sup>.

#### **Getting to site:**

Travelling to the cavern site is simple by train or by car. The British Rail Chislehurst station is only five minutes' walk away and clearly signposted: Turn left out of the station, down the hill, then right at the bottom and right again immediately.

Trains generally run every half hour from Charing Cross station, stopping also at Waterloo East and London Bridge and they take about 25 minutes to reach Chislehurst.

For motorists, the site lies between Bromley and Orpington in North Kent, just off the A222, and approximately ten minutes from either Junction 3 (Swanley) or Junction 4 (Orpington) of the M25. They are on Caveside Close, and quite un-missable. On a map it is probably easiest to find Chislehurst Station and navigate to there, following the signs for "The Caves".

Postal Code for Sat-Nav users: **BR7 5NL**

**Parking:** When Parking please keep to the right as you enter the site.

**Tolls and other charges:** If traveling from the north you are likely to use the Dartford crossing. This toll is paid for online. There are no congestion charges to get to the site.

**Timings:**

**Arrival on site:** Crew are permitted to arrive on site from midday on the Friday to set up for the event.

Players may arrive onsite from 1600hrs (4pm). If you need to arrive early, please get in touch first, we may ask you to help event setup if you do.

**Time in\*:** We plan to begin the event at between 1900hrs (7pm) and 2000hrs (8pm). If delays occur, please bear with us.

On Saturday and Sunday mornings we will time in at 1000hrs (10am).

**Time out\*:** The game will stop at 1am on Saturday and Sunday mornings for you to get some rest ready of time in. On Sunday afternoon the game will end by 1400hrs (2pm).

**Departure from site:** All players and crew must depart the site by 1700hrs (5pm)

\*Time in and time out will be announced by a referee.

**Upon Arrival**

Upon arrival on site, you must report to games/event control. Once there you will need to sign in and receive your character pack which will contain your character sheet and relevant items. If you have not completed the character sheet, then you will be asked to complete it. You may also make changes to your character too before this character goes live providing you have not played the character yet.

There may also be other things to sign such a permission to take photos of you and use them publicly for example.

From there you may set up your character, IC areas and get ready for the game to begin. Before the game starts there will be a player brief which will go over safety information and rules queries

**Arrival and departure**

When exiting the site completely and returning, we require you to sign out and back in again. This so we know who is on site in the event of an emergency.

**Site details and safety:**

The site is a chalk cave system which maintains a constant ambient temperature of around 10 - 11 degrees centigrade. Therefore, it is not cold but not hot so the site will be suitable for more most types of costume from the thicker gambesons to light linen.

There is a constant flow of air through the site so it does not suffer from condensation or damp. Many people in one place for a prolonged period may cause a little condensation but this is nothing to be worried about.

There is no smoking or vaping inside the caves. Please go the surface to smoke or vape.

The ground in the caves can be uneven but for those camping it shouldn't be too much trouble to find a spot for a camp bed. We strongly advise against just a roll mat as the ground is rough. In combat please be aware of your surroundings and do not sprint around the caves.

If a mission or quest is for limited numbers, please stick to those numbers as this is not only for game balance but also for safety.

The caves are lit to varying degrees throughout and in some areas the light colour can be changed. Unless an encounter requires darkness (in which case the encounter will be non-combat) there will always be light enough to find your way and see the ground.

In a departure from our rules on the use of electronic lighting and due to safety on site we are banning lighting that uses naked flame or a combustible fuel source. Please however make your electronic lighting as IC as possible.

No fires or camping stoves are permitted on site or on the surface. No cooking in the carpark.

Sound levels in the caves can vary and there will be some echoing with limited sound amplification. Please be aware of this in groups in smaller areas as you traverse the caves but the system does have a large footprint so the sound will lessen quickly with distance in the caves.

There's nowhere that could really be described as a room with a door other than GoD or the changing rooms.

The only OC space in the tunnels is the access corridor that goes between GoD and the toilet block (and from there to the outside). All other sleeping space in the tunnels will need to be packed up and ready for use as a play area for time-in at 10:00 on Saturday and Sunday. On the bright side, your end of event take down will be quite quick.

The latest combat encounters we have planned on Friday/Saturday go out into the tunnels at 23:00. There shouldn't be any combat gameplay out in the tunnels after Midnight.

The main gates to the site close at 2300hrs (11pm) however a member of the labyrinth team will be accommodated in the shop to let you in and out up until 0130hrs (1:30am), at which point the gates to the site will remain closed until around 0800-0830.

A member of the Northern Kingdoms team will be designated as the responsible person on site in case of an emergency. This person will be accommodated in the cave office. In the event of an emergency please follow their instructions.

The site has plumbed toilets and hot/cold running water sinks.

Power is only available in the cave office where event control will be. There will be a signing in and out sheet there that will be for those who completely leave the site (not just take a trip up to the surface).

The site is made up of chalk caves and tunnels. As such if you lean on the walls or lie on the floor you will get dirty. It is also difficult to clean so do not graffiti on the walls or floor or scatter materials such as glitter or fake blood on the floors or walls that cannot easily be picked up. We have a cleaning deposit and if you leave the site in a condition which results in us losing this deposit we may ask you to contribute to this and it may risk us not being able to use the site in the future.

### **No ranged weapons**

Due to the conditions of the site and the cramped fighting condition in comparison to usual events, we are banning bows and crossbows at this event. Please revert to your alternative weapon as per the skill description.

Throwing weapons are permitted but **DO NOT** attempt to purposefully ricochet these weapons off surfaces as you cannot control where they go.

### **No Pyro**

Due to the conditions of the site and the cramped fighting condition in comparison to usual events, we are banning the use of pyrotechnics. Bangs in the cramped conditions could lead to hearing loss and smoke will linger which could exacerbate pre-existing respiratory issues and due to the air circulation, this smoke will end up in the other side of the site where there is a public museum (segregated but locked doors).

Due to the nature of the game, you may use your pyro in other ways. Such as collapsing tunnels, opening entrances or even mining.

### **Accommodation:**

A poll went up on our facebook page to determine where players and crew intend to sleep. Those that wish to sleep within the caves we will accommodate you in a suitable area but as mentioned earlier there is not much privacy and your sleeping arrangements will need to be packed down and stored prior to time in at 1000hrs (10am).

If any players wish to go to sleep early and are accommodated on site, please inform a member of the event team so we can find you a suitable spot that is out of the way. We will try to keep that area quiet but due to the nature of the caves and the ongoing game we cannot guarantee this.

You are permitted to sleep in your vehicles in the car park.

To mitigate the risk of disruption in the car park we would ask that those players and crew accommodated offsite, carpool where possible.

There are several hotels close to the site:

Bulls head hotel - BR7 6NR - 5 min from site

Premier Inn Eltham - SE9 3QJ - 10 min from site

The Manor at Bickley - BR1 2LW - 5 min from site

Premier Inn Bromley - BR2 OQL - 11 min from site

Ibis budget Bromley - BR1 1LR - 13 min from site

Travelodge Bromley - BR1 1DG - 9 min from site.

A quick google search will find many more.

#### **Food and Drink:**

Unfortunately, Barebones tavern are unable to serve as a bar at our event. Therefore, you will need to bring your own soft and alcoholic beverages.

We will be putting on free tea and coffee as usual. This will be available at games/event control.

We have arranged for the café on site to provide meals for players and crew. These were available at an additional cost on the website but are now out of stock. These meals will be served in the caves. The times for these meals will be communicated at the initial briefing prior to time in on Friday. During mealtime (about an hour) no combat encounters will run out.

If you have not ordered a meal ticket, you are more than welcome to use the café as they will be serving other food and you can of course bring your own.

The site bins will be identified to you. Otherwise please dispose of your own refuse responsibly.

#### **IC and OOC:**

IC stands for In Character and OOC stand for Out Of Character.

You will see these terms all over the live action role-play community and denotes what things or areas are usable when you are playing your character and when you are not. OOC items (such as labels) can also be used to provide information without your character being able to interact with said label.

In Northern Kingdoms our aim is to keep the IC areas as immersive as possible so within reason no modern items can be on display in IC areas this includes cans, vapes

and non-hand rolled cigarettes. Lighters too are not permitted in IC areas. These areas will be identified during the on-site player briefing. Items such as medicine and glasses are exempt this rule, but we would appreciate your efforts to make such items look IC.

Bottles should have the labels removed and where possible decanted into a more suitable vessel.

### **Conduct**

The world of the Witcher is a dark, gritty, and violent world but you should be mindful of others.

OOO. We take a dim view on over threatening and abusive behaviour which we consider OOC or outside the lore of the game world. If you feel that another player's conduct is unacceptable, please notify a member of the system management team who can then deal with the situation appropriately.

Please refer to our equality and diversity policy on our facebook group for further information.

### **Drinking**

Sober members of the event team will onsite in case of an emergency. Please drink responsibly and look after each other.

If you feel that you may vomit, please get to the site toilets as your mess could result in us losing our cleaning deposit not to mention the smell.

### **Duff/No Duff/Man Down**

This is used as a safety mechanic if someone is in pain etc, and you are unsure if it is role play or real.

In these situations, you may ask the person if they are ok Duff/No Duff/man down, if they reply No Duff or do not reply then assume it's a real OOC situation. If they reply Duff or words to that effect, then its role play and you should role play the situation appropriately. If you are asked, please reply if you can and do so honestly.

### **Quests/Contracts**

As mercenaries there maybe opportunities to earn extra coin by taking on quests and contracts, these quests normally appear on the camp notice board. Most of these quests are for a limited number of people for a set reward (for game balance and your fun) but some maybe open and repeatable. There will be an NPC point of contact for this quest who you will need to sign on with to take on this contract. Once signed on the quest will activate at certain times, this could be a pre decided time or when you ask the NPC you want to go on the mission. Please give us advance warning if you wish to embark on a quest once signed up to enable us to gather the required props and crew.

## **Communication is the Key.**

### **Meta Gaming**

This is considered a faux pas in the larp community and is defined using OOC knowledge for IC benefit. The world of the Witcher is a very popular setting and we are sure many of you know a huge amount of lore. Try not to use that knowledge if your character does not know that knowledge. A simple farmer would be unlikely know much about the history of the Redanian monarchy.

Meta gaming is for the most part difficult to identify but please do not knowingly engage in such activity, it could spoil the game for people.

### **Role-play over rules**

We are more concerned that you have a great time role playing than counting your hits. Our crew will be briefed to react to your efforts to role play or use hard skills. For example, if you make the effort to sneak up to a bandit and bop them on the head then the chances are you'll knock the bandit out. We would ask that you approach the game in a similar fashion which will serve to enhance your experience.

Good role-play is actively rewarded, this could be with a fate or a better result on a crafted item.

### **NPCs and monsters**

NPCs are all peoples (Humans, elves etc) who are not post conjunction monsters. NPCs can act as referees in most circumstances but in exceptional circumstances a member of the System Management team can be on hand. The system management team will be identified to you during the player brief.

Should have any further question please do not hesitate to contact us via email or facebook and we will endeavour to get back in touch as soon as we can.

If you need to get in contact on the day of the event our contact mobile number is 07951713296. Please bear in mind that there is no signal reception in the caves so if you cannot get through, please leave a message, text or contact us on facebook and we will get back to you as soon as we can.

### **Food Menu:**

Friday Evening: Burgers and chips of either beef or chicken and vegetarian for the vegetarians and vegans, with or without salad, mayo and tomato ketchup. Tea and coffee.

Saturday & Sunday mornings: Breakfast baps... a buttered bap (dairy free for the vegetarians & vegans) filled with burger cheese, bacon, egg and sausage or cheese (vegan), egg (or none) and veg sausage. Tea and coffee.

Saturday lunchtime: 2 soups - carrot, leek and potato or tomato and basil (both vegan) with either white or brown bread and trays of cold meats... ham, turkey, beef with baguettes or cheese/ vegan cheese baguettes. Tea and Coffee.

Saturday evening: Roast of turkey with roast potatoes, peas, carrots and broccoli with gravy, or a nut roast for the veggies/ vegans: Tea and coffee.

Allergies and other dietary requirements noted on meal ticket order forms have been sent to the caterers.