

# Northern Kingdoms - A Witcher Larp Event 9

## Reclamation

### Information Pack

The time has come finally to take back the Island of Undvik on Skellige. Originally the clan hold of Clan Tordarroch, the clan was forced from the island by the huge Ice Giant Myrhyff. Recently though the empire of Nilfgaard, in an effort to conquer Skellige, slew the giant and occupied the island to use as a staging ground. Their efforts were in vain as the Free Company foiled the Empire's efforts to take the islands and thus denied Nilfgaard unopposed access to the western coastline of the continent.

The heir to the clan, Skeld of clan Tordarroch has made great efforts to try and gain the high king of Skellige's support to retake Undvik. Now with the recent battle near the island and the strange rift in the sky originating from the island, the king has been moved to action and allow the free company to take the island and give Skeld the chance to earn his Jarldom.

The fight will be hard, the Nilfgaardians having plenty of time to dig in and reinforce. The company will need to take every advantage, reinforce their battered units and investigate what other surprises the island has to offer.

Lilit, the recently freed Vampire, also has her plans to set in motion. But perhaps there is still time to thwart her before Eltibalds prophecy can come to pass.

Northern Kingdoms Event 9 takes place on the **6th of October to the 8th of October at Birch Hall Scout Camp, Langdale End, Scarborough, North Yorkshire, YO13 OBW.**

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 6th.

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

Postal Code for Sat-Nav users: **YO13 OBW**

**Parking:** When Parking please keep to the right as you enter 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 however you may continue to conduct consensual roleplay but no referee will be available. 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.

### **Accommodation:**

There will be both IC and OOC camping available. The site has bunks for players and crew. These bunks consist of rooms of two double bunks, therefore it will be four people to a room. Each building has a open room for storing kit, a kitchen, toilets and showers. Kitchens are fully fitted with fridges and freezers.

Please clean up after yourselves and remove muddy boots before entering the OOC accommodation. There is a room for muddy boot removal.

You may also camp OOC on the grass areas of the OOC area or within your vehicles.

Below is a map of the OOC area.



IC camping is on a large open field to the south of the player OOC accommodation. This is vehicle accessible (weather permitting) up to the field, but no vehicles are permitted on the field itself.

Despite having OOC accommodation, we ask that you still bring IC tents and setups to establish the look and feel of the free company camp and deeper your immersion within the game. NO IC play will be taking place in the OOC area.

#### **Insects/Ticks:**

There is the presence of mosquitos and Ticks on site. Though there is an unlikelihood of you being bitten, please take precautions to avoid the risk. Bring insect repellent and try to avoid bare legs.

We will have insect repellent and other first aid equipment for dealing with insect bites. If bitten by a Tick, please try to retain the Tick for testing for Lymes disease as a precaution and monitor yourself post event for flu like symptoms and/or red rings around the bite area. Seek medical advice if symptoms do present themselves.

#### **Fires and Pyrotechnics:**

Fires and Pyrotechnics are permitted for use on site. Fires must be off ground in design, and you must have access to a bucket of water or fire extinguisher to put out the fire in case of an emergency.

Please use pyro responsibly as per the rules for pyro use in the Northern Kingdoms rulebook.

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

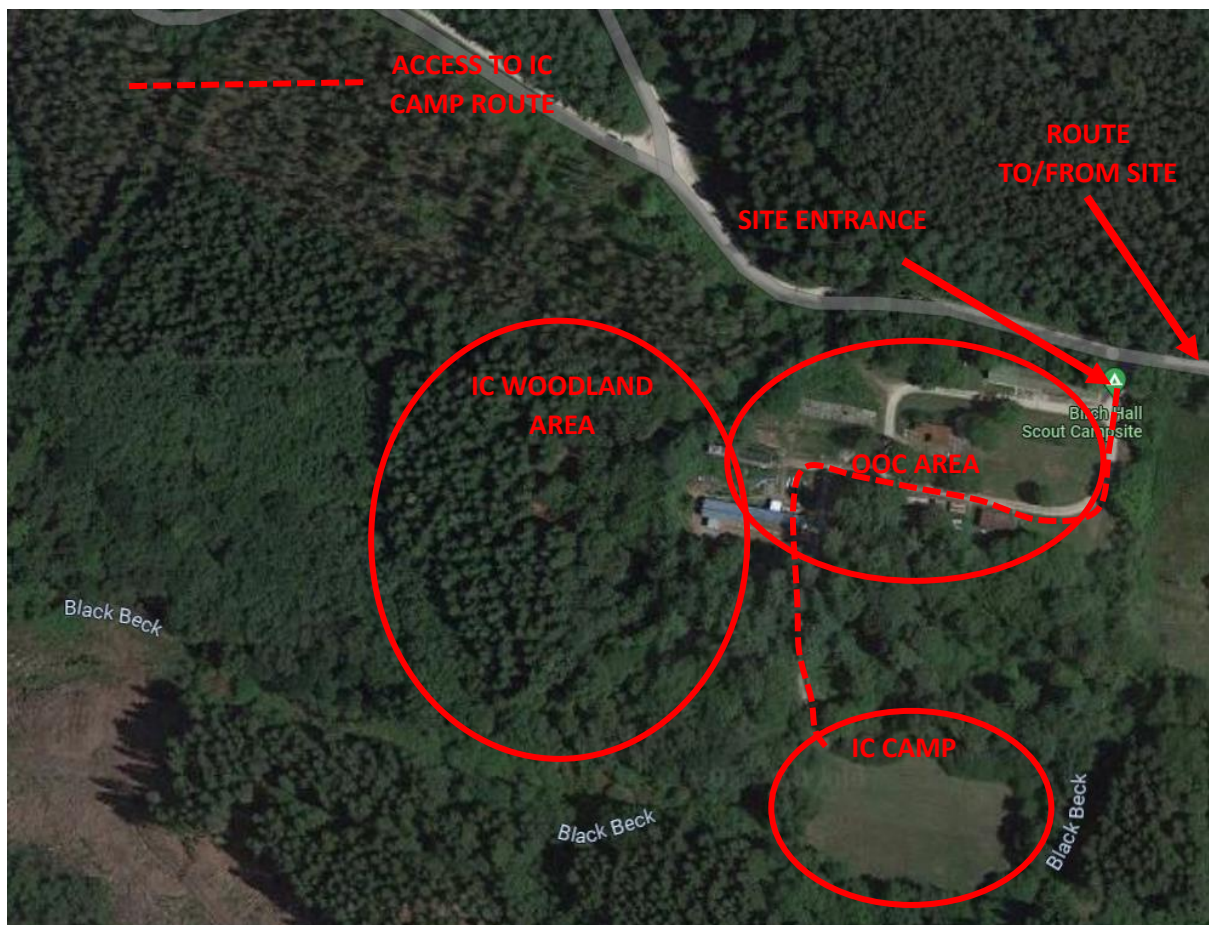
Barebones tavern are joining us to serve as a bar at our event.

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

The nearest large shops are in Scarborough which is roughly half an hour from site. Therefore if you wish to limit travel to and from the site please consider purchasing enough food and drink to last you the weekend. If you do intend to leave site please book out and in form Event control/God. This is in case of an emergency.

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

## Site Map:



### Black Beck River:

A small river circles around part of the IC Camp. The site have informed us that this river flows from a natural source and not contaminated with manmade pollutants. The river is shallow, and the current varies according to rainfall.

We don't not advise paddling in the river however you can do at your own risk. NO combat can or will occur on the banks of the river or in the river. **IF** an encounter comes from the river (drowners for example), allow the encounter to get clear and if combat pushes towards a riverbank, then please move the combat away from the river. Otherwise, a time freeze maybe called to move the combat which may break the immersion.

Herbs maybe placed near the river at referee discretion but not in a place to put you at risk.

### 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.

OOO 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 OOO 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.

There will also be an infant child on site. This child will be always accompanied by a parent and will not be accommodated on site overnight. Please be respectful of parents and child and be aware of this child when roleplaying fighting, we do not plan to have any mass combats in the camp, but NPC's will defend themselves if attacked.

### **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/Man down or do not reply then assume it's a real OOO 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.