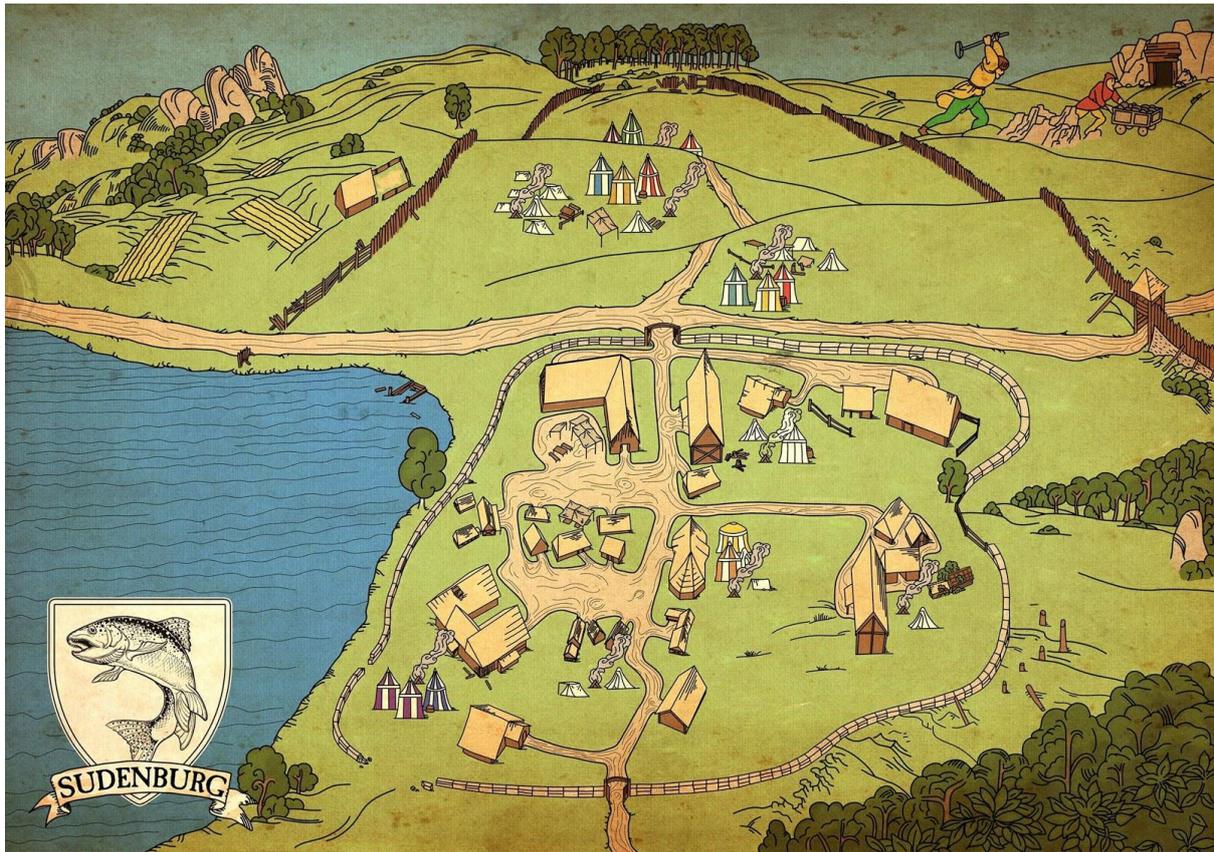


BLOOD & GOLD

Swordcraft's New Quest Larp

15-22 April 2019

Lardner Park, Vic



Welcome to Sudenburg, a frontier settlement on the Old Silk Road in the Border Princes. A town surrounded by wilderness, hostile human and non-human tribes, the ruins of ancient civilizations, and rumors of untold treasure. A town where its ruling Merchant Princes are always looking for swords to hire. A town where you are as likely to die in battle as with a knife in your guts. A town where bold adventure awaits.

The primary action will revolve around the battles, skirmishes and intrigues of the Merchant Princes, also known as the Council of Four. Warbands and individuals can get involved in this game in various ways including as mercenaries, allies, hirelings or advisers. Individuals will also have the opportunity to join guilds, get involved in gang warfare, and adventure in the wilderness.

The Merchant Princes use the inhabitants of Sudenburg as their proxies in their war over the resources generated from the town and surrounding brimstone mines. To do this each Prince will be recruiting individuals and warbands as Retainers.

NATURE OF QUEST

Quest is an 8 day event with 6 days of in-character (IC) Player v Player (PvP) action where Swordcraft has set the continuous out of character (OOC) rules.

This means that player driven activity is IC and should not need special rules (even for player driven quests).

It also means that there is limited scope for players to be NPCs for parts of the event. Allowing players to have their own OOC communication, rules and NPCs would result in them playing a different game to the rest of us.

If players wish to run their own quests within the broader SC Quest event, they should attempt to do so wholly IC including any necessary hiring of hirelings or recruitment of others for the activity. We see this as ultimately creating a richer environment.

If a player wishes to create Player v Environment (PvE) "quests" which do require OOC communication, the player will need to apply to have it included within the broader official SC run quest. These will take place in the designated PvE area and be coordinated by the Swordcraft Team.

The rationale for this approach is to ensure that players can collectively enjoy the event, it is as immersive as practicable, and it adheres to our philosophy of "what you see is what you get" as much as possible.

GAME FORMAT

Monday	Site access and bump in from 12 noon.
Tuesday	Morning - Opening Pageant Afternoon - Raid (The forces of Chaos attack Sudenburg! Choose to fight for Law or Chaos!, normal warband and allegiance rules do not apply, costume accordingly like for a Black Crusade Night)
Wednesday:	Morning - caravans and sieges; Afternoon - caravans and sieges
Thursday:	All Day - Carnival; Afternoon - caravans and sieges
Easter Friday:	Morning - caravans and sieges; Afternoon - caravans and sieges
Easter Saturday:	Morning - Market Day, Afternoon - Grand Siege
Easter Sunday:	Easter egg hunt at 10am, Final battle at 3pm
Easter Monday	Bump out and exit site by 3pm

KEY ELEMENTS

WHO DO YOU FIGHT FOR?

The Sudenburg Merchant Princes

Eric Von Lichtenstein

The People's Prince



Rafaela Weitzman

The Virtuous



Sebastian Durand

The Lion Of Sudenburg



Dahliya Tushan

The Desert Rose



The Princes' Game

The Princes are each working towards claiming military control and trade.

The military aspect involves a series of battles during the week culminating in the Final battle, with the winner being declared Lord of Sudenburg for the season. The military game is measured by victories in skirmishes and sieges fought by Retainers hired by the Princes. And yes, there are will a number of sieges during the event!

The trade contest involves which Prince is able to claim the greatest amount of brimstone from the mines with regular caravans being sent up to collect the output of the mines. The trade contest is measured in coin (Crowns).

Each morning or afternoon that there is a strategic battle or caravan expedition, the four Princes may contest up to 3 at a time (their Retainers are provided one of the Princes' 3 banners to show they are contesting the battle or expedition). The Prince will have paid or otherwise promised a specified number of Retainers payment (usually 1 copper per warrior).

e.g. Prince Eric decided to send a caravan expedition to the mines to collect and return a shipment of brimstone. Prince Eric hires 25 guards for the expedition. The guards proudly carry the Prince's banner and cargo carrier and proceed to the mines. Unbeknown to Prince Eric and his Retainers, Prince Dahlia has hired 25 warriors to ambush the caravan and steal its cargo. Prince Dahlia's Retainers are also issued with one of her banners. The first group back with banner and cargo carrier with cargo win victory for their Prince and receive payment.

In hiring their Retainers, the Princes have much to offer, ranging from loyalty to coin, magic scrolls, a charter for the daily operation of one of the town toll gates, and noble titles for the most loyal (and those with the most coin of their own...).

Toll Gates

The toll gates rate a special mention as a daily toll (1 copper) is charged for each inhabitant of the town who wishes to enter and all vehicles and conveyances of goods will incur individual tolls (10 copper) for access. Those manning the toll gates need to be ever vigilant as forgers have been known to try their hand at forging toll passes...

Titles

The Merchant Princes are empowered to award noble titles (Baronet, Baron, Viscount and Count). The highest recognised titles is that of Prince which is of course reserved for the Council of 4 themselves. Titles are awarded for valour and a donation to the Princes' coffers...

Nobility has a special place in the power of Sudenburg. Title holders are of course exempt from paying tolls and have a right of audience with their patron Prince. Further, within the legal system of the town, a title holder cannot be accused of any crime or sue for any civil wrong other than by their peers (same rank) or person of higher rank. In a court of law, a title holder's word is also evidence of the truth against a person of lower or no rank. After all, who would believe a beggar over a lord?

Law and Order

The Council of Four have delegated judicial power to a Magistrate, Inquisitor Hugo Gustav.

Like any proper judge in the Old World, the Magistrate may both hear applications by petitioners and conduct his own investigations. The Magistrate has a dedicated source of funds to hire investigators and bounty hunters.

The primary source of evidence before the Magistrate is a confession. How the confession is obtained is immaterial. The primary punishments for the guilty are fines, labour in the brimstone mines, or execution.

The Magistrate sits to hear cases at 1pm each day in the Town Hall.

The filing fee for any legal case is 10 copper for commoners, 1 silver for non-humans and wizards, and 10 silver for those of noble rank. There is no filing fee for a case brought by one of the Council of Four.

The Guilds and Business establishments

Like any town in the borderlands, guilds are a way of life. Sudenburg is no different, the overseer watches from the Guild Hall, and each guild has its chapter house within the centre of Sudenburg. Here you will also find a number of different businesses operating at all times of the

day and night. These include the following: the Engineers Guild, the Magic Authority, the Sanitarium, the School house, Cantonia trading house, the Library, the Apotheke, Fortune's fool, Uncle's choice cuts, Requin D'or, Cam's Smithy, Ari's leathersgoods, Mr Gaunts of science and swords, Greenlord Designs and Ajahim the shisha den.

The Underworld

And then there is Sudenburg's underbelly...with gambling dens and other places of vice, smugglers forgers, money lenders and back alleys. Forgers have been known to forge all manner of documents including toll passes, noble titles, licenses from the Magical Authority, confessions, sworn statements and many others. You will have to explore those if you dare.

Magic

The Merchant Princes of Sudenburg are as different in their ways and opinions as the population of their fractious township, but they share - to some extent at least - one simple sentiment when it comes to mages: that useful wizards are more valuable to the town alive rather than dead. To that end, in order to avoid massacres, and to potentially draw exploitable wizards fleeing persecution to their city, the Council of Four have established the Sudenburg Magical Authority. Wizards approved and registered by the Authority are free to practice their craft. Unregistered wizards are declared heretic and may be hunted down by all citizens.

Battle magic operates as per the normal Swordcraft rules.

RP magic exists and operates within its own system. The Authority can help you here if you dare.

Potions

Alchemy is a highly researched based activity. One fantastic development in Blood & Gold is that alchemy will be opened up to non healer players by encouraging them to take part by researching and creating RP potions.

While we would love to see some fantastic alchemy setups off the get go, we acknowledge that items like an alembic are pretty expensive! So we suggest building yourself a kit like the one pictured below:



Note, the items shown in the above kit are the minimum items you will need. Feel free to add additional items as suits your character and role play.

For more information and to start your alchemical journey, visit the Sudenburg Library

Coins

Swordcraft gold, silver and copper coins will be in play. When you first arrive after signing in and collecting your wristband, pay a visit to the Cantonia trading house. While stocks last you will be able to collect 4 copper pieces. As a once off you will also have the opportunity to purchase up to 10 coppers for \$5.00, these are available while stock lasts. All other coins will need to be earned. You can see the Merchant Princes and the Guilds for how to earn coin.

Some Guilds and other official institutions may pay for services using paper tokens authorised by the Council of Four. These can be redeemed for cash at the Cantonia Trading House. Other townspeople and traders are free to accept them as currency if they wish. Beware as always that counterfeiters may be at work! Anyone caught trying to pass fake tokens or tokens with fake credentials, especially at the Trading House, will be taken before the Magistrate.

Combat areas

The entire site is considered to be in-play other than personal camps, toilets and shower areas, medical hut, the lake, and areas marked off-limits on the player map. Normal Swordcraft combat rules apply in in-play areas.

Players wearing a yellow sash are not participating in combat and must not be struck. The Merchant Princes, their seconds in command and the Magistrate are NPCs, are not participating in combat and must not be struck.

Death And Healing

1. Normal SC healing rules apply if you are not yet "dead".
2. Bleeding out:
 - (a) When you reach zero HP you are "bleeding out" (unless you were struck by a siege missile or epic creature, in which case you are pulped and go straight to "dead").
 - (b) If you are bleeding out, you need to slowly count to 60 (approximately a minute). On reaching 60 you are considered dead.
 - (c) If you are healed while bleeding out, you have been saved and won't die (this time). When healing commences your death count is paused. If the healing is interrupted your death count resumes at the same point.
 - (d) If another player actively and continuously performs first aid and does nothing else (for example holds a bandage to your "wound" to staunch the bleeding while doing nothing else), your death count is also paused. If the first aid stops or is interrupted the death count resumes. Additional players could get involved such as 2 of them carrying you while the first aider continues to administer first aid. Both the dying player and the first aider are encouraged to RP the experience.
3. Death
 - (a) When you are dead you will need to respawn. To respawn, you must visit Morr's crypt located in the town, Ring the Bell and prepare for the consequences.
 - (b) Respawned players will not be able to remember at least their final 30 minutes prior to their respawning and should RP accordingly.
4. Permanent Death (optional)

Some players like to treat death as the end of the line. That's fine with us. If you do, you will still need to present yourself to Morr's crypt when you die but you can then choose not to respawn. We salute you. Go and create a new character and start over.

REAL WORLD STUFF

Marshals

Our marshal team is led by Steven Curry and his 2IC Doug Trebilco, who also provide other event management functions such as traffic and parking management, and liaison with Lardner staff. When out of character, such as when overseeing battles and quests, they will wear their traditional blue and yellow tabards with marshal poles. Other volunteers will assist with battles and quests and will be identifiable by tabards and/or poles. When out of character, marshals are “invisible” to characters, and unkillable. When not supervising battles marshals can be found at their base, labelled on the map and sign posted as the Guild Hall, located in town next to the Town Hall. When not wearing tabards or carrying poles marshals are choosing to be in character, and will be involved in role play. They are killable, if you really dare, and you may interact with them in character. However if needed they may go out of character quickly, so please step away if asked and desist from trying to knife them.

One important function of marshals is to manage safety on site. Please obey all marshal instructions, including instructions to clear a path, halt play or assist in an emergency. In the unlikely event an evacuation is required follow all instructions from marshals and other crew, including moving to a designated assembly area quickly without returning to your camp. If you have a genuine need to return to a camp inform the nearest crew member immediately.

Sign-in

Sign-in is located at the Guild Hall in town. You must report to the Guild Hall as soon as possible when you arrive to be signed-in and collect your wristband. Different wristbands are issued based on ticket type, and age (over or under 18 and under 15 year). You are not permitted to engage in any Swordcraft related activity, including combat until you collect your wrist-band. Persons found without a wristband and without a reasonable excuse (such as they have just arrived) will be removed from the site.

First Aid

Our friends at Event Medical are providing onsite first aid at Quest. Their hut is marked on the player map.

Alcohol, Drugs And Disorderly Conduct.

Players may be required to leave the event at Swordcraft's absolute discretion if they break the law or otherwise disrupt the event. Disruptive conduct includes engaging in drunk and disorderly conduct, spreading rumours, consuming alcohol while underage, being in possession or consuming illegal drugs, and failing to follow marshal's or our crew's directions.

Private Property

In-game items that you can touch or take will be clearly marked as such. If in doubt you must assume items are private property. You must not touch other people's private property or enter their tents and camps without their express consent.

Vehicle Access And Parking

Vehicles must obey local signs and traffic control personnel. Vehicles not permitted beyond carpark from 9am Tuesday until 9am Monday.

On Monday 15 April (bump in day) vehicles may only enter the camp area by prior arrangement with the head marshal/event manager Steven Curry (please make contact via private Facebook

message). All other vehicles must stop at the designated drop off zones to unload. They must then be parked in the carpark before the load is carried to camp. If vehicles remain in the drop off area while the load is carried in this creates a tailback that delays others. Anyone leaving an unattended vehicle in a drop off zone risks having their ticket cancelled.

Please park thoughtfully in the designated carpark only. Any vehicles on access roads, creating a hazard or preventing others from leaving risk being towed at the owner's expense.

Fires, Cooking, drinking water and the Tavern

Players must comply with CFA fire restrictions.

If player or warbands wish to have a fire, they must supply and use their own fire drums or portable fire pit.

Firewood will be provided and will be located near the Town Hall. If you have a fire going make sure that you have water close by in case it is required and ensure that it is attended at all times.

There will be vendors in the town selling food although opening times vary dependent on vendor. The vendors will cater from breakfast to dinner and will have vegetarian and GF options.

Alcoholic beverages will only be available from the King's Head tavern. This is a strictly no BYO event. The majority of the town will be within the redline area, so you will be able to consume your beverages within the buildings in town. Drinking water will be located in the town.

Immersion

We are aiming for a "medieval" environment and ask all attendees to minimise visible modern equipment. Some suggestions to improve immersion:

Dos

- Wooden, pottery or metal plates or trenchers (stale bread plates)
- Medieval / Canvas tent if you can
- Wooden, horn, pottery or metal drinking vessels
- Metal cutlery
- Leather water and wine skins
- Cloth, wood, metal or pottery food containers
- Unprocessed foods
- Bread
- Salted and smoked meats
- Cheese
- Wooden and wood and canvas chairs

Neutral

- Non-medieval tents (conceal with cloth if you can) and place behind your camp's immersive tents

- De-labeled food cans
- Clear plastic beer steins

Conceal

- Rubbish
- Modern camping gear
- Eskies
- Modern chairs

Avoid

- Plastic plates, cups and cutlery
- Paper plates and cups
- Plastic bags and packaging
- Junk food in modern packaging
- Drink cans

Prohibited

- Glass

Code of Conduct

Discrimination

Our society has a problem with discrimination, whether sexism, homophobia, racism, or other mistreatment of people different to the mainstream. The geek culture and GW have both reflected this. We cannot control what happens outside Swordcraft but we can create a safe space here.

No form of Out of Character (OOC) discrimination will be tolerated at Swordcraft. All players have the right to participate equally in our games and rp - on the field, at our events, and within the community.

In Character (IC) discrimination is NEVER permissible in our games unless the other person CONSCIOUSLY CONSENTS.

In Character (IC) racism or species-ism is permissible as part of role play in the context of the setting where we explore this darker side of human nature. This is because a player WHO chooses to place the race or species has exercised CONSCIOUSLY CONSENT.

Where art, lore, fluff or material used in the wider community, geek culture, or Warhammer Fantasy is sexist, homophobic, gender-ist you must re-interpret it to fit our shared vision for a welcoming and inclusive game.

Consent

Further, you must always respect other people's boundaries in your personal and sexual interactions. ALWAYS.

Whenever you engage with another person you must ensure that the other person is CONSCIOUSLY CONSENTING to any form of personal or sexual interaction.

CONSCIOUSLY CONSENT or CONSCIOUS CONSENTING means: "affirmative, conscious, and voluntary agreement to engage in personal or sexual activity. It is your responsibility to ensure that you have the affirmative consent of the other or others to engage in the personal or sexual activity."

Zero Tolerance

Players who breach these basic rules will not be tolerated at Swordcraft.

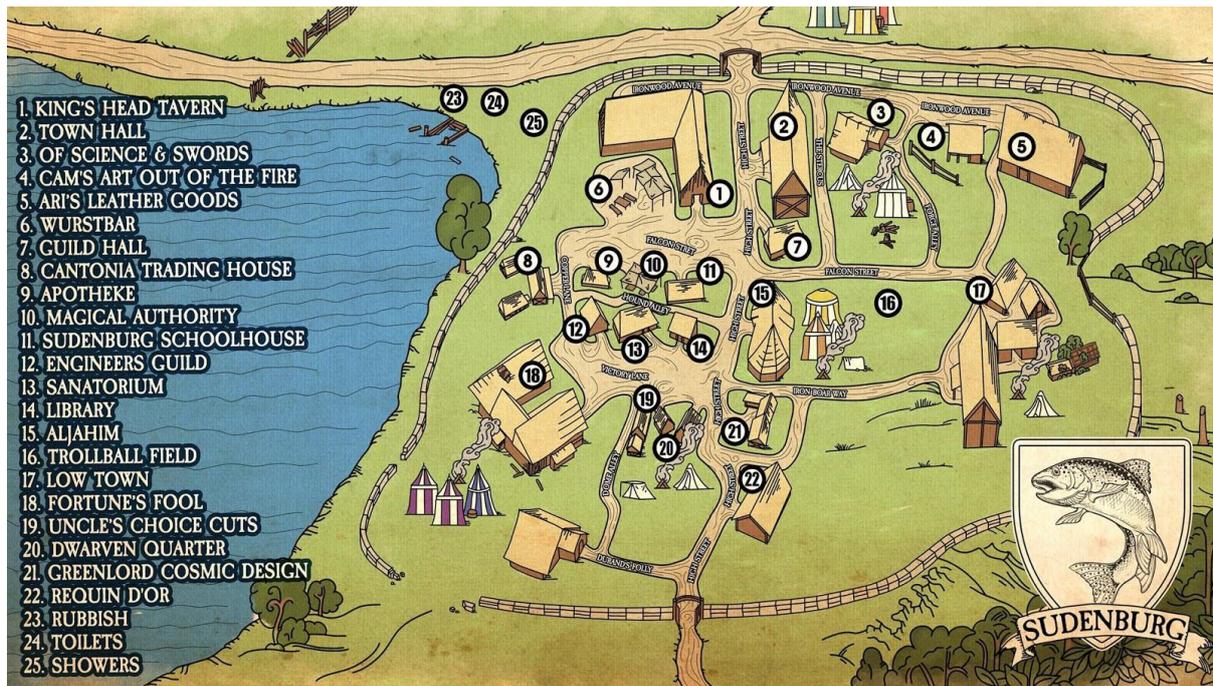
What To Do If You Experience Unwelcome Conduct?

If you feel that another player or official is acting in a discriminatory manner towards you, or is not respecting your personal boundaries:

1. Ask them to stop;
2. If they persist, take steps to protect yourself and then inform our officials, medics, our Quest Head Marshal Steven Curry, our Player Engagement Officer Madeleine Colvin, or our President Jeff Krins.

We will investigate all incidents of sexist or racist behaviour, and failures to respect personal boundaries that are reported to us.

Your personal safety is our priority.



*Some photos courtesy of WH LARP and used with their permission.
 Art & Map design by Michael Vansleve of www.armitagegames.com.*