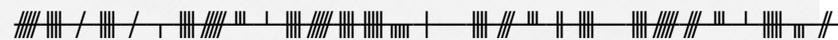


Fellow Dragons

A banner destroyed, an ancient bond broken and the land cries out in torment. The Dragon has been dealt a grievous blow and our enemies are quick to see us buried. Now is the time to take a stand, to show that the Dragon is truly to be feared. We will claim our birthright in blood. We will begin our fight in Connaught to destroy the unliving abomination Gruffydd. Our enemies shall learn that Dragon soil is not their prize but their grave.

Tiggerat

Rioghan Ddraig



The Dragons Faction Presents:

Forging the Dragon - Part I:

The Waste Lands

The Battle for Connaught

Connaught still rots - a festering waste land in the grip of the pretender King, Gruffydd The warband has been called once more - Connaught must be purged of this unliving filth.

This event is being run by The Dragons Faction
Lorien Trust plot and rules sanctioned

Horley Scout Camp, Banbury
22nd - 24th October, 2010

WELCOME

Thank you for booking to play, monster or staff The Waste Lands - The Battle for Connaught, the Dragons Faction Autumn campaign event. We hope that you all enjoy yourselves.

OOO LOCATION

The event is taking place at:

Horley Scout Camp
Wroxton Road
Horley.
OX15 6AU.

CONTACT DETAILS

For event enquiries up until 21st October please contact Pip Driscoll on 01452 713643 (after 8:30pm). As of 22nd October please use the onsite contact number.

Please use this number if you need to contact us when we are on site. We will be on site from approximately 2pm on the Friday.

Booking and event enquiries before 21st October can also be made to command@dragonsfaction.org

Plot enquiries to: plot@dragonsfaction.org

The onsite contact number is 07790 204 426

ARRIVAL

Please do not arrive on site before 6pm on Friday evening – anyone who does arrive before then will be politely asked to come back later.

Once on site, please park up and then report to Event Control.

Please also note, as usual, there are no on the gate bookings without prior arrangement with the event organisers. If you should turn up without booking or confirming an on the gate booking, you will be either turned away or asked to crew.

Weapons checking will also take place at Event Control.

ACCOMODATION

Please remember to bring your tent and suitable sleeping and camping gear. Remember it is autumn in Britain – it will get cold at night.

Please note that there is no bunk accommodation available at this event.

IC TENTS

Due to the nature of the event, there will be no IC camping at event. Please camp in the designated OOC camping area.

MEAL BREAKS & CATERING

As per other Dragon Campaign events, we will be providing suitable “foraging” breaks throughout the day for people to get food. To help with the flow of the event, the monster group and player group may break for food at different times.

We will let people know when these breaks start. Please note that, unless otherwise stated at the start of the “foraging” time, **breaks will last a maximum of 1 hour**. Anyone taking longer than an hour for the break will have to return to the IC camp area IC and face the consequences of walking through any “hostile” areas.

Catering will be provided by Caggles’ Catering Corps at a cost of £20 for the weekend (6 meals), payable to The Dragons Faction. Taurus Lodge – the main hut – will be used solely for catering and meal breaks, so please feel free to sit in there to eat and keep your selves warm during meal breaks.

If you decide not take advantage of the catering on offer, please remember to bring enough food along to feed yourself for the weekend.

THINGS TO BRING

Please, please, please remember that this event is taking place in late October. It will be cold and wet, therefore make sure you bring with you suitable IC and OOC kit (and preferably spare kit as well – just in case your first set gets too wet).

Don’t forget you’ll need all the usual camping equipment, LRP safe weapons, any lammies you want to use (no lammie, no effect), and lore sheets your character needs. Lammies will need to be attached to a suitable phys rep.

LAMMIES & LORE SHEETS

Please declare any lammies you want to use at the event to a member of Dragons NPC Command when you arrive at the event.

Please remember that if you do not have the relevant lore sheet for a skill it is very likely that you will not be able to use that skill at the event.

GENERAL KNOWLEDGE, STATE OF THE NATION, RUMOURS & THE STATUS OF THE MOON

For those of you with General Knowledge skills, you can pick up a relevant rumour sheet when you book in at Event Control.

Any Dragon players – whether they have General Knowledge or not – will also be able to collect an IC State of the Nation document – this is a document that has been sent to Dragon characters in the warband by Jonathan Reynolds to update them on the current state of Dragon lands. We would advise any who have not read the original State of the Nation report to read it here:

<http://www.dragonsfaction.org/downloads/ston1110.pdf>

Finally, when players – regardless of Faction – book in at Event Control they will have the opportunity to draw at random a rumour or tale. These rumours/tales represent snippets of conversations from amongst the refugees that characters will have overheard whilst on Caer Danon in the lead up to event. The slips of paper with the rumour/tale on will be OOC – please do not hand them around as though they were IC documents.

There will be a full moon in effect on all nights of the event.

HERB LORE

PCs with the Herb Lore OS will be given the opportunity to select one herb before time-in. In addition, there may be herbs seeded in the IC areas will be that PCs can collect IC during the event.

Herbs will consist of a phys rep and a lammie describing the herb and its effect when used.

Please take both the phys rep and the lammie when collecting the herb. When you use a herb, please pass both the phys rep and lammie to a ref at the next suitable and convenient moment.

If you do not have the Herb Lore OS please ignore the herbs - you are unable to determine that they are of any particular use or interest.

IC SET-UP & TIME IN

We currently aim for **time-in on Friday to be 9pm to 9.30pm.**

Time-in for the rest of the weekend will be 10am.

Time-out Friday and Saturday will be 2am and 2pm on Sunday.

You should not enter the IC areas until instructed. You will be walking IC to the main IC camp on the Friday night.

Could players please congregate in the Out of Character camp before time-in where you'll receive an OOC briefing and be led to the "main play area" for time-in. Monsters, could you please head to the monster room as soon as you are ready so we can start getting you briefed and made up.

For those of you arriving after time-in, we will arrange for you to enter the "main play area", **PLEASE DO NOT JUST WANDER INTO THE IC AREA.**

We would also ask that you do not go into the IC areas during time-out periods.

This event is being run as a semi-sandbox event. This means that there will be a set of "main play areas" throughout the weekend and a number of other locations that can be reached on linears.

The "main play areas" will be clearly identified to you when you receive your OOC briefing on Friday night. You should not leave this area IC unless you are going on a linear to another location and without notifying a ref. Only one "main play area" will be active at any one time – which "main play area" should be self-evident throughout the weekend.

A NOTE TO MONSTERS

Hi monsters,

Thanks for coming to monster for us. I'm sure the players are thankful as well (even if they do end up running away from you screaming as they go).

You will need a variety of monster kit over the weekend, so bring whatever you have (it could find use). However, things that it would be nice if you could bring them are: weapon safe, natural claws (assuming you have a valid claw comp card); and celtic style kit.

REFS & MARSHALLS

Could anybody who is reffing or marshalling the weekend please remember to bring your ref/marshal card.

EVENT STAFF

Your event staff for this weekend are:

Gary Blake	Monster Wrangler/Marshall
Laura Mitchell	Monster Wrangler
Darren Winter	Player Ref/Monster Ref
Fergal O'Brien	Player Ref/Monster Ref
CJ Bateman	Utility Ref
Shell Cleland	Utility Marshall
Doug Watson	Utility Marshall
Mark Rodda	Utility Marshall
Tom Brand	Utility Marshall
Phil Callan	Logistics
Pete Allison	Logistics
Ju McAlroy	Make-up
Chris Ellingsen	Plot Rep/Evil Genius
Emma Woods	Sanctioning Officer

DRAGONS COMMAND

Dragons Command is:

- Pip Driscoll (IC Tiggerat)
- Jon Conway (IC Connal MacLiam)
- Chris Ellingsen (IC. Mr. Jonathan Reynolds)

Unfortunately Jon won't be able to make the event.

If you have any queries, comments or complaints, please speak to any of the above or alternatively email them at command@dragonsfaction.org.

FIRST AID

First aiders for the weekend will be – amongst others – CJ Bateman, Zoe Prosser, Pete Allison and Chris Ellingsen.

'The Dragons Faction' Event Rules

1. The organisers and their staff accept no responsibility for injury to you or loss or damage to your property, howsoever caused.
2. The organisers' decision is final in any/all disputes.
3. Refunds will only be given if cancellation is more than 14 days before the start of the event, and will be subject to a £10 admin fee.
4. Acceptance of application is at the discretion of the organisers.
5. The organisers reserve the right to ask you to leave the event at any time, at their discretion.
6. All participants agree that LRP useable weapons may be used on them.

Have fun.

It had been decided before the Gathering that the Dragon warband should march on Connaught and reclaim it from the pretender king Gruffydd, to free it from his corrupting touch.

Then, at the Gathering, the Fomori came, bursting from the seas, pouring over the border from Galway and Clare. They had torn through the populace, claiming all but Connaught as theirs; driving the Dragon armies back so that they held but a small strip of land in Meath, the armies sandwiched between the Fomorian host and Gruffydd's unliving. As this war raged, in Cymrija Y Ddraig arose from his ancient slumber and the earth shook, the mountains shattered. Across the lowlands the trees spread fast and in their wake it is said strange beasts prowled, tearing apart the unwary.

The Dragons were driven from their own lands.

Those that escaped made their way to Caer Danon, which had been secured and protected by the efforts of the Dragon warband triggering the Isles ancient defences.

Two days ago

The plan remained the same – to take back Connaught and bring an end to Gruffydd. Yet now, it would not just free the land from the unliving taint but would be the Dragons way back into Erin, a chance to gain a foothold so as to hopefully one day push back the Fomorian host.

And so those willing Dragon heroes, and any amongst the other factions and guilds who would not see the Dragon fall, mustered and set sail from Caer Danon – forced to risk sea attacks from the Fomori as the ritual circles remained closed.

Landing upon the Connaught shores, the warband quickly made their way across from Drogheda around the mountains of Slieve and to the town of Slieve itself – so recently retaken from the unliving by the Northern and Southern Erin Armies, whilst they were in flight from the Fomori – a small victory in a dark time.

Today

The task is simple in theory. Whilst the Dragon armies swarmed into Connaught from as many sides as possible, the warband would advance quickly from Slieve into the Wicklow Hills with three aims:

Find Gruffydd

Find his phylactery

Destroy them both.

And so the warband left Slieve this morning, marching fast to make as much ground as possible by night fall and before Gruffydd realised their plans.

They would take back Connaught, they would ensure the foothold they needed to regain Erin and to reforge the Dragon.

