

# Siege of Elvas Players Pack



Dear Player

Thanks for booking for Siege of Elvas – A Convocation of Guilds. We really hope that you are going to enjoy this event which is an independent guild event. We are very grateful with all your help in running this and know that together we can make this a great event.

## **This pack**

Together with this pack you should find a recap of your booking details. Please check these details carefully and if there are any mistakes send an e-mail to [SafefunLRP@googlegroups.com](mailto:SafefunLRP@googlegroups.com)

John's Lee Wood Scout Camp,  
Markfield Lane,  
Markfield,  
Leicester,  
LE67 9PS

## **Directions from the M1**

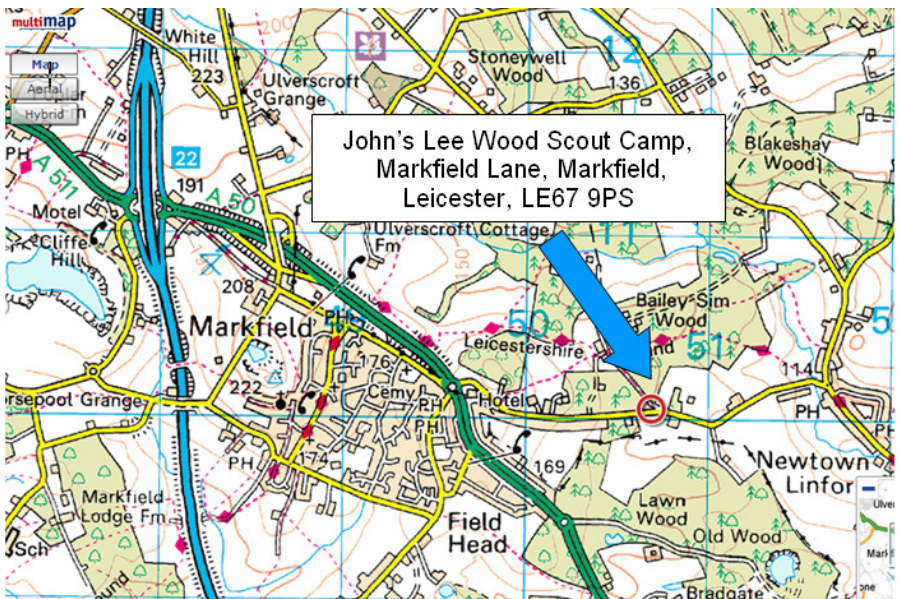
- Junction 22 (A50)
- Take A50 East (heading Back to Leicester).
- Travel for approximately 1 and a half miles on the A50.
- Ignore the first exit on A50.
- Come to a Roundabout. (Landmark - Pub - 'Field Head').
- Take the first left at Roundabout - Signposted for Newtown Linford. (Go past the Field Head Pub on your right).

## **Directions from the M42**

- At Junction 11 continue forward onto the A42
- Leave the A42 at junction 13,
- At roundabout take the 5th exit onto the A511
- Continue on the A511 over several roundabouts
- At the A50 junction take *the 2nd exit* signposted Leicester, Markfield
- Come to a Roundabout. (Landmark - Pub - 'Field Head').

## Directions from Field Head Pub

- Travel for 0.6 mile on this minor Road.
- Go past a number of houses on your left.
- Turn sharp left onto a gravel track. (Only landmark is a bench on your right).
- Travel slowly along Gravel Track (Narrow Track with passing places).
- Travel along the Track for 0.3 Mile.
- Come to a House / Tangle Tree Farm on your Left and a Gate.
- Obelisk / Stone on your Right.
- Go through the gate and continue straight on and look out for a Car Park sign. The Car Park is on your right after the barrier.
- Please park carefully and neatly in the Car Park.



Thanks to the Guild of Scouts for their directions to the site.

## Arriving on site

When you arrive on site, please park considerately and then report to event control in the Alan Gutteridge Cabin before doing anything else.

Please don't arrive on site before six on Friday evening - anyone who does arrive before then will be politely asked to come back later.

Can you also note that **no** on the gate bookings will be taken for players. Any player that turns up without having received confirmation of booking will either be turned away or asked to crew.

Player/Crew are welcome on the gate although they **must** send us an e-mail or a phone call to let us know they are coming to make sure that we have the ?

We also have accommodation for most of our crew if you want it. We will mail you to see if you want the accommodation and then assign it to you. It is possible that we will run out of bunk spaces but these will be allocated on a first come, first served basis.

If you think you will be arriving on site later than ten pm, please contact the organisers.

## Time-In

Time-in will start 9 p.m. on Friday and will finish around 3 p.m. on Sunday. We will ask everyone to make sure they are off site by 5 p.m. on Sunday.

Time-out will happen every night from 2 am until 10 pm the following morning. Please respect the fact that people may wish to stay in character and consensually roleplay, however, we would suggest that sleep is a good idea.

## Spell cards and lore sheets

As usual for sanctioned events, we will be using an honour system for spell cards and will not be issuing any, so please keep a track of how much power you have used. Please also bring any lore sheets that your character needs – if you do not have the lore sheet there is a good chance you will not be able to use the skill at all times.

## Herb Lore

This skill allows the character to use healing herbs. We shall be using lollysticks to represent the herbs. Herbs will duplicate the effects of Cure Wound, Remove Disease or Purge Poison. They take 10 seconds to use and this does not require concentration. The lollysticks will need to be collected IC. The cards represent herbs IC and can be stolen or traded.

<b>Type A</b>	Yellow	Purge Poison
<b>Type B</b>	Red	Cure Wound
<b>Type C</b>	Green	Remove Disease
<b>Type D</b>	Orange	Special

## Tracking Boxes

At places around the site there will be bright orange “tracking boxes.” If you are searching the site feel free to open the boxes. If there is an envelope with a skill that you are using please read the information and replace it into the box. Do not move or alter the information in these boxes.

## Things to bring

The usual disclaimers about the weather are strongly reiterated - please bear in mind that it's April in England, and therefore you should be prepared to cope with any eventuality from heat wave right up to and including snow. You will need, weapons and costume (recommended as you'll look silly without them) and a spare set of kit just in case.... Leaving your boots at home is NOT recommended

Don't forget your tent and your camping equipment. If you have not opted for a meal ticket then please bring cooking equipment. Also please remember sunblock and something to be able to carry water around in. We're hoping that it'll be hot.

Also – if you want to wash over the weekend please bring 10p pieces to activate the showers. Otherwise you'll be disappointed.

## A Message from Rath

Thank you all for agreeing to help me free the Island of Elvas from the grip of the Akari; I am gladdened to see so many I can call friend harkening the call, but even more so those I do not know rallying against a common foe regards of factional allegiance.

I will tell you more of the island, so you may be better prepared.

Firstly, we will approach by sea. I fully expect the Akari to have wraith-touched the ritual circle on the island and have it heavily guarded. Transporting in groups of fifteen would be tantamount to suicide. The Gryphon navy has offered us boats and support so we shall meet in the port of Palantir in the South West of Estregales and from there travel to the old smugglers' caves in Elvas to make a beach-head and operate from there.

There are a number of features that will have interested the Akari; these will be natural objectives for us to reclaim. The most obvious of these is the Ritual Circle itself, which appears to be their main objective in taking and holding territory throughout the Heartlands and used to power the wraith-touch. The circle was situated underground and accessible by a network of tunnels, but the roof of the cavern collapsed during the conflict with the Lich, Gogul, and can now be traversed by rope.

If the circle is tainted, we shall have to attempt to cleanse it as operating on wraith-touched land will hamper us greatly; it will devour our healing power as a half-ogre devours pies, quicken the death of our injured, and the fallen will rise up after their passing. I will attempt to detail the rite to remove the wraith-touch so if you are asked to contribute to it you will know your role quickly.

Secondly, my residence on the Island and the Guild Facilities; there are several things of worth here, none moreso than the researchers I have working there. If the Akari have found them then I fear for their lives, as the first thing I would do in the Akari's position is slay them, raise them and then get them to spill all pertinent information.

They may have found somewhere to remain safe though. Their names and specialities are

- Richard Glayer (elementalism)
- Maria West (surgeon)
- Kieran Hawkins (demonology)
- Rachel Harvey (history)
- Louise Hunt (alchemy)
- Charles Stanley (entropy)
- Harrison Cooper (unliving)

As well as these there are approximately twenty staff for the Guild facilities from cooks to greens-keepers.

There is also a vault, which I constructed my residence on following the removal of Gogul a few years ago. The vault was made by Grandmaster S'yr, the founder and first Grandmaster of the Healers Guild. It requires a combination of skills taught only by the Guild to open and I cannot fathom a way for the Akari to enter without kidnapping senior members of the Healers Guild.

Finally, there are the altars; three in total, one to both Good and Evil and one to the Balance. You will be unsurprised to hear that both the aligned altars are equal distance from the balance point and I would have thought fairly likely the Akari will be looking to use these in their wars both on our Plane and the Plane of Unlife. I would recommend that if there are unliving in our party, they initially keep away from the Altar of Evil until we can confirm it is cleansed.

In terms of leadership, if I am missing, dead, or simply not about, then Baron Alexis Saturday will speak for me; Baron Saturday has long been involved in the fight against the Akari and is committed to the cause. I would ask Deowynn Morgan to lead the scouts and would suggest her team is assembled before we hit land. Unless there is a specific reason,

we will act and move as a single war-band as I do not feel we can afford to split our resources, at least not initially. It would also be a good idea to make yourself known if you have any special healing requirements.

For the rite to clean any wraith-touched circles; please, be aware that this is not an exact method – it has worked in the past, but the Akari may have adapted the rite or there may be side effects. If you are able to be controlled in any fashion, I would rather you were not in the rite and if you are unliving, please keep away from the rite entirely.

There are three basic steps to the rite.

Firstly, those of faith call on their ancestors to dismiss the unliving possession on the wraith-touch. I would recommend focussing on the aspect of fury and vengeance for what the Akari have wreaked on our Land.

Secondly, any with skill in necromancy should cleanse and purify the area of Unlife the wraith-touch seems to generate; this is to ensure it returns to the Plane of Unlife pure and untainted.

Finally, any with skill in healing should use their power to purify the land, removing the unlife and re-balancing the Erdrejan soil to its normal state.

If you have questions, let me know – but I do not expect Elvas to be (at least initially) a place where we are able to have the time for thaumatological discussions. We will move quickly and with purpose, to free the Isle and what is left of the people on it, and prepare it for the rest of the Guilds to arrive on the Saturday.

*Sir Rathenn von Kaiserstein*

**Minister of Internal Affairs, Teutonia**

**Teutonic Knight**

**Baron Elvas**

## Meal Ticket

As well as providing the banquet for the Saturday Night, Jade Lotus, are providing a meal ticket for this event. If you have opted for the meal ticket then the menu is listed below.

### **Friday Dinner**

*Served 8pm-9pm*

Chicken chilli men

Beef in chinese curry sauce - nice creamy mild curry

mock duck in plum sauce

### **Saturday Breakfast**

*Served 9am-10am*

Bacon or Vegetarian bacon sandwiches

Cereal

### **Saturday Lunch**

*Served 1pm-2pm*

Tom yam chicken and rice noodle soup

Miso and soba noodle soup

### **Sunday Breakfast**

*Served 9am-10am*

Bacon or Vegetarian bacon sandwiches

Cereal

Tea and coffee will also be available throughout the event at 30p each

## **Banquet and Council**

On the Saturday Evening, the plan is to have a guild council meeting and a large banquet. Here the players are at liberty to plan for the year ahead and discuss the information they know and have gained.

The Player/Crew will be joining the players to play their characters and there will be minimal plot during this time. This is to allow everyone a chance to have a meeting and do their planning without events distracting them.

If you wish to bring spare posh banqueting kit for the meal – then feel free, since there will not be mass combat during this time.

The Banquet is included in the ticket price for everyone irrespective of whether you have a meal ticket or not, Jade Lotus have gone to a lot of effort to make sure that this is a fun social experience for you.

You may also wish to bring some drink to imbibe during this social evening since it should have a nice party atmosphere.

### **Starter**

Spring rolls and samosas (*vegetarian*)

Pork and coriander gyoza (*dumplings*)

Chicken mini kebabs (*gluten-free*)

Lemongrass and tofu nuggets (*vegetarian, gluten-free*)

### **Mains**

Chicken thai green curry (*gluten-free, slightly spicy coconut milk curry*)

Beef in oyster sauce (*gluten-free*)

Mock chicken massaman curry (*vegetarian, creamy aromatic curry with coconut milk, very mild*)

Mock duck in black bean sauce (*vegetarian*)

Lemon chicken (*gluten-free*)

### **All served with:**

Lemon and ginger rice

noodles with teriyaki and yellow bean sauce

### **Dessert:**

Apple strudel

Woodland fruits strudel

Apple, blackberry and custard strudel

Mini chocolate eclairs

## **The Island of Elvas**

The island is a little under 5 miles long, east to west, and approximately 2½ miles north to south at the widest point. Total land area is around 11 miles<sup>2</sup>.

### **Coastline and landing sites**

The coastline is mostly rocky and rises steeply in the north-west, forming sheer cliffs that reach around 200 feet above sea level at the north-western tip. Two beaches on the south coast provide possible landing sites for ships. The western beach is within a fairly sheltered cove and composed mainly of shingle; a breakwater at the eastern end protects a small harbour suitable for fishing boats and other shallow draft vessels. The eastern beach is more exposed, sandier and more gently shelving – unless weather conditions are stormy larger vessels may be safely beached there without risk of damage to the hull. There are several sea caves in the northern and western cliffs; one is large enough, and behind a sufficient gap in the rocks, that a skilled pilot can navigate a boat inside.

### **General geography**

The southern and south-eastern parts of the island are low and fairly flat, vegetation is mostly scrub, grassland and small copses of deciduous trees. In the centre and north-east the terrain becomes rougher and forested, though the tree-line generally stops short of the coast by a few hundred yards. To the west the land rises into low hills, with two notable peaks over 1000 feet high in the north-west; Mt Elvas is theoretically the higher at 1174ft, but Mt Rath – officially 1169ft – has recently had a 6ft high cairn of stones added to its summit. Several small streams flow out of these uplands, but even at their deepest and widest all are easily fordable or can be crossed by simple plank bridges.

### **Settlements**

Port Elvas is a small fishing village with a population of 56 adults, 15 children, all human), though it could easily accommodate 2-3 times this number. The current inhabitants are almost all survivors of Golgul's occupation of the island. Three large fields around the village have been cultivated in the past but most of the land is lying fallow at the moment, as the reduced population has neither the need to grow so much food nor the manpower to work the fields.

To the north-east of Port Elvas, at the edge of the forest, are several houses and a carpentry workshop. All are currently abandoned, their

previous inhabitants having either died during the occupation or fled and not returned.

On the north side of the forest there is a settlement of lizardmen , called Ssis'srima (or, at least, that's the closest approximation possible in mammalian speech. The name appears to translate simply as 'homestead'). Population is 39 (32 adults, 7 children). It appears that Golgul used the buildings of this settlement as his base during the occupation. A lighthouse sits atop the cliffs at the north-west tip of the island. Although it is not permanently inhabited the people of Port Elvas take it in turns to keep the beacon lit at night.

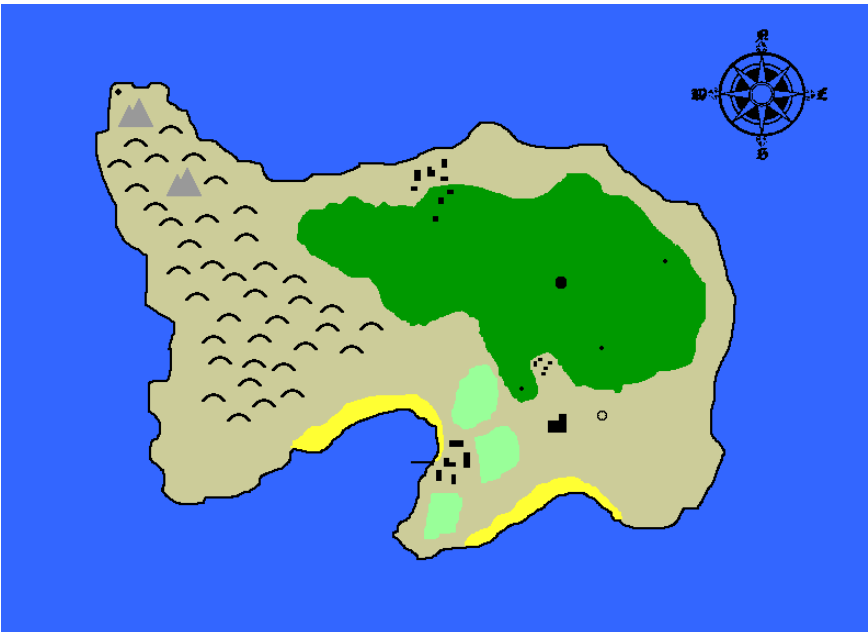
The remains of the old guildhouse lie to the east of Port Elvas. One building – the hall – remains intact, but the rest have been gutted and partly torched. The cellars beneath the remains of the main building are still accessible, though partly collapsed.

### Other sites of interest

The shrines of good, evil, and balance remain undisturbed.

The transport circle lies a short way east of the old guildhouse.

The site of the ritual circle is a roughly circular pit, 20-30ft deep and 50ft across. The ritual circle itself is no longer active.



## The Bad News

Elvas is Akari held territory, and as such it's on Wraith Touched Land. This means that everyone will be under a permanent **Wasting** affect until it is dealt with IC. This means that everyone affected by Wasting will be under an affective 5 minute death count instead of the normal 10 minute one.

The nearest transport circles and ritual circles are also Akari held and Wraith Touched. If you cast a teleport spell please see a referee immediately.

Stay in character at all times

Forget your 20<sup>th</sup> Century Morals

It's only a game

Safe + Fun

## **Contacting us**

Before the event, you can reach the Safe Fun LRP team in the following ways:

Dave Young

Email: [Safefunlrp@googlegroups.com](mailto:Safefunlrp@googlegroups.com)

Telephone: 01452 386376

## **We hope you all have a great event!**

Safefun LRP are

- Charlotte Barrett
- Daniel Barringer
- Alex Bevan
- Richard Chalmers
- James Crollie
- Leon Potts
- Richard Skyrme
- Dave Steinhausen
- Sarah Wadelik
- Stu Watson
- Susan Whittaker
- Dave Young

The sanctioning officer for the event is Emma Woods

With thanks to the Lorien Trust for sanctioning and assistance graciously received from the rest of the Guild Plot teams.

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