

Ancient Secrets IV - Irem

John's Lee Wood, Markfield Lane, Markfield, Leicestershire. LE67 9PS

19th-21st Mar 2010

Welcome

Thanks for booking to come and play at the March 2010 Jackal Faction campaign event, "Ancient Secrets IV". We hope that you'll all have lots of fun!

IC Message from the High Vizier

Irem - a little background information

Irem was previously a Wasir stronghold located deep within the Western Kongasa. In 1105, in a bid to depower the Wasir, the Jackals transported in to the Irem - the "City of Brass" - with the knowledge that the daemonic pacts which empowered the Wasir lords were located there. On arrival they found they were drawn directly into the Wasir Citadel and trapped by the daemonic power ruining through its brass walls. To depower the Wasir and allow themselves to travel home, the Jackals dismantled the various traps and seals which protected the bindings. Once this had been done and all seven Overlords were unbound, the controlling power of the city dissipated and the Jackals were able to transport home.

The unbinding of the Daemonic Overlords, whilst freeing us of the Wasir Lords, caused widespread destruction in our lands, as the Overlords wreaked their vengeance. Unfortunately, it led to starvation in Tripoli, which in turn allowed the Northern Crusaders to encroach our lands and threaten our people. The unbinding also caused Marduk, the overlord who saw to the knowledge held in the faction library, bound under Babylon, to stir and seek its freedom.

Marduk was freed and the library of Babylon burned. Our greatest resource for knowledge was lost to us. To make this worse, in previous years the Conclave had destroyed the House of Wisdom in Baghdad and the Crusading Knights destroyed the Hall of Faith in Aegyptus. The libraries of the temples and schools of Upper Medina represent the last of our major sources of knowledge but this is tiny in comparison to what we once had.

The point of our visit is to secure the territory and recreate the faction's library.

Since our visit to Punt, we have been collecting small daemons of Knowledge bound into Brass boxes. The boxes themselves are problematic and those touching the box often succumb to unhelpful possessions. The plan, as far as I understand, is to collect more of these knowledge daemons and release them into the now empty Brass Citadel allowing them room to grow, and creating a new major source of knowledge to replace those we have lost.

Members of the Lore team have visited Irem to check on our prospective new major library. They have noticed that it has inhabitants that the Jackals did not interact with previously. In 1105 the Jackals only dealt directly with the Wasir Citadel at the heart of the city, the powerbase behind the Wasir threat, and encountered few local inhabitants. Having dealt with the immediate threat we left as we had plenty of other things to deal with.

Seemingly we now face "crazed" locals, wild beastkin, golems, and a "gatekeeper" daemon.

The crazed locals are presumably the remnants and descendants of the Wasir lower classes. Having destroyed their leaders five years ago and left without really engaging with them we should check to see how they feel about us, find who now leads them, generally suss them out and see if they will be a problem or an asset.

They appear to follow a mask they call "Kelsoo" despite the entity possessing the mask referring to itself as the gatekeeper. We should search any remaining Wasir paperwork to see if we can independently verify what this Kelsoo/Gatekeeper is, as well as speaking to it directly. We should also identify what gate it's the keeper of, and why it's bound into a mask.

The Gatekeeper's instruction to put brass in all of our circles certainly sounds like Wasir mentality, so I suspect this daemon is a leftover from the previous administration. This would also explain why the Golems do not attack it, as I would imagine they were programmed to not attack their Wasir masters.

There is also a legal or territorial opportunity for us.

Irem is located in the Kongasa, outside of the boundaries of any of the Jackal nations. The nearest is Persia, but no direct land link exists between the two unless Persia chooses to annex a large section of fierce forest. Notably, in 1105, the Jackals had to take Irem independently of the Southlands nations' armies, as they could not traverse the Forest. Due to this, the Jackals as a community have more claim to Irem than Persia or any other signatory nation. We could effectively make this a Jackals owned territory outside of the influence of the Caliph, the Pharaoh, ect. If we do choose to "rule" this territory ourselves, we will need to establish our direct leadership over the locals, with all that entails.

Without the power of the Wasir holding the nastier contents of the Kongasa at bay, we may find the land has been encroached upon by the wilds. Hence savage beastkin attacks where there were none before. If we are to set up a library here we will likely need to set up some form of long term defence. I suspect the golems are smashing these beastkin, however they are also attacking the locals, so, providing we get the locals onside, we will need to reprogram them or destroy them.

The golems themselves offer a good chance of research. It has in the past been possible to create golems in ritual circles to great effect, any extra knowledge we can glean from this trip should be taken advantage of. We should scour the city for any remaining Wasir information and research.

Once the location is secure, the knowledge daemons will need to be bound into the Citadel. I believe the Lore team know of the existence of several other Knowledge daemons. We must plan how we will obtain these to maximize the helpfulness of our new library and increase our faction's research capabilities.

Whilst these are our main objectives, we should take time to plan out the year ahead and also talk over issues such as Haboob and Al'Hujja.

Gaston "Waukeen" D'Vill
High Vizier of the Jackals

Camping and sleeping arrangements

If you have been allocated a bunk, there will be a note to this effect in the your booking confirmation email. Otherwise, please bring a tent to sleep in. A limited amount of indoor crash sleeping space will be available for crew, but bring your own bedding, and a tent just in case it fills up. Please do not put up any tents before speaking to a member of faction command, especially if you arrive early.

If you wish to bring an IC tent then please see Event Control before setting it up, so that you can be directed to a suitable location.

Arrivals, departures, and time-in

You are welcome to arrive on site any time after midday on Friday (but will be roped into setup!)

- Friday – time-in 9pm until 2am
- Saturday - time-in 10am until 2am
- Sunday - time-in 10am until around 2pm
- We would request that you leave site by 5pm on Sunday

When you arrive, please follow the entrance road until you reach the car park. If you arrive late, you may need to open the barrier to get into the car park. Please make sure you close it again afterwards, if so. Please park carefully in the car park area to make best use of the space, and then report to Games Control, located in the main building. To get to games control, follow the road that leaves the car park directly opposite the entrance road. After about a hundred yards, you will see a large clearing and a number of buildings to your right. Head towards the large building that opens onto the clearing. At games control, you will be booked in and given directions for camping and unloading.

Catering and Bar

The event is fully catered, with catering provided by The Banqueting Club. The weekend meal-ticket covers six meals. If you have not pre-booked a meal ticket, then they are available for £20 on the gate, with a discount for crew. You can purchase a meal ticket from event control when you arrive, although only a certain number will be available.

Complementary tea, coffee and snacks will be available for crew in the monster room.

Menu

The event menu will be made available as soon as possible. The meal times below are approximate and subject to change.

Friday dinner / 2000

Saturday Breakfast / 0900

Saturday Lunch / 1300

Saturday Dinner / 2000

Sunday Breakfast / 0900

Sunday Lunch / 1400-ish

As always, should there be nothing on the menu that suits, then please ask a member of the catering team & we will try to accommodate individual requirements, within reason. If people have allergies or religious dietary requirements, please ask as to the content of the dishes as some may contain pork or beef not specifically stipulated. Please do ask if you are unsure of any ingredients as dishes are made fresh & from scratch. Please also ask for a sample taste of a dish if you are unsure whether you will like it or not.

Sanctioning

The rules and plot employed in this event are sanctioned by the Lorien Trust. The event will be run under the current Rules v3 system.

Both players and monsters will receive an OSP token for attending this event.

The Lorien Trust accepts no liability for this event.

Lammies and Character cards

Any Occupational Skills, special powers, creatures or items not already disclosed with booking forms must be declared to faction command at the start of the event in order to be valid. If you are lucky and have it already, please bring your 2010 LT character card with you as evidence of your Occupation Skills (otherwise try and bring your 2009 card).

Remember – NO CARD, NO EFFECT.

Please note that if you have begun training an Occupational Skill 'over the winter', or if you are learning a restricted Occupational Skill, then these will NOT be available at this event.

Spell cards and Item cards

We will not be issuing any formal spell cards. Instead spell cards will operate on trust. Please honour this system as you would for body hits.

We will be issuing "item cards" for items with limited numbers of charges. Please request these as you book in at games control.

Herb lore and Tracking

Characters with the herb lore Occupational Skill will receive a herb lore briefing sheet when they sign-in, and will be able to use and acquire herbs in play. Herbs are physrepped by coloured lolly sticks. Herb lore physreps from any other event are NOT valid - this especially includes herb lore cards from mainline LT events, which are only valid at the event at which they are gained.

Characters with the tracking Occupational Skill should receive a briefing when then sign-in detailing how the skill can be used.

First Aid

Kevin Fielding will be coordinating first-aid on-site. Any severe medical conditions not declared on the booking forms should be declared to him immediately upon arriving on site.

Should a medical incident occur during the event please find a member of event staff, who will signal for medical attention.

What to bring...

1. Don't forget your tent and tent poles and pegs!
2. Some warm clothing (since it'll likely still be cold at night!)
3. Spare socks (could be wet)
4. Suncream (we can always hope)

5. Your own IC plates and cutlery (if you have any)
6. More friends (we are open for pay-on-gate player and crew bookings)

Site boundaries & facilities

The site benefits from a lovely set of toilets and hot showers - please make use of these facilities, but keep them clean!

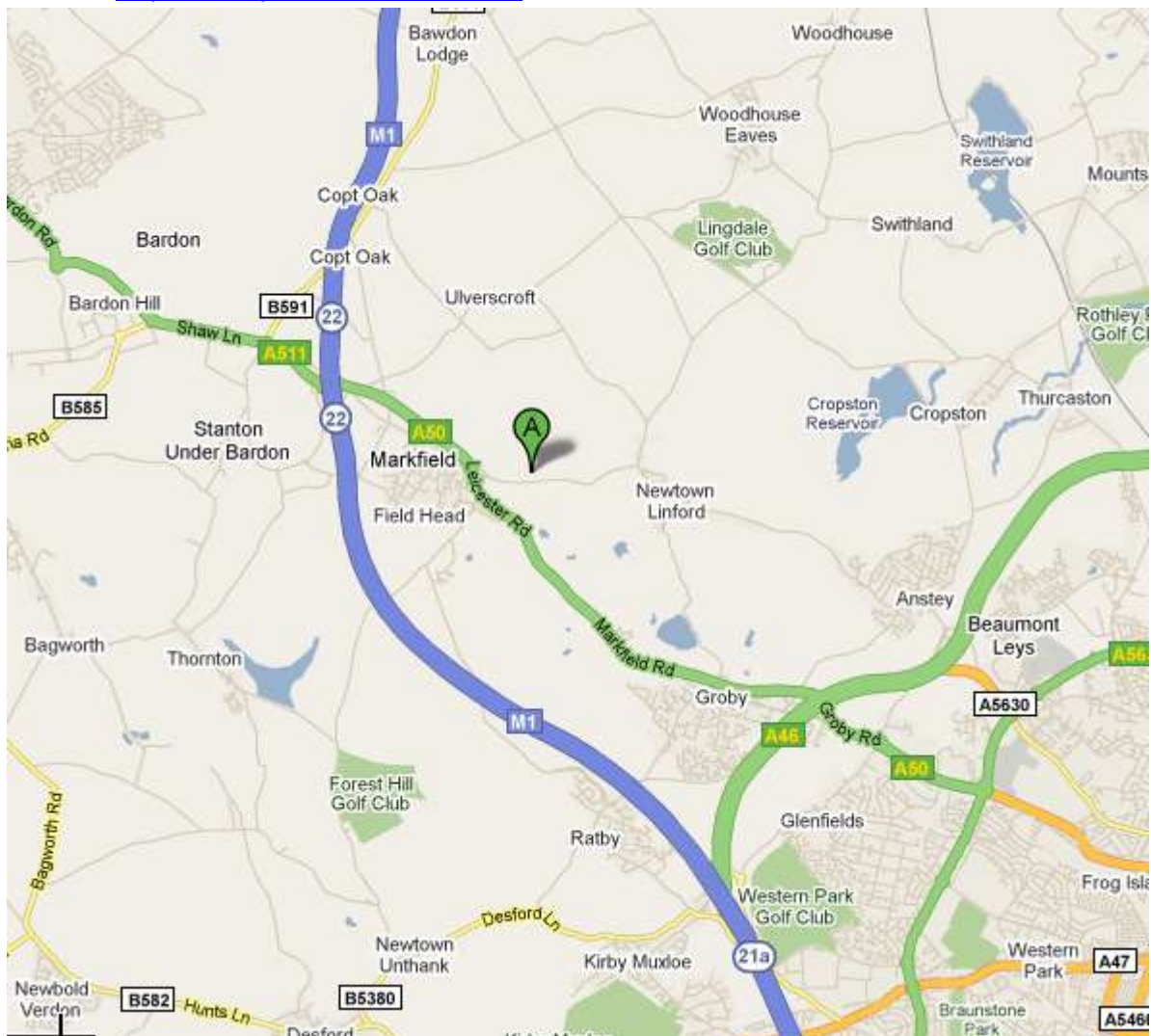
If you are generating large volumes of waste, please collect it in a bin bag and leave in next to the skip in the car park area. This will make our lives easier when we are cleaning up at the end of the event.

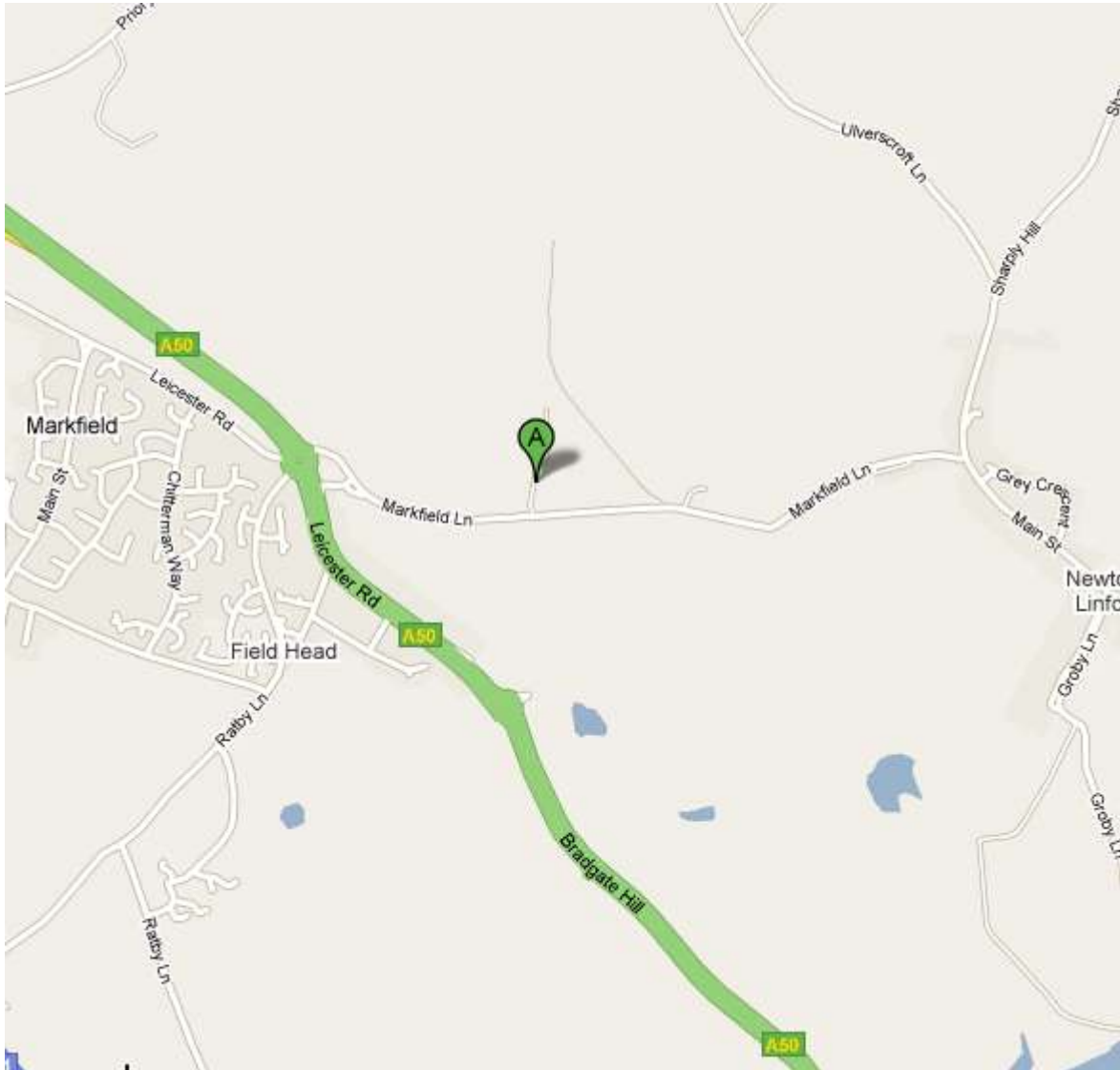
Site Location

John's Lee Wood

Address: John's Lee Wood Campsite, Markfield Lane, Markfield, Leicestershire, LE67 9PS

Website: <http://www.jlw.me.uk/index2.html>





Directions

By Train

The nearest mainline train station is Leicester. It's a large station, and taxis are always available. It costs around £20-£25.

By Bus

The 26, 29 and 29A bus routes from Leicester (all Arriva buses) go from Leicester along the A50 and stop at the Fieldhead pub which is about a 10/15 min walk from site.

By Car - directions from the M1

Leave the M1 at junction 22 to take the A50 towards Leicester (SE). At the first roundabout, take 1st exit onto Markfield Lane. Continue down Markfield Lane for 1.4km / 0.85miles & then turn left on an un-named track. This turn can sometimes be difficult to spot, so look out for the wooden benches by the side of the road, the turn is just after them. Continue down the track, passing straight on when you come to a steel gate. The car park entrance is the second gate on the right.

NB: On some 1:50,000 scale Ordnance Survey maps, the campsite appears as Bailey Sim Wood.

The following link will show a large map of the area around the site...

http://maps.google.co.uk/maps?f=d&source=embed&saddr=52.686345,-1.256827&daddr=&geocode=FQnulwMdhDs_w&hl=en&mra=ls&sl=52.686342,-1.256835&sspn=0.001045,0.001714&ie=UTF8&ll=52.686345,-1.256827&spn=0.006295,0.010385

Contacts

Ed Nokes: 07760 211019 (mobile) - ed@jackalfaction.com

James Osborn: 07867 986918 (mobile) - james@jackalfaction.com

If you need to contact anyone after Thursday, please try either of the mobile numbers given above.