

SWORDCRAFT: BLOOD & GOLD SHROUDED WHISPERS

2026 GAME GUIDE

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We also want to take a moment to thank the huge number of volunteers that take time out of their event (or take the event entirely) to make Quest possible. Our Event Management Team, Story Team, Inclusivity and Accessibility Team, GMs, Marshals, Equipment Desk, New Player Trainers, Battle Team, NPC's, Biff Crew, Townsfolk, Logistics Team, Sign In Team. Thank you for everything that you do for the game and our wonderful community.

Updated as of 09/2026

The Story Thus Far...

Quest 2025

It began with Obsidian. A vein was found beneath Sudenburg, deep and untouched, and the Broker was quick to fund a mine for the companies to plunder. Legacy weapons and rituals followed, built from a stone that seemed, for once, to actually hurt the dead.

It proved slightly too good to be true, however. A field of obelisks was found in the wilds, formed of Hellstone: Obsidian twisted by necrotic magic, radiating a growing sickness. Destroy them, and the Scarab King's power would flood straight into the Pale Legion. Leave them, and Sudenburg would rot. The Red Sands hinted at a third path, a sealing, but it would take more than anyone could give.

Then the marks awoke. Players and townsfolk alike had been carrying golden scarabs etched invisibly into their hearts, some from encounters with the Court, others from recklessness, and the curse showed its teeth. High Sacerdos Vashan's ancient binding took hold in earnest, and Sudenburg learned the Court didn't need an army at the gates when it already had hands inside the walls.

That same day brought a victory and a wound in the same breath. The Master of Hunts fell to an ancient Obsidian hammer, a rare relic. Hours later, the town discovered Sebastian's grave had been robbed by marked ones.

A resurrection ritual was the cruelest strike, forcing people to fight those they'd buried and grieved. Sebastian wasn't among them, and his absence raised questions. Nobody knew what the Court was saving him for- until the final day. Whatever mercy or horror your company witnessed at that fort, the facts remain: the Court got what they came for, and Sebastian's remains never came home. In recognition of the danger, Sudenburg's allies stepped forward. The Dwarves pledged the strength of their forges, providing weapons

and armour. The Red Sands shared their arcane secrets and ancient knowledge to hopefully prepare the city for what lies ahead.

The Saint of the Scarab Court infiltrated where they were least expected, and a supporting city, Krovidan, was compromised. The town held long enough for Sudenburg's Army to arrive, wherein they saved some of its citizens and sealed the dangerous items within its hidden Vault, but eventually the town was abandoned and burned, and Sudenburg became weaker because of it.

Then, the Oracle, an Associate of the Broker, held a Rite of Abundance to restore the Southern Farmlands and prevent starvation. It was successful, but at a deep and unexpected cost- The Broker sacrificed himself to ensure that the people would remain safe from the ancient dangers brought forth by it.

Shrouded Whispers

The threat of the Pale Legion has followed the Companies home from Krovidan. Not an army, not yet, but an uncomfortable silence. Secrets moving through Sudenburg that no one can quite trace back to a source. Associates who remain, ready to guide those who need it, but without a guide themselves. The Court has learned that it doesn't need to break down Sudenburg's gates when it can simply wait outside them, patient, while the city does the work of unravelling itself.

The obsidian mine is still a question nobody's answered cleanly. The Red Sands' offer to seal the dead for good is still on the table, yet it's still going to cost more than anyone wants to pay. And somewhere out past the walls, wearing a face this town once trusted, the Champion and other members of the Court itself are listening for whatever comes next. This is the year Sudenburg finds out who's been whispering, and whether it's already too late to matter.

SECTION 1 - OUT OF CHARACTER INFORMATION

The Event Team

Meet the wonderful event team this year. If you need anything at all please make sure to reach out to them for assistance!

Event Management will be on call for emergencies 24/7. The Event Management phone number is [0448 730 372](tel:0448730372). This is the number to call during the middle of the night emergencies, as there will be a member of the team on call to answer. Please do not call individual members of the team unless no-one is answering the event management phone. Event Management will be rotating who is on call each night to share around the workload.

Event Management will be able to contact each other, and are contactable by any volunteer with a radio between 8am at 8pm. If you need one of them, find a volunteer with a radio.



Pictured (top left clockwise): Site Manager: Jeff. Treasurer: Nelson. Event Manager: Leigh, Deputy Event Manager: Letitia, Battle Manager: Andrew, Volunteer Manager: Mitch, Media Manager: Lou, Story Manager: Brett, Sign In Manager: Sage Logistics Team Manager: Anf

Terminology

Players: The people who are attending the LARP. These are members of your community, friends, and the co-creators of the story. It is from the Players that you seek consent when it is called for, and whose well-being is your responsibility. While playing together, consider the impact that your Character's actions may have on your fellow Players.

Marshals: Game Marshals facilitate the battles and fights of the event. They are there to ensure the running of the game and ensure player safety. You must comply with all instructions of a Marshal at all times.

Marshals will be identified by a blue and yellow tabard and a black and yellow marshalling stick. They will have radio's to get in direct contact with Medics and Event Management. Marshals have the power to remove you from a game or event for safety reasons or serious breaches of game and event rules without any right of appeal. You must not argue with Marshals. If a Marshal calls a safety Code Red within earshot during play, you must immediately take the knee and then follow instructions.

Equipment Marshals & Desk: Equipment Marshals facilitate the safety of the game by ensuring equipment and gear is safe and structurally sound to use during the game. Equipment desk is where all of your gear will need to be checked by the Equipment Marshal team to be used during this event. Equipment Desk is available for half an hour before each planned battle. Please head to the battle field to find EQ before the battles. It is your duty to have your equipment signed off before fighting when you first attend the event and also have any new gear purchased during the event checked. It is also your responsibility to ensure that your equipment is safe to use during the event. If ever you are unsure you can always go back to the Equipment Desk to have gear assessed.

Characters: These are fictional expressions that Players imagine and inhabit. Be careful not to mistake the Character for the Player, and while you may trick a Character, do not trick a Player. For example, your Character may be planning to kill or romance another Character, but you must seek consent from the other Player first. Pre-consenting to the scope of a scene or story empowers you to fully explore it safely.

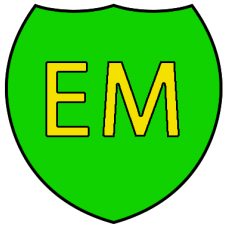
Narrative Purpose Characters (NPCS): Characters who are part of the world with special roles, objectives, and stories pre-determined by the Story Team.

Game Masters (GMs): Game Masters (GMs) guide the story and help players with important roleplay moments. They make sure the narrative runs smoothly, manage interactions and outcomes, and support role-playing in all forms. They work closely with the Story Team to provide the best narrative experience for you all. GMs wear a yellow GM badge and cape, making them easy to spot for any help or questions.

Badge System

At Blood and Gold we will be using a badge system to indicate different players, teams, organisers and NPCs so that they are easily identifiable!.

Event Management



Visual Description: green shield with yellow text, "EM"

{Leigh, Letitia, Jeff, Nelson, Anf, Sage, Lou, Mitch, Peterson, Brett}

I am part of the Quest Event Management Team. If you have bigger enquiries or problems, you need one of us. The Event Manager and D.Event Manager will also be wearing hats with Orange Bands with the EM badge on it so they are identifiable from far away if required.

New Player/New Player Trainer



Visual Description: black shield with a red and green horizontal stripe

Hi, I'm either new or feel like I could use more support. I might need a hand getting familiar with Quest and getting involved with the story. The New Player Trainers {Dani, Andreas} will have a larger badge made out of wood so you are able to identify them and ask them for assistance if necessary. New players will have a smaller badge made out of felt. There will be a New Player Training running before each battle, either in town or at the battlefield. If you require New Player Training please advise Sign In when you Sign-In and they will give you the information required for that day.

Story Team



Visual Description: maroon shield with black text, "ST"

{Brett, Shani, and Dan} I am Story Team (ST) member, We are the team responsible for creating the wider story for the event and to ensure that it runs smoothly. If you have any questions about what is happening in the world or are feeling a little untethered, come find us.

Game Master



Visual Description: yellow shield with black text, "GM"

{Lake, Ash, Adrian, Andrea} I am a Game Master (GM). We are the team responsible for helping facilitate the story for you all. If you have any queries or need a GM to assist you in some roleplay or magic please come find one of us!

Hidden Disability Sunflower



We are very proud to use the hidden disability sunflower (*Yellow Sunflower on a green background*). 'Invisible disabilities' is a way of describing disabilities/ conditions that might not be obvious to other people. *Examples include neurodiversity such as ADHD and Autism, low vision and blindness, chronic pain conditions, musculoskeletal conditions like arthritis, acquired brain injury, deafness, mental health conditions and autoimmune diseases.* Anyone who wishes to, is welcome to wear them.

NPC (Non-Player Characters)

(Blue Shield with black text, "NPC")

I am an NPC for this event! We are here to help facilitate the story and random events during the week. There is a tier system here for you to engage with us in different levels of intensity

1X - Basic Roleplay Comfort



As an NPC, I am comfortable with basic roleplay interactions that include elements of rudeness and drama.

2X - Moderate Roleplay Comfort



As an NPC, I am comfortable with heightened emotional exchange including threats, insults, yelling.

3X - Full Roleplay Comfort



As an NPC, I am open to exploring the full potential of Complex and intense roleplay

Leaving & Entering Site

It is important that every person signs into and out of site as they come and go from quest. This is to ensure we have live data as to who is on site at any point for any emergencies. (This is not the same as 'Sign In' - every person still needs to see Sign In on their first day to get a wristband before they can participate in the event)

There will be 'Sign Into' and 'Sign Out of' QR Codes on the gates into site.

Sign Into Site Link - <https://forms.gle/voBhzP5t8gYsxjbs9>

Sign Out Site Link - <https://forms.gle/rACzB8oWkENsnQLS9>

(U 18) - CHILD SAFETY

Parental Supervision

Swordcraft Quest is a family friendly event and parents are encouraged to attend with their children. Having said that, as a parent you remain responsible for your child at all times. It is up to you how you exercise supervision so long as your child is safe and does not disrupt the event for others. Whatever you choose, as their parent or guardian you will be responsible for their health, safety, behaviour and any damage that they cause. Swordcraft also reserves the right to require you and your child to leave the event if it deems that the child is disrupting the event, breaching event rules, causing personal or property damage, or if it is in the interests of the health and safety of any person.

Participation in Combat and Roleplay

Young persons 15+ may participate in combat and roleplay in accordance with the Swordcraft Rules.

Morning Meetings

Each Morning at 8:30am there will be a meeting, where the EM team will provide updates about the day. This includes safety information and other important information such as if special rules are in play.

Each warband/camping group attending the event must send a representative to this meeting. If you are attending as an individual, you may attend yourself.

Inclusivity & Accessibility

Swordcraft is committed to being as inclusive and accessible as possible. If you have questions or queries about inclusivity and accessibility related topics you are welcome to also reach out to one of our amazing team - Quinton, Felicity or Sarah.

We will have a quiet tent located near our medical team for anyone to use if they need a quiet space.

Information Communication

In order to make it easier to get information throughout the quest and the happenings in town we will be providing multiple avenues of information dissemination.

Morning Meetings. A summary of the information provided will be posted on the Blood and Gold on Facebook Event each morning. The post will be locked so only Swordcraft can make comments (this is just to keep the post tidy and easy to find information). The notes will also be written down and posted at the Town Hall each day for all to read.

Story Updates. Each morning, in the same fashion as the morning meeting posts, the story team will provide an update of the prior day's events. This will also be written down and posted at the Town Hall each day for all to read

Warband Camp Layout



*Warbands not listed or in an alliance camp, are in Overflow.
The Town Map to be released closer to the event to manage changes*

Bump In, Bump Out and Traffic

Bump In: From 12pm on Sunday the 27th September. Please do not arrive before this time as you will be turned away. We CAN NOT have cars lining the streets waiting to get in, so please ensure you have planned your travel appropriately and are not arriving early.

Bump Out: Sunday the 4th October, any time after the Morning Meeting (held at 8:30am) where last minute changes/safety updates etc will be given

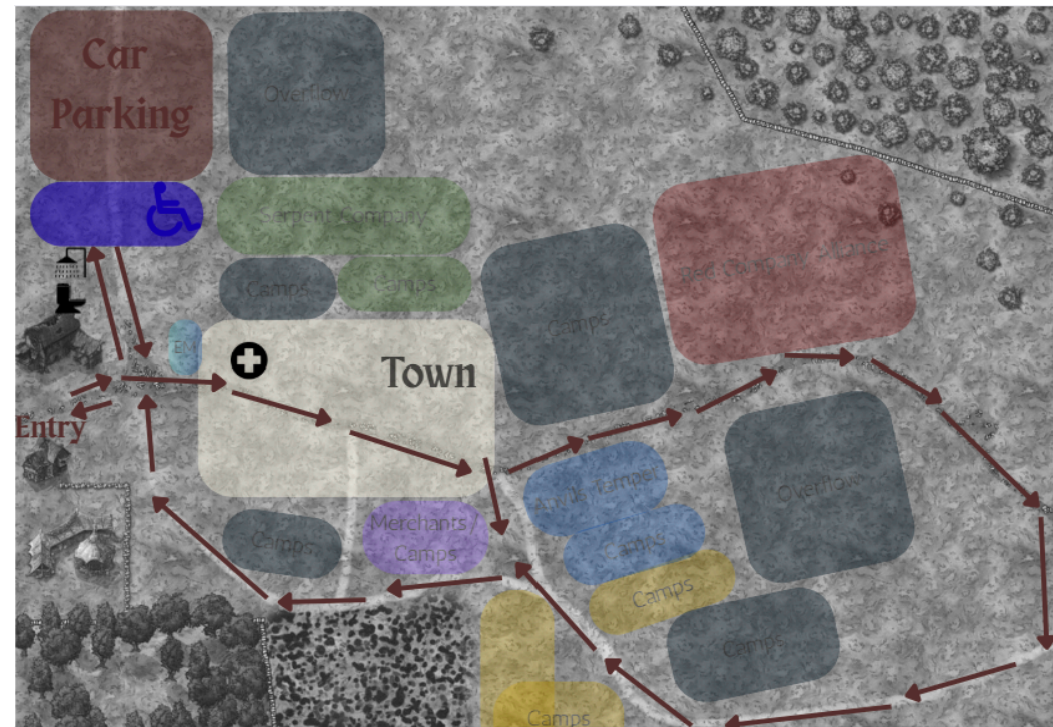
Speed: Once onsite, cars have a maximum speed of 10kmph. And all vehicles must turn their hazard lights on as soon as they enter the property, and whenever driving around the site. Pedestrians must give way to cars on the roads.

Traffic Flow: Please only follow the assigned traffic flow on the map below. All Roads are one way, so ensure you know which way to head on each road.

Accessible Parking: There will be accessible parking available, with players given a permit to put on their dashboard. Please email community@swordcraft.com.au if you require an accessible parking spot.

Parking: There will be lines of Parking set up and marked out. Please be sensible grown adults and park appropriately. Do NOT Park anyone else's trailer or car in.

Traffic Flow Throughout Site



The Food Court

The incredible Vendors that we will have at the food court this year include:

Coffee - Chris is back again this year after looking after us so well the last 2 years of quests, he will be serving you all the wonderful caffeine as well as bacon and eggs Every Single Morning!

Hot Didely Dog - back for another year, for all your hotdog needs! Hot Didely Dogs offers premium hot dogs and will be at Quest for Lunch and Dinner on Monday, Wednesday, Friday and Saturday.

Skew & Go - a wonderful Armenian charcoal BBQ bringing us charcoal-grilled lamb and chicken wraps and will be at Quest for Lunch and Dinner Tuesday, Thursday and Friday.

The Paella Guy - back for another year, for paella and more! The Paella Guy offers paella alongside nachos and more. The Paella Guy will be at Quest for Lunch and Dinner on Wednesday and Friday.

Smoke on the Weir - Back again for another year, for incredible BBQ! Smoke on the Weir will be BBQing again for us for Lunch and Dinner on Thursday and Friday.

Scoop Shack - We are very excited to have Scoop Shack attending to bring us Ice-creams, Donuts and Slushies sweet treats for Every Single Lunch and Dinner all quest!

Em's sausage stall We will also have Em's available for sausages and Breakfast foods in town Every Single Breakfast, Lunch and dinner all quest!

Tavern

The Tavern at quest this year will be run by the amazing Dawnstone

There is to be no outside Alcohol brought into the tavern premises

Make sure you have pre-purchased your [Quest Tavern Drink Tickets](#) if you want to get some cheaper drinks!



Roleplaying at Blood and Gold

Consent is the foundation of everything here; anything is permitted with confirmed, ongoing consent, and nothing is permitted without it. Whatever your character is about to do, the players affected should know what's coming, agree to it, and stay okay with it as it unfolds. You can always step out of character to check in or ask questions.

Many players use a gesture called "moose horning" or "half moose": thumb on the forehead, fingers splayed, meaning "I am stepping out of character." Always step out to have that conversation, and never continue a scene if someone is trying to stop it.

The First Rule:

Never impose sexually explicit or triggering roleplay on anyone without extensive prior preparation and consent, and never with anyone underage.

The Second Rule:

Good roleplay lives in "yes, and." If another player offers you a story hook, take it and build on it. Stay open to the scenes forming around you: they're invitations to create something new, both for yourself and for the people playing with you.

Be willing to lose. A dead character, an empty coin purse, a failed quest: none of it matters as much as the story you build together. The best roleplayers are the ones who take risks, hand other players a great moment, and create openings for others to shine. Play like this and it comes back tenfold: better scenes, better stories, and the kind of moment people are still retelling around the campfire months later. Players who refuse to engage, for the sake of winning or protecting their character, slow the game down for everyone.

You can always say no: for safety, for consent, or because an offer just isn't right for the scene. But default to curiosity. Meet the world with an adventurous spirit, and you'll never know what story it hands you back.

The Third Rule:

NEVER META-GAME. Meta-gaming means using knowledge your character wouldn't have to gain an advantage, or letting out-of-character feelings (like a personal grudge against another player) drive your in-character choices.

For more advice on roleplaying, please refer to the [Melbourne Swordcraft Roleplay GuideBook](#).

SECTION 2 - IN CHARACTER INFORMATION

Factions (NPCS)

This year, several factions will be present for you to discover and engage with. Every player is encouraged to interact with their NPCs, these characters are here to draw you into the story and create memorable moments at Quest. Take the time to meet them, ask questions, and uncover their secrets. You never know what knowledge might prove vital to your journey at the event or to the wider story!

The Broker and the Associates

Every city has its movers and shakers, and in Sudenburg none had such a presence as the one known only as *the Broker*. Where he came from, or even what his real name is, remained a mystery, though many now no longer care. What's been made clear over the recent years of festivals is that he was aiming towards something that Sudenburg needs. He called it all part of the "Great Plan."

Due to the events of the most recent Town Hall, he has now died, and that now leaves the town potentially rudderless, or at least without a perceived helmsman.

Yet, in the Broker's place stand his Associates, figures who seem to act as the echoes of his will. Their presence stretches into every corner of the Principality, offering opportunities to some, and threats to others. Together, they are bound to the Broker's wider design to save this entire region, and slowly that plan is being revealed. Will the people of Sudenburg step into this vacuum and hold to the 'Great Plan' or will they forge their own path forward to confront the undead threat on their doorstep?

- ❖ The Jackal - A blunt blade that sends a message, where words from the Broker did not work this figure's physical presence suggests a desired outcome or an unwanted consequence.
- ❖ The Handler: A quieter hand at work, more akin to a word in the dark, ensuring consequences are delivered and plans are followed.
- ❖ The Oracle: A reader of the heavens, they claim to know the road Sudenburg must walk to survive its enemies and has proved to be right a few too many times. They distrusted the Broker's 'Great Plan' as they cannot see it.



The Dwarves of Clan Stoneforge

It's been years since the Stoneforge Dwarves arrived as a delegation to Sudenburg, looking for allies for their Clan, calling on forgotten oaths. Their arrival has left a mark. They no longer need to work hard to prove their value, as their forge, built from Sudenburg's own stone and steel, now drives the city's defences with weapons, armour, and machines.

They are no longer just guests but part of the city itself. Still, doubts linger. What are these forgotten oaths that they have mentioned and who were they to? Many citizens admire their skill, yet others worry that they gain influence too fast. Is Sudenburg gaining strong allies, or slowly growing dependent on them?

Now, as the festival begins, the forge doors stand open. With dwarven hands to guide the people, what will they create?

The Envoys of The Red Sands

Over the last 3 years, Suleimanah Al-Faris and her Red Sands have woven themselves into Sudenburg through trade in spices, silks, and fragments of specialized magic that seem too practiced to be ancient. This warding magic has begun to help the citizens of Sudenburg feel safer in these dark times, though often the warning is that no ward is perfect.

Perhaps if approached the right way, they would be willing to teach it to those that can learn. What fragments of forgotten power might Sudenburg's people claim, and what price will they pay for such knowledge?

Now, as the festival dawns, and the news from Krovidan spreads, the Red Sands are eager to share their teachings to any bold enough to listen and understand the cost they demand.



The Undead Threat

(THE BIG BAD)

Since early 2023, the Melbourne Story Team has been developing a looming danger that has slowly crept through the background of every event. This growing force is positioning itself to become the greatest threat to the Principality and the surrounding region.

This is part of a five-year narrative arc titled “**Rise of the Scarab King**.” Until now, the story has unfolded gradually and organically. Only the most story-focused players, those who pursued scattered clues and hints, have begun to uncover its deeper secrets. Fragments of this rising power have even surfaced in other Swordcraft chapters such as Voyage and Helsreik.

We are now moving to the conclusion of the arc, and the world moves in response to player cause and effect. Players across the Abandoned Lands are learning who these enemies are, what drives them, who sits on ‘The Court’, and how they can be fought.

Central focus of this event

All stories across the event, in one way or another, will turn their attention to confronting this danger. It shows of martial strength or of wits and intelligence. As the event unfolds, new pieces of history and critical information will be revealed. Players will learn more about the enemy’s purpose and their connection to the region. When certain milestones within the story are reached, it will unlock more lore and, depending on the actions taken by the players at the event, advance the story along one of the many narrative paths that have been crafted.

An Unravelling History

Over two thousand years ago, the land now known as Sudenburg was on the westernmost fringe of Aratania, a realm once celebrated

as the greatest civilization in the world. At its peak, it was led by a being now known as the “Scarab King”. In an attempt to thwart death itself, he and his closest acolytes conducted a ritual, but it did not go the way that they intended. Only loss and ruin followed.

The Court’s destruction was wrought in an ancient war, the records of which are now almost lost to time.

The connection between this ancient empire, Sudenburg, and Sebastian’s bloodline has yet to be fully uncovered. Some of those secrets may come to light during this event.

Players are encouraged to engage and gain the trust of the various Factions, seek out hidden knowledge, and piece together the true history of Sudenburg.

Resources

There are 3 resources that citizens of Sudenburg will be capable of earning and spending during the event. These resources help the town’s general prosperity and help shape the civic pillars that choose its direction next year.

Gold Bars

Gold is earned by winning battles or participating in town activities including competing in tournaments, helping guilds, finding it in the wilds and advancing the story.

Gold bars can be exchanged with the Story Team to achieve certain objectives to gain Renown.

Trade Goods

Trade Goods are used to gain favour and show mercantile strength to the neighbouring settlements in the region who are slowly turning to self sufficiency. These resources will need to be organised, delivered and then defended via trade caravans.

Be careful, however, the caravan drop-off point will be located on the border of the Wilds and Far Wilds, who knows what threats lurk out there ready to ambush you...

To acquire Trade Goods, you will need to either buy them, find them in the Wilds or steal/loot them from other citizens.

Purchasing Trade Goods can be done through the Merchant's Association where prices of Trade Goods will vary during Quest.

The Merchant's Association may also exchange Trade Goods back for coins but the rate is much lower than purchasing. Of course, the Underworld might have better prices...

Food

During the event, Sudenburg will have a "Food Stockpile" in the Associate's Tent. It will indicate if there is enough food to continue the festival's celebrations amidst an influx of survivors of Krovidan and Zarnos.

Over the course of the event, citizens will be able to gather Food resources and donate to the Stockpile.

At the end of each day, the Story Team will check the Stockpile's level. If it has reached the minimum amount then the next day the town will be considered well fed and all may carry on their business as normal.

However, if the Stockpile does not meet the minimum amount then all the festival will need to ration food and everyone will be considered malnourished.

If this occurs then every player's base WP will drop by 1WP each day until Sudenburg is able to fill the Stockpile to the minimum again!

Guilds

Managed by our incredible Guild Coordinator: Shani

What are Guilds?

Guilds in Sudenburg are an in-character organisation of players themed around a particular focus in our game to provide a fun interactive roleplay space for all players in the community. Players are encouraged to discover the different guilds in Sudenburg and engage with their narratives and other characters. They are a great way to make new friends and earn coins!

At Sudenburg this year there will be Chartered and Free Guilds.

Chartered Guilds

Chartered Guilds are Guilds that are supported by Swordcraft in their organisation and set up. They have worked with the Story Team to help intertwine some of their narratives into the ongoing story.

In the world of Sudenburg, Chartered Guilds are the lifeblood of Sudenburg's streets and community. They are centres of learning and trade where the people of Sudenburg can gather to discuss matters pertaining to its future and solve the challenges it faces.

Each Chartered Guild represents a specific trade, craft, or service that players can interact with and participate in quests to earn coin and advance the Sudenburg narrative. Chartered Guilds also are a great place to start if you're new to LARPing and want to get into roleplay and the ongoing.

Free Guilds

Free Guilds are minor guilds that are purely player run and funded with little to no connection to the ongoing narrative in Sudenburg

but still present a wonderful chance for your character to get involved in roleplay and explore some niche aspects of the game.

Free Guilds operate on their own terms, relying on the strength of their members, the reputation they build, and the relationships they forge with others in the city. Free Guilds might be small bands of artisans, mercenaries, performers, traders, or even scholars who have gathered together under a shared banner or vision.

They often fill gaps where chartered guilds cannot reach, offering unique services, alternative expertise, or specialised skills.

Chartered Guilds at Quest

The Collegium Musicum

The Collegium Musicum serves as both a news outlet and a source of entertainment, bringing song, story, and spectacle to the people of Sudenburg. It is dedicated to maintaining goodwill, cheer, and communal spirit in the city. Through music, plays, and public announcements, the guild uplifts morale and fosters unity, promoting the culturally gifted in the town.

The Rose Academy

The Rose Academy is dedicated to teaching and supporting the community, offering guidance on healing practices and the use of alchemy. They serve as the central hub for players seeking help with injuries, battlefield triage, or learning the healer's craft, while also providing reliable access to knowledge and remedies. Here players can also brew potions.

The Sudenburg Library

The Sudenburg Library is a place for the academically curious and knowledge-driven citizens of Sudenburg who wish to collaborate and research. The library offers a welcoming environment for discussion, study, and collective problem-solving, making it a hub for those who value learning and innovation. The Cartographer's Guild is also housed here.

Sudenburg College of Magic

The College focuses on investigation and research into the arcane. Its goals of uncovering and preserving lost magic is particularly interesting to its members and how such discoveries might influence the understanding of Sudenburg's mystical history. Prospective Mages should consider heading to the College as soon as they can so that they may begin learning and enhancing their skills.

Sudenburg Trade Association

The Sudenburg Trade Association is the primary guild associated with all trade in and out of Sudenburg to the wider region. Companies looking to begin trade missions will need to head here and speak to the wonderful trade merchants who run this establishment!

Knightly Order Of The Fallen Prince

The Knights are sworn to uphold the ideals of chivalry and honour instilled in them by the late Prince Sebastian. Those looking to test their virtues against the evils of the world should engage with the Knight Commander and help fight for the weak and downtrodden of Sudenburg.

The Conclave of Sudenburg

The Conclave exists as the central place of faith within Sudenburg. It gives priests and other devout players a clear home in the city that provides opportunities to explore the faith of the Gods in our world. By engaging with the guild, players can contribute meaningfully to the moral and cultural life of Sudenburg.

The Dancing Sparrows

The Dancing Sparrows are a semi-hidden network of spies, informants, and sleuths who will strive to answer your questions and uncover the secrets of Sudenburg on your behalf...for the right price, of course. Those that have the skills for investigative work and who wish to make some coin are welcome to inquire discretely.

The Trading House

The Exchange operates out of The Trading House. It serves as the central hub for purchasing coins. If you need more coins during the event come here!

Make sure you attend the Trading House at the start of the event to get your free coppers!

The Politics Of Sudenburg

Town Hall and Town Council

Town Hall is the central location where the OPEN politics of Sudenburg take place. At night the Town Hall will be utilised by the representatives of Sudenburg's warbands and council members to debate and decide on important matters that are affecting the town and the coming year.

At 5:00PM the Town Council will begin in the Town Hall. Anyone not in attendance at this time may be barred from entry for the safety of the representatives. The Council will run for an hour.

Every warband will be given a Councillor Sash, this will allow the wearer entry into the Council when it begins. Councillors will not be allowed weapons in the Council and only individuals wearing a sash will be heard. The Council will also have a Town Fund. This will be a pool of coins available to the Council to decide what to spend on during the event. Through the events plot, situations in which the town will need to decide how to tackle, failure to assign enough resources to these situations may make the next day harder to be in town...

The Town Council is a great opportunity for roleplay and bickering. Make sure you chat with your Warband about sending a representative to engage in the banter!

Positions of Influence

At each Blood and Gold event, the Positions of Influence may be won by players to take on the role for the following year. Every player is encouraged to investigate the different avenues of how to obtain these positions.

On Monday, after the opening ceremony, each of these positions will be discussed In Character at the noted location on how they may be won. Players can go to each location to try and win these positions to bolster their Company's political status in town.

All positions winners will be decided by 5PM on the Friday of the event at their relevant Guild or location. All positions will be announced in the Town Square at sundown. The winner of each position will be given a coloured Stole to be worn as a symbol of their position.

Small Council

The Small Council is a collection of players who have won the Positions of Influence at the previous event. The Small Council decides upon laws and rulings discussed in the Town Council along with having access to information privy only to them that is revealed by the Story Team.

The Small Council includes:

- ❖ The Mayor, elected representative of the people
- ❖ The Envoy, representative to other nations
- ❖ The Warmaster, representative of military affairs
- ❖ The Ecclesiarch, representative of religious beliefs
- ❖ The Archmage, representative of magical affairs
- ❖ The Master of Coin, representative of trade
- ❖ The Magistrate, representative of order and law
- ❖ The Company Commanders, each present to advise the Council on matters with regard to their alliances

Positions of Power

Mayor

Earned Through - Any player may contest the position of Mayor through election by popular vote of the people through the voting system being implemented in this Quest.

Area of Influence - As chair of Town Hall the Mayor holds the power of tie breaking in the result of a tied vote. They are also involved in many matters pertaining to townsfolk.

Archimage

Earned Through - Engaging with the College of Magic allows prospective mages to begin vying for the coveted position of Archimage. They will need to display their aptitude for the winds of Magic and prove themselves to their kin.

Area of Influence - All things magic within the town of Sudenburg. They may be called upon to lead grand rituals to help defeat the undead threat Sudenburg faces.

Ecclesiarch

Earned Through - Engaging with the Conclave allows clerics the chance to earn the position of Ecclesiarch, becoming the guiding figure in all matters of faith for the town. They will need to lead large rituals within town to show their faith.

Area of Influence - As the religious guide of Sudenburg, the Ecclesiarch's role in town is to ensure the faith of Sudenburg stands strong in its hour of need. There will be times they are called upon to help interpret the will of the Gods and their fickle nature.

Master of Coin

Earned Through - Merchant players who are savvy traders can attempt to vie for Master of Coin by sending the most successful trade caravans through the Merchant Association.

Area of Influence - Matters of coin and commerce is this player's realm of influence. They will work alongside the Small Council and

people of Sudenburg to ensure the economy is going strong and coin flows.

Magistrate

Earned Through - The position is voted in and out by majority vote within the Town Council. This position is one that is won and lost during the event. Deposing the Magistrate is possible but is a risky action. Be prepared!

Area of Influence - Both equally exciting and mundane, the Magistrate deals in matters of high crime and tedious paperwork involved in running a functioning town. It is quite a demanding job, needing their constant attention

Envoy

Earned Through - Awarded at the end of the event to a Warband, who will then choose their representative, as a reflection of those who gave the most renown to the winning Civic Pillar.

Area of Influence - As Sudenburg's influence in the region grows it will continue to attract the attention of forces both kind and hostile to its existence. The Envoy will serve as a deft hand in dealing with these entities and secure Sudenburg's survival from external allies and threats.

Warmaster

Earned Through - Won during Chronicles 2026 season by the Company with the highest score at the end of the year granting the Company command of the forces of Sudenburg in its struggle with their enemies.

Area of Influence - As the Warmaster, the newly minted Militia/Army of Sudenburg falls under their portfolio. How this group is run and what that looks like depends on the person running it.

The Wilds and Deep Wilds

The Wilds to the east of Sudenburg are a perilous place. They are filled with dangers that threaten those who dare venture into the bushlands. Those brave enough to do so may find themselves accosted by any number of evils who seek to harm them and steal what they can.

Guilds and players will need to venture into the Wilds to undertake quests and conduct trade missions. They are advised to bring a party to aid them in their adventures into the Wilds. Perhaps it is wise for players to ask mercenaries or guilds for assistance in completing these actions...

Further into the Wilds is a region known as the Deep Wilds. Within these hallowed lands you may discover extremely dark and horrifying sights. Players may choose to venture into the Deep Wilds but be warned you may find things that may make you feel extremely uneasy. Blood, gore, and scenes of horror are all things you may stumble upon.

Many of these sites will be tied to narrative beats and plot expeditions to advance the wider developing story of the event. If you wish to venture into the Deep Wilds with a ST or a GM then please find them and discuss what your intentions are and what may be found.

The Font of Power

On the border of town you will find the sacred location known as The Font of Power. This site holds great mystical power and serves as the location to perform magic rituals requiring great power such as summoning Epic Creatures. To begin a ritual you will need to find a GM and explain what it is you hope to achieve by tapping into the wellspring of power for your ritual.

Festival Day

Thursday at Blood and Gold Quest events is Festival Day and also a dedicated Day of Mourning for the late Sebastian.

It is a day filled with tournaments, competitions, and stalls. However, strict rules are in place regarding the carrying of weapons into town on this day, unless it is for tournament purposes. Guards will enforce this rule, and individuals found without a valid reason to carry weapons may face fines or worse after being brought before the magistrate.

Guilds will organise competitions in their respective fields, and players are encouraged to set up their own stalls. Tournaments and Trollball will be announced before the event, and participants must complete registration by the announced days. Smaller tournaments will also take place.

Tournaments

There are tournaments held on Thursday. There will be an entry fee in the form of Coin. Participants will have the opportunity to compete for a chance to win rewards, including coin, Gold Bars, trophies, and potentially special roleplay rewards.

Town Guard and NPCs

Every city needs law and order and The Town Guard is that organisation. The Town Guard are designed to uphold the laws and order voted in by the Town Council into Sudenburg's Charter.

It is formed from a mix of volunteers, hired hands, and everyday citizens. In practice, this means mediating disputes, conducting investigations, and offering players a consistent authority to challenge, support, or negotiate with, ensuring that themes of law, justice, and politics remain active across the game.

If you wish to join the Town Guard to make extra coins then please head to the Barracks and submit your request to enlist during the event!

The Barracks

The Barracks is where the Town Guard gather. It is located fairly central in Sudenburg, close to the Associate's Tent. Here players can find the guard at all times ready and able to assist the people of Sudenburg.

During the day, the guard captain is running about seeing to the growing issues that inevitably arise during a festival week. Their lieutenants and other members can also be found aiding them in their duties, as it takes many hands to make a town safe. If you ever find yourself needing to report any crimes make sure to find one of these individuals so an investigation can be opened. At night the Barracks becomes a hub for the guard to let loose a little after a hard day's work. You should consider visiting the Barracks in the evening to talk with some of the off-duty guards. Who knows what you will discover in conversation?

Things to remember

The Town Guard of Sudenburg are not modern-day police, and it is important to set aside those associations when engaging with them in play. They are not "cops," and should never be read through that lens. This distinction matters: the Guard are a narrative device within a fantasy setting, not a reflection of real-world institutions or their controversies. Whilst the Guard accept roleplay that explores authority, challenge, and nuance, the use of real-world actions or vocabulary tied to policing is not acceptable and has, in the past, made volunteers uncomfortable enough to leave these roles.

In Sudenburg, the Guard exist to embody a simple, incorruptible sense of order. They uphold the charter, maintain stability, and provide a clear moral constant in a world filled with competing agendas and grey choices. Their presence is meant to anchor the setting, giving players a fixed point of law and principle to interact with, whether to cooperate with, challenge, or push against.

Playing a part time NPC

If you ever want to step out of your character for a short while and you're looking to earn some extra coins, the Story Team has a number of once-off NPC roles that need to be filled during the event! Head to the Barracks and ask one of the Story Team if you can play a NPC, and they will discuss the process and expectations.

During the event, NPCs remain in close communication with the Story Team and Town Guard through regular check-ins and briefings at the Barracks. The Story Team wants to make the experience as enjoyable as they can for you, so if you have any questions, just ask us!

SECTION 3 - OUT OF CHARACTER GAME INFORMATION

Healing and Dying

Bleed-out

Upon losing all Wound Points (WP), players drop into a bleed-out state for a countdown of 60 seconds. During this time, players must have 3 points of contact with the ground (roleplaying themselves dying) and cannot attack or defend further.

Players can assist a player that is bleeding out by applying first aid, which requires both hands (no weapons in your hand while you apply first aid!). The countdown is paused when first aid is being administered or the player is being healed.

The countdown resumes if first aid or healing stops for any reason, this includes moving the patient.

A player that has bled out and died must head to the Graveyard to reenter the game.

Execution (Coup de Grâce)

Executions are in effect for the duration of the event! You may choose to immediately reduce the bleed-out timer of a player to zero by acting out a **substantial roleplay action** to kill those in bleed-out. Executions can be interrupted.

During battles, if you are Executed!, you cannot be resurrected (healed). You may however head to respawn if it is in play.

Keep in mind, doing this to another character may come with some severe consequences especially if there are witnesses.

Please refrain from physically placing weapons on the head and/or throat without prior consent.

Elixirs, Potions and Poisons

Please consult the Swordcraft Magic Handbook found on the Swordcraft website for Elixir, Potions and Poisons rules for Archetypes.

Dying and Respawns in Battles

Respawns will be in effect during some battles, you will be advised at the pre-battle briefing.

Once a player has bled out they may leave the battlefield with their sword or hand on head and move to their designated respawn location. Once they have reached their designated respawn location they may re-enter the battle.

After a battle ends the marshals will gather the players together to debrief. Players are then free to return to their previous business.

It is highly encouraged to visit Story Team if your character perishes in a particularly brutal fashion...

Death and the Graveyard

An unfortunate and all too common outcome of disputes in Sudenburg results in the death of one or more players. A player that has bled out and not in a battle with respawns must head to the Graveyard.

Ordo Ostium will be attending to the graveyard during posted hours and as such if a soul is to wander into the graveyard to seek permanent passage through the Gates of Death, the Ostiarii will be there to guide them on their way.

If, rather, the soul has unfinished business and seeks to return to the mortal realm, the Ostiarii may be able to assist. - in this case you will return to life and be issued a 'Soul Token'.

For those not interested in roleplay, there will be a book at the front gate of the graveyard in which one can enter their name and leave.

If the Graveyard is unattended when you arrive, sign into the book as above, and indicate if you wish to have death visit you at the next available appointment.

This type of death related magic is distinct and not something accessible to players.



Pictured High Priestess: Soko (left) and High Priest: Marshall (right)

Soul Tokens

This is a roleplay opportunity and can result in the permanent death of your character.

A Soul Token is a physical manifestation of your soul. What you do with that soul is up to you.

If death happens upon you again and you do not have a soul token, you might be in some strife.

The Soul Token can be taken from you by force, though it is not lootable like a normal coin, it must be some sort of ritual.

If you are playing multiple characters they may all participate in the Ordo Ostium role play, however we will only issue 1 Soul Token to each player.

While you are dead you remember all of your deaths, including the last 30 minutes of each life. You forget these deaths each time you are resurrected.

Currency and Tokens

There are a number of tokens that players may come across during the event.

Currency

Swordcraft coins from all chapters are referred to as "In Character Currency" (ICC). All coins have only the values that both parties put on them. They are a roleplay tool and have no real world value.

When players arrive in Sudenburg, they may visit the Trading House and receive 2 copper coins for attending the event.

Players will have multiple avenues to earn coins within the game. They can approach guilds, Faction Heads, and volunteer for NPC duties, among other possibilities. By exploring and asking around, players may even find other players willing to part with coins in exchange for odd jobs or services!

The exchange rate for coins is as follows:

- ❖ 12 copper coins (c) equals 1 silver coin (s)
- ❖ 20 silver coins equals 1 Crown (a gold-coloured coin)

Vote Tokens

This year the Mayor of Sudenburg will be voted into office by the will of the people. Each player is allowed one vote (no voting multiple times with the different characters you are playing at the event!)

Mayoral candidates can register their intent to run for office with the Associate's tent from Monday after the opening ceremony. They will then have the rest of the week to gather votes from the community.

Starting from Thursday, players will be able to collect their Vote Token from the Associate's Tent so that they can begin casting their vote for Mayor.

On Friday at 4PM all voting will end and votes counted for the announcement at sundown.

Mugging and Looting

There are a number of items that can be looted from players that are on their person. They are currency, quest and roleplay items. Some items **MUST** be handed over while other items are determined by the player, avoiding metagaming.

Please return all tokens to the Story Team by 5pm on the Saturday of Quest.

Currency

If you are mugged or looted you must hand over a copper or more- whichever you think is fair to the roleplay of the situation.

Lootable Items

Trade Goods, Potions/Poisons and Lootable Tagged Items must be handed over if you are mugged or looted.

Quest Items, Magical Items and Roleplay items must be handed over if your attacker is on the same quest, seeking that magical item or if the instructions of the item say to do so.

Non-Lootable Items

Renown, Vote Tokens, Soul Tokens and Soulblight Tokens are not lootable or tradable.

Lootable Items

Throughout the event you may come across items that have the following tag attached to them - these are called "Lootable Items".



Pictured Yellow tag with Black text

"Swordcraft. Blood and Gold. Congratulations! You have found a Lootable Item. This item may be removed by... At the end of Quest please return to..."

Follow any instructions listed on the tag including returning the item to the listed person/area at the end of the event, or not taking an item if you are not part of the listed quest.

Any item that does not display the above tag is to be considered private property and must not be taken or moved without the express consent of the owner.

REMEMBER: Just because an item is "lootable" does not mean that it is not "owned" by someone in character! Taking an item from a shop counter or helping yourself to someone's lootable coin pouch may very well carry consequences (if you are caught!)

If you are organising a side quest or other activities that involve lootable items, tags will be available for you to collect from the Story Team tent.

Magical Items

Magical quest items, whether they possess mundane, cursed, magical, or divine properties, are classified into three categories based on their power. These categories are: Mundane - an item that once held magic but no longer does, Unique - an item which has limited magical powers and can only be used once before returning to mundane, extraordinary - a multi-use item that is powered at creation and use. At the end of each event the item will return to a mundane item

Each item will have a corresponding card that outlines its properties and relevant quest information, similar to lootable items.

To ensure proper management and control, players must fill out an application form for their magical items and submit it to Swordcraft for approval by **14 September 2026**.

The further information and the form for application is found [here](#).

To obtain the magic item tag, a ritual must be one in character with a GM present to activate the item.

Pictured on left Green tag with Black text, "Extraordinary Lootable Magical Item. This item may be removed by.. At end please return to.." and Purple tag with Black text, "Unique Lootable Magical Item. This item may be removed by.. At end please return to.."

If your magic item has not been approved by Swordcraft in this way, you must not bring it to Quest.

If you have an item from a previous event it is now void and needs to be recreated to fit the new world



Runestones and Archetypes

You are considered an Archetypes if you make use of Runestone Tests. This includes Artificer, Secular Healer, Mage or Cleric Archetypes.

Please consult the Swordcraft Magic Handbook found on the Swordcraft website for basic rules for Archetypes.

Runestones for Archetypes

During the event there may be times when additional success and failure stones may be added to your runestone pouch.

With this in mind, all archetypes must bring with them 12 Success Stones and 3 Failure Stones.

Mages and Clerics (casters) may also bring with them different coloured stones to be used as **Fate Stones**. Mages may bring 3 while Clerics may bring 6.

Casters begin the event with the standard amount of stones in their runestone pouch as described in the core Swordcraft rules.

Fate Stones

Mages and Clerics have the opportunity to change fate and change failure into success when casting spells and rituals.

When a Failure Stone is drawn, players can instead add a Fate Stone to their casting pouch to have that cast succeed.

That added Fate Stone is now treated as another Failure stone and remains in the caster's pouch until the next morning when they take a Consequence Test.

Failure Stones

There may be times when drawing on **The Tarot of Fate** (*see page 9*) you will be required to add additional Failure Stones for a period of time during the event.

An Archetype can never have more than 3 Failure Stones in their pouch (except when adding more Fate Stones).

Regaining Runestones

Archetypes regenerate their lost success stones at dawn each day.

Archetypes can regenerate lost failure stones by completing a short ritual at a place of power in front of a GM.

Rituals

A Ritual will require heading to the Place of Power with a GM to begin acting out the spell. The number of casters needed will be dictated by the GM. When you approach a GM for a ritual, you will be submitting a 'ticket' that will outline what you want to do, when you are roughly planning on doing it, where, and what your intent is. We use the word intent because an outcome is never a guarantee in a ritual as there are many behind the curtain factors to determine its outcome.

When the ritual begins, each caster draws a stone from their runestone pouch and holds it concealed in their hand. Once they have completed the ritual each caster must open their hand and show the GM. If it's a failure, the caster has the option to use a Fate Stone to convert failure to success.

All casters must be successful with the test in order for the ritual to take effect. Players

GM TICKET

Before you submit a ticket, please consider:
The request must make sense considering your resources, location, and our setting.
GM availability is not guaranteed- nor are the outcomes of what you intend to do.

Names, and pronouns of people involved

When and where you are aiming for this to take place:

What you are planning on doing:

What you are hoping to achieve:

Official roleplay can occur between 9am - 9pm
Requests for outside of this time period will not be actioned

can only attempt to perform each ritual a number of times the GM will allow, each attempt possibly becoming more difficult. Upon a successful ritual, the GM will note down the effect to be passed on to the Story Team if appropriate.

Rituals can be interrupted. If so then the ritual fails immediately. It is best to have some friends come protect you while you channel the arcane!

Ritual Performance

Rituals need to be an awe-inspiring spectacle. They need to feel immersive and incorporate visual and auditory elements. Players need to convince the GM of the power and authenticity of the magic performed.

Things that casters should consider doing in there to make it as immersive as possible might include the following:

1. Lighting: Players can bring torches, lanterns, or magical lights to cast an enchanting glow over the ritual site.
2. Smoke and Incense: Players can use smoke machines, incense burners, or special effects to generate smoke.
3. Totems and Icons: Players can bring totems, banners, or iconography representing their chosen deities or threads of magic.
4. Chanting and Hymns: Players should learn and practise enchanting chants or hymns that enhance their rituals.
5. Spellcasting Actions: Players can incorporate dramatic gestures, hand movements, or symbolic rituals that correspond to the intended spell effect

Consequence Tests

When a player is instructed to take a Consequence Test they must draw on **The Tarot of Fate**.

When a player calls upon magic or faith, they are not simply invoking power but also straining the fabric of the world and carrying the chance of consequence. This consequence is not corruption, but blowback: an unpredictable reaction from the threads they have disturbed. The more forceful or unbalanced the action, the greater the risk of backlash, ranging from minor disruptions to severe narrative consequences. In these moments, a Consequence Test may be required, reflecting the risk–reward balance that ensures neither magic nor faith is without cost..

Casters that have used Fate Stones in their Runestone pouch each sunrise **MUST** perform a Consequence Test. In all other situations Consequence Tests are optional, but they are encouraged as a great opportunity for roleplay.

Players may always willingly volunteer to take a Consequence Test for character quirks or for their own character's story.

Where to perform Consequence Tests

There are 2 places for players to draw from the test:

Story Team and GMs - At any time where a player's actions warrant a test, they may approach or be approached to perform the test.

The Graveyard - When a player dies and heads to the Graveyard, the Priests of Death may ask the dead to perform a test. Players can seek out Story Team for assistance if they need.

The Tarot of Fate

Fate Tests are performed by drawing cards from the Tarot of Fate cartomancy deck. The deck contains various effects that can impact your character, including but not limited to personality changes, consequences of the mind and body, increased difficulty casting magic and even in the most extreme cases, permanent death.

The effects can be short-term, last for the event duration, or for the remaining life span of the character.

Soulblight

The Soulblight deck is the second stage of the Tarot of Fate, created for characters who have drawn from the Tarot deck too many times during an event.

This deck represents the deep, emotional wounds inflicted upon a character's soul by traumatic experiences or repeated returns from death.

Consisting of 13 unique cards, each card embodies a different malady that corrupts the soul.

Unlike the major arcana of the Tarot of Fate, these cards do not have direct mechanical effects but are instead designed to drive narrative consequences, deeply personalised to your character's journey.

Drawing on the Soulblight Deck

A player may be required to draw from the Soulblight deck when their character experiences extreme emotional trauma, shock, or returns from death too many times during an event.

Each draw from the deck must be overseen by a GM or Story Team member, as the consequences are personalised and to your character's narrative.

Players cannot draw the same card twice.

As the character accumulates Soulblight cards, the impact on their story becomes more intense, with each draw pushing them further towards damnation.

The Fifth Draw

Upon drawing the fifth card, your character reaches a point where you will need to make a desperate choice. Being so deeply

corrupted by the accumulated blight you must consider your next options carefully.

You will have the opportunity to make a pact with a deity before continuing on and potentially drawing a sixth card. This pact offers a chance to prevent your character's permanent death but at the cost of eternal servitude to the deity.

The specifics of the pact are determined through role-playing with a GM. The terms and consequences are discussed and agreed upon in detail, helping you understand the severity of your character's situation.

The Final Draw

If the player chooses not to make a pact with the gods and proceeds to risk the chance of drawing a sixth card, the character's fate is sealed upon that final draw.

This leads to your character's permanent death.

Once the sixth card is drawn, the player has 24 hours to work with the GMs to plan the character's death. This final act is hopefully crafted to be a meaningful and impactful conclusion to your character's story.

Removing Soulblight

Removing Soulblight from a character's soul is a daunting task that requires significant effort, sacrifice, and potentially divine intervention. The process is not straightforward and must be consulted with GMs on how to do so.

SECTION 4 - BATTLES

Battles

This section details the types of battles that will be at this event.

The Incredible Battle Team for the event is:

Andrew - Battle Manager

Ben - Battle 2IC

Undead

Players take part in the battles as either the town or the undead. Players as undead should look like undead, this can be as simple as; a mask, or a face and head covering such as a hood, or veil. Players are welcome to use as extravagant a costume as they like, it is important to understand the undead have drawn from casualties around town and thus they look like town folk - just worse for wear.

Undead are not just stumbling hordes of zombies, this is the vanguard of a significant and organised force. It consists of all elements found in armies of the world, including casters, ranged and all manner of armour. Players on the undead side are free to bring whatever personal gear they wish and will be provided with some specialised gear and rules too.

Warbands Playing Battles as the Undead

Each Warband must pick at least TWO BATTLES (one of each: Strategic battle and Narrative battle) in which they will play the undead side. These do not have to be on the same day.

- WBLs will elect the battles in which their warbands wish to play as the undead at any time on the Monday of quest before 6pm.
- They are to elect their battles, by notifying either member of the Battle Team.
- There is no limit on how many warbands can play the undead in any given battle.

Note: Side balancing for story purposes

Unaligned players automatically join the undead, but are welcome to join warbands over the course of the week.

Warbands and players are welcome to fight as undead anytime they want.

Players who have fallen may be brought back to fight with the undead by a Head Counter (Undead Healers), who can resurrect town players (at any time during the event) to the undead side.

- Mechanics as per standard healing.

Respawns

Respawns represent using the towns or undead military resources to bolster forces after casualties are taken. A player has the choice to wait their bleed out (see above) for a healer to aid them, or return to their respawn point.

A player respawning restores all the WP, they do not restore anything else. Some respawn points have a barrel of stones, when a player respawns they take a stone from the barrel and drop it in the bucket behind the respawn. When the stones are all in the bucket resources are expended and the players may not respawn.

At any stage players from town may respawn as an undead.

Exhibition Battle in the Fort

Time: Monday afternoon.

Location: The Fort

Participants: All players; the sides are organised on the day. No Undead, sides will be split to be even.

Repawns: Yes

Synopsis: A fun battle to set the stage for the week. It will be a teaser for the Final Battle at the end of the week.

Narrative Battles

Time: Afternoons of Tuesday, Wednesday and Friday.

Location: Various locations

Participants: Any player wanting to participate. 'Undead' and 'Player' Sides Required.

Repawns: Yes, varies.

Synopsis: Battles against the necromancers attacking Sudenburg will occur during the week. Your Warband Leaders will be told the time these battles will occur.

Strategic Battles - Vital Locations

Time: Mornings of Tuesday, Wednesday and Friday

Location: Various Locations

Participants: Town and undead.

Repawns: Yes varies.

Synopsis: The town is fighting the undead for control of a strategic location at each battle.

Participating in a Strategic Battle: Players must be within their starting area before the start whistle is blown; otherwise, they won't be able to participate.

Length of a Strategic Battle: lasts for 1 hour.

Raids (PvM)

Time: Any time during the week

Location: Town

Participants: Any player wanting to participate

Repawns: No

Synopsis: During the week, Sudenburg may be attacked. The town will need to gather its forces to defend itself.

Final Story Battles

Time: Saturday 2pm to 3pm

Location: The Wilds close to the old town.

Participants: All players.

Duration: one and a half hours.

Synopsis: This is the culmination of the story game for this event. The sides are based on the outcome of the renown game.

Winning the Final Battle: There's no winning a story, but all are welcome to take part and find out where the world is heading.