

## Welcome to NERO HARTFORD

The NERO Hartford chapter welcomes you to this event. We hope you have as much fun playing here as we do creating and running it for you. Kaurath has a long and deep backstory but just dive in and you will find yourself a vital part of it. Now let's go over a few of the Out of Game elements you need to keep in mind.

### Check-In

Everyone needs to check in at Logistics. This starts in the Tavern or Mod Building or Monster Camp (half way up the road.) By opening ceremonies, it moves to Monster Camp. Ask any staffer, NPC, or regular player for directions to either if you need them. Make sure you get your character card, cabin assignments, sign the necessary paperwork, and verify any production and other things you arranged to acquire if you have not already done so. The sooner this is done, the quicker you can go In Game!

### FOOD

Check the Schedule to help plan for meals. Liquids should be available more or less continuously in the Tavern as well as the occasional light snacks. Meals will be served regularly to keep people going. The cost of the food is part of your fee but remember to thank the cook and Tavern staff and pitch in to help set up, tear down, and clean. **KITCHEN SCHEDULE is ON the DOOR.** You should bring dinner or snacks for Friday as first meal services is at Midnight after opening ceremonies and Lunch ends at Noon Sunday. There is a tradition of going to a local buffet to eat after we finish cleaning camp and packing away the tavern and monster camp. It's a great way to decompress and to share OOG friendship as well as IG relations of all sort.

### PHOTOGRAPHY

The generic NERO photography release is intended to cover accident or incidental uncredited images. We expect you to get permission of anyone you photograph. We have standard releases available at Logistics. We are interested in good images, stills or videos, to use in promoting the chapter and NERO and will discuss rewards for them but they must come with specific releases as well to ensure there are no problems.

### Weapons inspections

See Safety and Prop Marshals in the Tavern or Mod Building. Make sure your weapons are inspected and tagged as safe. Be careful with latex weapons especially in the cold or as the event progresses and enthusiasm grows.

### WARD YOUR CABINS

The Ward spell, like the circle of protection, is an important in-game method to keep your cabin safe through the night. Remember however that it is critical that you invest everyone who is sleeping in your cabin into the Ward there so they can enter and leave freely In Game. If you have been assigned to a cabin but are not invested in the Ward please check with Logistics at Monster Camp and we will try and assist.

## Camp Rules

A list of Camp Rules is in the Tavern along with the NERO Hartford Chapter notes for this event. We summarize them here. Basically, be good guests, don't make messes, and pick up after yourselves. No nails, hooks, staples, or tape on the cabins, use the provided hooks or talk to staff. Significant help setting up, cleaning, or doing regular chores here earns Goblin Points. Note that the back of your character card has space to record your work to support the event so we can make sure to give you the Goblin Points you earn by helping make the event happen.

## DRINKING AND CONTROLLED SUBSTANCES

The core rules of NERO forbid drinking alcohol or use of control substances at a NERO game or at a NERO site. We must and will enforce this rule. There have been occasional problems at some LARPS due to such use. Don't make us take the necessary actions for breaking this rule.

## Smoking and VAPING

We need to keep the site clear of signs of smoking such as cigarette butts and to be polite to those who are allergic or bothered by smoking or vaping. A designated player smoking area is set up around a picnic table near the grill left of the Tavern. Since the smoking area tends to be out of character it's important to keep conversations quiet and avoid having important RP there to remain inclusive. Since the campsite is used for a variety of activities you must remember to police your cigarette butts and dispose of them properly in the trash. A separate smoking area for NPCs and Staff will be established behind the Plot and Monster Camp buildings. Again, it is important to keep the conversational volume down to avoid spoiling plot for the players and help them stay in character.

## Vehicles

Vehicles need to be moved to Parking at game start, 9 pm Friday, and left there until Closing Ceremonies (around noon to 1pm Sunday) except for brief periods delivering supplies, which should take place in the morning. Keep them locked and avoid visible bags or electronics inside as a matter of general caution.

Please offer assistance in bringing things into the Kitchen to help the staff get the vehicles cleared and back to the parking lot quickly. If you need assistance please speak with the staff. We want to keep supply deliveries IC if we can.

## Spell Packets

By Camp Cedarcrest's request we use the "Green" packet rules here. This means that packets must be made with green or brown natural (aka biodegradable) fabric and un-pointed player, squirrel, and bird friendly birdseed filling, ideally millet. Alchemy packets are the exception as they are orange but we must be extra careful to police up your alchemy packets before the squirrels can get to them.

## CABIN DOORS AND WALLS

There has been damage done to the doors and walls of some cabins recently. After a recent paint job it is vital that nothing be affixed to the outside of the doors or the insides of the cabins especially using duct tape. We have volunteer supplied ward door hangers and the camp provided hanging points on the doors. No use of Tape, Staples, Nails, or Screws is permitted. Speak with management about modifications to the cabins that are of general use must be repaired at our expense with a significant penalty and its not the NERO way! The Cabins are not winterized. Plan to dress and sleep warm and well wrapped when it is cold, and cool and light when hot. Talk to us about improvements.

## Cleanup

All packets should be collected after use to keep the site clean. Cabins must be cleaned and everything must be packed and moved to the shed and everyone off site before 5 p.m. This means everyone needs to clean their own areas completely and then we need your help with the general cleanup and pack down. We know it is not hard if everyone helps to do everything needed. We give rewards too but good sports pitch in.

## POLITENESS AND GOOD SPORTSMANSHIP IN NERO...

NERO is a welcoming open and accepting environment where for many years we could be more relaxed and treat each other as family or good friends by default. But it is important to keep in mind we are a family friendly chapter and have young people present as well. **Different people have different styles and different comfort levels.** So let's keep things PG-13 around the younglings and be sensitive to people's individual comfort zones. If someone says no or lets you know something is making them uncomfortable **stop doing it.** And if someone does something you find uncomfortable, don't assume it will be clear -- let people know if something is bothering you. And ***don't assume folks will be okay with something especially if they already expressed concerns in related areas, again lean to their side -- just in case.***

**NERO HARTFORD will not tolerate any form of harassment. If something starts getting uncomfortable politely but promptly disengaged, tell them and/or come speak with the senior staff. If someone you are talking to or flirt with seems uncomfortable STOP NOW. If someone asks you to stop something STOP.**

We expect our adults to be adult, and able to say clearly when they *are* and *are not* comfortable with something, be it a level of humor or physical roleplaying, and if someone else has forgotten in the heat of the moment your preference we trust you to make it clear to them that there is an issue there and **we expect them to respect that and be *extra careful* in the future.**

## ... IN ROLEPLAYING ...

Roleplaying can be intense and immersive. This is normal and indeed often desirable. NERO has many fine traditions of vehement role playing stretching back to its founding. Our friends in the Nordic LARP community have explored in depth the manner in which strong feelings occurring In Character can "**bleed**" over into our Real Life interactions. It is vital at times to deliberately step back from our characters and give those emotions room to be processed and make sure that both we and the people we have been interacting with forcefully remember that this is just a game, something we do for fun, and that we all work to ensure we preserve the immersion and continuity while remaining relaxed and on good terms with each other.

If you find yourself in an uncomfortably intense interaction take the first appropriate in game opportunity to drop out of character and step away from the situation to de-stress. If you find the person you are interacting with needs to step away please help craft an in game reason to let them do so. **Communicate the need clearly in either case.** When the immediate stress is processed, it is good for you both to take a moment for an "are we both good with this?" emotional check in. As long as folks are all comfortable have at it. But if you or someone you are roleplaying with is having issues, politeness and good sportsmanship dictates we find a way to resolve those issues that lets everyone feel good. If you find yourself thinking that there is **only one acceptable option** in a situation you probably are caught up in an intense moment and not thinking creatively enough. **Notice that** and use it as a **clue** that you may need to let some strong emotions go as well, so you can **find the win-win option.**

## ... AND IN COMBAT

A very similar effect can arise during intense combat situations. Especially as the weekend proceeds combat calibration tends to inch upwards to heavier and heavier blows and our care in aiming and judging the right force when throwing spell, alchemy, and arrow packets tends to slip as well. Take a few minutes midday Saturday and after an intense fight to check your weapon and packet calibration with your friends or our Safety Marshal and his assistants. As the mix of weapons type and construction styles common at NERO events changes it is important that we are **active and conscious in our calibrations.**

## **SPELL MEMORIZATION AND CAST ON THE FLY**

Our chapter uses Cast on the Fly rules for spells rather than memorization. This places a burden on you, the player, to track your spell usage to avoid overcasting just as you need to avoid over using any times per day skill. Spells are just hard to track because there are more categories of them. A wizards spell book or a battle board on the inside of a templar's shield, or even a record in your belt pouch that you update after a fight are useful tools to help keep the count right and keep NERO an honor based system.

## **AUTOMAX AND EXPERIENCE**

Our chapter uses the Automax rules. We have reduced the treasure distribution by the amount of cash it takes for everyone to maximize their experience earned per event and applied it to your training automatically.

## **LIMITED RESETS**

There is a limited reset at 6 A.M. (0600) each morning and a full reset at 6 p.m. (1800) each evening before dinner.

## **KILLING BLOWS**

The victim must be incapacitated on the Death Track or undefended, unable to move, as by a Waylay, Web, Confine, or your Imprison, Paralyze, or by equally drastic physical restraints. Bind only permits Killing Blows if the victim chooses not to move. As would their choosing to just stand there and ignore the weapon against their torso and the three count. Gases and poisons that permit any movement are insufficient to allow a Killing Blow.

## **GOING OUT OF CHARACTER**

It is important to remain in character as much of the time as possible over the next two days. When you can not we ask you to use one of our three well defined signs so others can tell you are out of character and treat you appropriately:

1. **Wear a white headband.** We always have some spares and any white cloth can work in a pinch for an emergency run to the rest room.
2. **Wear a farmer's hat.** (Large straw hats.) Normally these are reserved for our NPCs when they are taking a non-combat role or just on a meal break.
3. **Hold your weapon horizontally over your head.** NPCs whose bodies have dissipated leaving the field or players who need to make a quick OOG statement about something uncomfortable normally use this symbol.
4. **If someone is making a bathroom run and replies to you "Bathroom"** be a reasonable being and let them go, even if not marked as above. No matter how evil and mindless a monster you are the Fae Laws of Hospitality have the force of natural law here and you must let them go. They should be polite enough to come back into game near you if possible.

It's very important to take one of these steps to give other players a clear signal that you are not present in game at the moment for whatever reason. Problems may still occur. Everyone should try and be polite and give each other the benefit of the doubt in such situations. Be especially cognizant of people on bathroom runs and collecting packets on the field, especially the orange alchemy packets since we have promised Camp Cedarcrest we will be extra diligent at policing them, otherwise we will have to switch to green or brown for alchemy.

Likewise, when out of character please keep your voices down to avoid breaking another player's immersion into Kaurath. Where ever possible keep the conversations in game.

## ARMBANDS, HEADBANDS AND HATS

Treat them with respect and care. **Straw hats** are local farmers, be polite to the natives. We expect to see the occasional **ORANGE** page's headband. Do not hit them, they can be killed by announcing that you are doing so. There will be plot staff, marshals, and players who need to drop out of character for some reason wearing **WHITE** headbands. They are not here in game. **Do not hit or break.** If you find a lost headband, page, player, or staffer please return them to the Tavern where they can be fed and watered as needed.

## CRAFTING NON-MAGICAL OBJECTS

Anyone with a craft skill may take a real world appropriate amount of time or a production point to produce a non-magical item appropriate to his or her skill. For example a Master Jeweler can produce a ring in character. As with any object it is the players responsibility to try and provide a physical representation of the object, in this case an actual ring. Taking at least 15 minutes at the effort, longer if a Marshall instructs, and contacting Logistics MAY permit the production of a tag during play rather than at the end of the event but as with Production not submitted in advance this depends entirely on the good will of and other demands upon Logistics at the event.

During a Module the Marshall may permit crafting and adjust the time as the needs of the plot requiring but no tag will be produced during the event unless Logistics chooses to do so and the minimum time and or production point expenditure are made.

## SHATTERING CONTAINERS

If a rendered container is attacked with a Shatter effect, the items inside are not affected. Also if a container is shatter resistant, the items inside are not affected when a shatter resist is used.

## MINORS AT NERO

NERO is an adult athletic entertainment, which strives to keep things PG-13 or perhaps video game "Teen" during daylight hours. Any minor participating in NERO must have a parent or guardian present to be allowed to stay on site and must have a valid signed waiver on file. The parent or guardian (permanent or temporary) must be an adult and prepared to address any medical questions that come up as well as supervise the minor both as they believe necessary and when asked by another participant as well as actively supervise the minor and address any issues raise in a calm and forwards looking manner. They should provide logistics with local contact information such as a cell phone number on the waiver.

Our event staff is not responsible to supervise any minor at any time but may ask anyone to leave a specific game area at any time. If a minor is asked to leave they should go to their adult or if that adult is not easily available (being on a module at the time for example) they should go and take a break in their cabin. We expect everyone to recognize the risks of emotional reaction on all parts and address the concerns calmly and rationally in a positive and forward-looking manner to maintain a safe and fun environment for all.

Minors at NERO Hartford events who wish to play are expected to start with Page status. Those 13 and over who wish to enter play as full players must go through a qualifying and testing process to demonstrate the necessary command of the rules and of their own behavior under stress. NERO Hartford accepts qualification from other New England NERO Chapters as a basis for non-Page participation. Newly qualified players are held to the same standards as experienced players and should play cautiously and thoughtfully.

## PAGE STATUS

Anyone wearing an ORANGE page's headband is not participating in NERO combat for some reason. They are not combat legal, do not hit them at all be it with packets, claws, weapons, or anything else. They can not wield weapons or throw packets themselves although they can carry weapons and can use touch casting outside combat situations.

The NERO Rule Book says: "A Page is a person who, for one reason or another, cannot enter combat. Some chapters will allow children to play NERO under Page status, and adults with a medical condition can also choose to play NERO as a Page. If you are planning to bring your children to an event, it is best to contact the Chapter first for details. In most chapters, any child under 14 years old must be a Page. A Page can be a member of any race and any class, but cannot use combat skills or throw packet attacks.

A Page should never be struck with a weapon or claw. In order to attack a page, you can point your weapon or packet at the Page and state "I kill you, page!" or "I down you" (bleeding out) or any number of other actions. If there is someone within 5 feet of the Page, they can choose to defend the page and block your attack. To do so, they must state "I defend you" and role-play accordingly. A person cannot defend a page if they do not have a weapon, shield, or other ability to do so. All pages must wear an Orange headband to signify they are under Page status."

A page can be killed or affected by what would normally be packet attacks by just stating clearly that you are doing so. As a matter of good sportsmanship the page must avoid combat situations where others might accidentally hit them rather than using their status as a shield.

The following are the guidelines for our Chapter. We expect these to evolve with experience. Our concerns are safety, sportsmanship, and fairness. All are important but safety comes first.

If a page is killed or downed (and starts bleeding out) they would normally lie down and wait for healing. Because of the risk of someone stepping on them in the heat of combat we are setting some rules:

- 1) If you go down you may choose to take the death and go to the Healers Circle immediately rather than risk being stepped on. If you are a minor your parent or guardian may require you to do this.
- 2) If someone accidentally hits you with a weapon blow or packet say "Got it! PAGE" and go out of game, move well clear of all characters (a three count running or a ten count walking), then treat the effect as if they had called "Page I kill you" or had given you the appropriate status for the packet if not damage. After the fight speak with a marshal to get advice on how to avoid that in the future and so they are aware of someone having missed your headband in the heat of battle.
- 3) Do not seek out combat situations.
- 4) If you find yourself in combat step back to allow others to fight without the risk of hitting you.
- 5) Some modules are inherently combat situations:
  - a. The person marshaling a module will tell you if this module is appropriate for someone with Page status
  - b. if that changes they may tell you that you need to leave (in game or out of game as they feel appropriate.)
  - c. they may require you to remain in the middle of the group or at the rear.
  - d. Since you still need to avoid active combat situations as a matter of good sportsmanship if a fight starts you should hang back, heal, repair, rebuff, and perform other forms of tactical support.
  - e. If the marshal permits you can 'backpack' those fighting from the second line but both you and the marshal should keep an eye out and if the situation gets riskier step back.
- 6) Field fights are inherently combat situations with fuzzy borders. Because your visible marking (the headband) is much harder to see at night and because of the inherent risks of the heat of battle:
  - a. If you are a healing and support character you should be positioned with the off field healing and support unit.
  - b. From the dinner bell until the breakfast bell you should remain away from the fight if at all possible and be prepared to dodge rapidly away if the fight moves towards you. (On our main field in town stay at the line of stumps or at the picnic tables.)

c. At other times, if you are scavenging the field for packets, looting bodies, or healing those who are down, you must remain aware of the fight which is taking place. Because of the risk of the fight moving towards you suddenly you must watch those around you and leave the field permanently if they get close enough to attack.

## **QUALIFICATION TESTS**

Because of the physical aspects of the game underage players must demonstrated both physical and emotional maturity even before they will be tested for page status and must demonstrate a solid understanding of the rules and the sportsmanship policy as well as further maturity to be test for non-page player status. We will seriously consider those who have qualified in other chapters but it is not a guarantee to be qualified.

## **PROBLEMS DURING PLAY**

Both new and experienced players sometimes have problems and need to take a break. The heat of battle, rising adrenaline, and deep involvement can result in inadvertent crossing of lines. If someone lets you know of a problem you should take that reminder and step back out of combat, take a moment to breath and calm, carefully check your calibration with a friend if possible, and then thoughtful re-engage. If in the moment you forgot our core principles of Sportsmanship you may ask to have a temporary safety re-forge to move build away from the skills set where the problem occurred but to let you continue to play effectively. Similarly a player may temporarily assume Page status to recover or due to a medical condition or while refreshing training.

It is not uncommon to miss the things in the moment and in such cases any marshal can have you take a break for the rest of a given fight and we will map out a path to refresh training, demonstrate proper calibration or control, just as we do with any new player being qualified. Our goal is to ensure a safe and fun experience for everyone including you.

Not every game is for every player at every moment – if you need to step out we all understand and will do everything we reasonably can to make it work – and otherwise if we try and work together to create something wonderful with respect for each other we are much more likely to all have a great time.

## PERMANENT DEATH

Permanent death exists in NERO for many reasons and over the long debate in 2014 on the subject a few emerged as significant.

- To give thrills during play and joy in victory which does not exist without any risk of true failure.
- To ensure there is a way to firmly and finally have an especially irritating character, PC or NPC, leave play.
- To ensure there is some turnover in positions so other players have opportunities to earn positions.

We believe that all the elements here are sufficient to meeting all three of these goals but we will review the situation periodically. For example, when player characters occupy all senior positions of authority in Kaurath, we will review the situation including these rules to ensure advancement remains possible.

### Rules

If a character dies and fails to get a life spell in the required time they proceed to an Earth Circle to be raised. During the period when the player is pulling from the bag of chance, if the player draws the black marble, this character may no longer be raised by the normal means.

If you believe your death was due to a rules error or staff mistake *immediately* speak with senior plot staff or chapter ownership to request adjudication.

If your character had a transform then after death they normally come to fully embody their new transform but in the process become an NPC under the control of the plot team which granted them that transform. This change may be fast or slow. Immediately speak with senior plot staff.

Otherwise your character's spirit moves on the afterlife their race, culture, and actions have earned them. The current NERO International rules let the player create a new character with 65% of their current build to represent their long heartfelt journey to this point.

### Local Support

Losing a long played character can be challenging for many players. If you take the full death as apt and appropriate we applaud your dedication and owe you our respect for doing a very hard thing. Speak with Logistics to arrange the necessary updates so you can create your new character with the build granted by the current national death rules at that moment and we will try and set up a nice "Welcome Basket" for the new character as a token gift for making the game more immersive.

After that if you and your friends are interested you may ask for personal plot modules to take advantage of the appropriate aspects of Kaurath's rich history and environment to shape your character in the directions you desire within the rules of NERO and the internal logic of Kaurath. Faery changelings, recovering memories of past incarnations, connections with the ancient history of Kaurath or current antagonists, questing to embody the virtues of heroically dead parents, and anything that makes good story and supports the deeper goals without breaking the rules are possibilities to discuss.

Players fearing death may seek and receive the transform "**Retired Kaurathi Adventurer**" at the usual cost. This ensures that if they draw the black stone they come back and can retire peacefully after "One Brush with Death Too Many." Since they are then an NPC under the control of plot if you feel that your character should have died more heroically to end your story on an up note, speak with the plot team about running a suitable story.

## Marshal's Notes

### NON-STANDARD ENTRANCES AND EXITS

These are used by NPCs granted the power by the Plot Staff for this event. All the calls should be self-explanatory, descriptive, and come with a count. The normal count is three but especially quick or slow transitions may come with a shorter or longer count. As always, during the appearance and disappearance count the person can be attacked and should take the damage as they would at other times. That may or may not interrupt a disappearance action.

### NON-STANDARD VERBAL INTRODUCERS

These are used by NPCs granted the power by the Plot Staff for this event. All the calls should be self-explanatory, descriptive, and be followed by a standard incant, effect verbal, or environmental description. For example, By the power of Chaos, Arcane Inspiration, touch target with packet or By the Power of Darkness, this room falls into magical darkness, Environmental Effect: until someone casts light ranged attacks fail.

### PROTECTION AGAINST AUDIBLE TRAPS AND ATTACKS

For safety reasons **plugging your ears** cannot actually be done in game. If you need to do this instead you must apply a visible rep for blocking the ears using a slow three count. The rep must still permit you to hear damage and marshals' calls. While your ears are "plugged" you are not permitted to vocalize any In Game speech but can continue to make damage, spell incants, and safety calls. Any other speech indicates that the earplugs have come loose and stopped working to protect again the audible effect, be it from a trap, or some other environmental or module specific cause.

### PROTECTION AGAINST VISIBLE TRAPS AND ATTACKS

For safety reasons **wearing a real blindfold** should not be done in game without the permission and active supervision of the marshal for that module. If your character needs to do this instead you must apply a visible rep for covering your eyes using a slow three count. The rep must still permit you to see enough to move and fight safely. (Transparent gauze can work, as can apply a blindfold at the forehead level, just be careful.) While your eyes are "covered" you must roleplay being blinded. If your character does not seem to be adequately doing so the marshal can call that your blindfold is slipping and you must stop and reapply on a slow uninterrupted 3 count.

### TRACKING

One way in which we represent the levels of clues for those with tracking skills by placing colored tags (ribbons in day, the small glow sticks at night) in the likely area to find the target of a tracking attempt. Depending on the level of tracking skill the player can narrow down the clues more precisely. If starting a hunt in a tagged area the Marshall will inform trackers of the known good and bad colors for their skill level.

### TRAPS

We are experimenting with a wide variety of additional immersive traps on our trap mods and may use them on other marshaled events. We have a document on this but it is a work in progress and we encourage those interested to speak with the Trap Marshal to improve what we do with an eye towards submitting it to National to enhance trap play.

## **FORMAL MAGIC**

NERO is looking to reduce the impact of the paperwork needed to cast Formal magic. We are also looking to enhance the actual fun and immersion of casting Formals and to encourage Player created magic items.

To do this we are experimenting with several options that fall within the rules and National support to take the following steps. We solicit other ideas from our players and friends so that we can make the game more fun and immersive for all.

Things that gives bonuses to more fully realized rituals during events. More participants, more elaborate ceremonies, use of craft skills and most importantly the quality of the representations used and the more actively players are entertained the larger a bonus is awarded. Bonuses are awarded by logistics based on the ritual bonus score sheet available to ritual marshals. Feedback from this test will go to national which is investigating improving ritual magic.

## **INVOLVEMENT**

When you perform a Formal during play the more people you involve directly, the more people who are watching, the more artistic elements that you involve, and the better represented and the more appropriate the Formal Components used are the greater the reward for the caster.

## **LOGISTICAL CASTING**

Unopposed casting taking place outside dark territory at start of play. Notify [logistics@nerohartford.com](mailto:logistics@nerohartford.com) in advance so we can properly prepare any needed results. Logistics should have a checklist of what you need to turn in, please bring the component along in a properly labeled envelope or zip lock bag with the primary caster's name on it.

## **NATIONAL COMPONENTS**

We are using the nationally supplied fully represented components to add power and other things needed to make item creation easier. Remember to turn in the representations and tag when you use them to logistics (this will increase the treasure distribution available for the chapter.)

## **CASTING WITHOUT A MARSHAL**

For obvious reasons Opposed Formals, Summon, Transform, Dream Vision, High Horoscope, Spirit Walk, and Destroy Formal Magic rituals usually need a marshal present or preparations by the plot team so it is best to discuss those in advance if at all possible.

Otherwise the Marshal's job is to check and collect components and review the scroll (if it is one use ever they should sign and date its use on the back) before you start and once done to collect any expended National Components and to assist with any backlash which was produced due to interruptions, casting in dark territory, etc. There will often be a formal Marshal at logistics, but any warranted Formal Marshal can do this. The Marshal is responsible for working with logistics to produce any needed tags or adjustments to characters (for example, implementing a Spirit Forge in the national database).

If using our other local processes such as rewards for Immersive Formals pick up the short tracking sheet listing Formal elements involved for an experienced player other than the principal formalist to fill out and if you want select a random pre-generated sealed backlash envelope.

Turn in the formal evaluation sheet to the Marshal or Logistics after the ritual and we will queue up your reward.

## RAW MAGICAL MATERIAL

We continue to make available special Raw Magical Materials items each of which can be converted into a single magical effect on an item being forged by a skilled Formalist and a master craftsman. As always the better the ceremony and the higher the craft skills and the nicer the item rep the more likely to draw a special reward of some sort, usually a component.

The Dwarven Soul Forge in Kulta Kerros is one place that can be used to craft items in this manner and there are a number of dwarves who are willing to do this for an in-game fee in coin or service if you lack some or all of the necessary players to do it.

## GUILD SCROLLS

Copies of most spells and some transforms are available through the Earth and Celestial Guilds. Please see the guild masters for more information.

These Royal Guilds are a growing network of circles sharing resources and personnel and supporting each other. Getting involved can lead to more access to spells and components as well as other magical items and plot.

## TREASURE COIN

Evandarrian coinage is common in the High Kingdom of Kaurath and has been for many years. It is used in day-to-day commerce, found in hordes, carried by villains and innocent peasants alike. Certain spells even use the coins for symbolic or material purposes such as the undead creation magics and, in some cases, slain undead will drop the coins bound into them at their creation. While copper pence are rare in adventuring circles due to rising prices for the relatively rich adventuring and merchant classes they are used the peasants in small trade and to supplement barter and traditional obligations. Many large merchant houses will exchange sets of 100 for a gold. Silvers are not uncommon, especially in Kaurath due to their use in crafting undead. Gold and Platinum pieces circulate as well. Some gemstones are traded and those with especially useful values and of durable composition and pleasing proportions circulate like rare but stable high denomination currency. Depository certificates may appear occasionally as well.

## SMALL GEMS

The new mining work has produced a large number of small gems with values from 2 silver to 5 gold or more.

## ORE NUGGETS

Small nuggets of semi-valuable ores mined by those working in the new Dwarven realms under Haltia and Kassembler have started circulating since the Dwarves will exchange them for forged goods from housewares to plows to swords. The standard small stone of reasonable purity is worth about the same as a standard silver piece. A few enterprising hunters and have discovered that a number of breeds of small land fowls including chickens find them more useful than other small stones to aid in their digestion so it is no longer rare to find them when one kills and guts an animal. There is sufficient trade with the dwarves that larger merchants will accept them for deposit into safe storage accounts and occasionally even pay them out at face value of one silver. Small Clear Red semi-precious stones have been found in the river and are valued at one silver.

## EVALUATABLE ITEMS

**Animal skins, plants, mushrooms, various trade goods, seeds, ingots of precious metals,** and objects not magically useful may appear as treasure. Those skilled in Evaluating Items can judge the relative value of each such object. If one has such a skill one can deposit such items into banks or other depository accounts held by the major trading houses and expect at least full value to be credited and possibly a premium value to reflect their awareness. Those lacking that skill may end up getting less than a skilled merchant from the Hobblings who dominate Kaurathi banking and may find it

desirable to trade such items to those more skilled in such matters. Trading rare and valuable seeds from central Kaurath to provincial farmers or exotic leathers to the tanners of Harcos is often best. **Do not eat them.**

### **BLOODSTONES, DARKIRON, STARMETAL, HEARTWOOD, LIFESTONE**

Deposits of magically valuable substances which have always been found in Kaurath are now being mined in sufficient quantities that the adventuring population is starting to become familiar with them. These useful substances have a cash value and can be deposited but if withdrawn later you will get coin back. Such materials with strong elemental alignment or inherent magical power are used by the skilled to forge items of power. Revelation of the existence of the Soulforge of Kulta Kerros provided an alternative path for those with these and cash but who lack ritual skills or master crafting to have an item of power crafted to their taste or reshaped to meet their needs by dwarven smiths.

Each such component can be used to create a single effect on a magical item with a duration of a year. Doing this requires a Soul Forge and a master crafted object to be imbued. Multiples can be combined to make objects with up to five effects. Some of the materials are strong (have a longer date) and can be used to make two-year items. Speak with a master Dwarven merchant or formalist directly or contact Logistics.

### **COMPONENTS AND RAW MATERIALS**

Unusual and exotic magical components may be discovered when adventuring. Some are of value to casters and to the guilds to assist in ritual magic and others in basic and advance craftworks such as exotic herbs usable by Alchemy in lieu of coin.

### **DEEDS**

One may earn or purchase title deed to real property in the High Kingdom. The local magistrates can register the deed and you can begin managing it or taking advantage of the business and/or facilities there, including workshops.

### **STOCK**

One may earn or purchase share in joint ventures and other businesses. The local magistrates can register this, and it gives some protections and legal rights as well as obligations to assist the joint venture.

### **BEARER BONDS AND NOTES**

The major guilds and trading houses may issue negotiable certificates representing access to some portion of a person's stored assets. Care must be taken as such documents are usable by anyone holding them. They should be treated as if they were hard currency. The guarantors are not concerned with who is presenting a document for payment. They are, however, notably vicious in pursuing those who attempt to interfere with the documents themselves.

## SCHEDULE

All times are approximate to allow for weather, plot, sleepiness, and the vagaries of cooking for large groups. Be polite.

Day	Time (est.)	What	Description
Fri	6-9 p.m.	Setup	Setup Logistics, Monster camp, Tavern, smoking areas, et al. Turn on hot water for showers. Check Cabins.
Fri	6++ p.m.	Check-in	Once Logistics opens in the Mod building we can start early check-ins.
Fri	9+ p.m.	Opening Ceremony	Opening Ceremonies in the Tavern or just outside. Review the Rules of the Game and of the Camp. Special Notes from Plot. <b>BELL</b>
Fri	9++ p.m.	Soft Start	Begin roleplaying once you are have completed your check-in, moved your things to your cabin, and gotten into makeup and your character's clothes. No combat, casting, or in game actions that might require a Marshall.
Fri	10:15 p.m.	Hard Start	Combat, casting, and all other in game actions are now possible. <b>BELL</b>
	Midnight	Snack	Midnight rations (late snack) will be served in the Tavern <b>BELL</b>
Sat	6 a.m.	Ltd. Refresh	<b>Limited refresh</b> of spells and skill use but <u>NOT</u> cantrips, formals, or production.
Sat	9 a.m.	Breakfast	Breakfast will be available in the Tavern until 11 <b>BELL</b>
Sat	Noon	Lunch	Lunch will be available in the Tavern until 2 <b>BELL</b>
Sat	6 p.m.	Refresh	<b>Full refresh</b> of spells, all skills, cantrips, formal magics, and production
Sat	6 p.m.	Dinner	A Feast will take place in the Tavern from 6 to 7 pm <b>BELL</b>
	Midnight	Snack	Midnight rations (late snack) will be served in the Tavern <b>BELL</b>
Sun	6 a.m.	Ltd. Refresh	<b>Limited refresh</b> of spells and skill use but <u>NOT</u> cantrips, formals, or production.
Sun	9 a.m.	Breakfast	Breakfast will be available until 11 <b>BELL</b>
Sun	9 a.m.	Cabin Clean	Do a first pass over your cabin. Bagged trash ready to move to edge of roadway at 2pm or to dumpster in parking lot at any time. The head for the Tavern cause stuff happening!
Sun	Noon-	Lunch	A lunch of everything left will be served <b>BELL</b>
Sun	Noon	Kitchen Cleanup	Anyone not involved in plot or battles at this point should lend a hand getting the Kitchen clean and closed down. Bonus Goblin Points!
Sun	Noon	Play Ends	In Game actions end. Everyone has a few minutes to put aside their gear and handle any leftover conversations. Cleanup continues.
Sun	Noon+	Closing Ceremony	Closing ceremonies will take place just outside the Tavern (inside in case of rain.) Cleanup continues quietly. <b>BELL</b>
Sun	1:00 p.m.	Cleanup	We need to clean up the site. <b>Everyone</b> needs to help Kitchen clean and pack, sweep Tavern, Pack and move Monster camp to shed, mop Bathroom. <b>Bonus Goblin Points!</b>
Sun	After	Checkout	Cleanup and pack out your cabin and bring trash to the edge of road. Have the cabin marshal inspect and sign you out, collecting your card and anything being deposited to your character's bank and property or workshop deeds to be registered.
Sun	4:00 pm	Bonus	If we are cleaned up and packed out this early there will be a special reward drawing.
Sun	5:00 p.m.	Gone	Kitchen and monster camp in the shed. Tavern cabins and bathrooms clean. Everyone off site. After event dinner at the buffet.

## NERO HARTFORD NON-DISCRIMINATION AND ANTI-HARASSMENT POLICY

NERO Hartford contains a wide variety of diverse persons from various walks of life. Because of this, there is always the possibility of both misunderstandings and of actual incidents of either **DISCRIMINATION** or **HARASSMENT**. This document is written and shared to show the definitions of **DISCRIMINATION**, **HARASSMENT** and the issue of various "triggers" and how we, at NERO Hartford, intend to deal with such incidents going forward.

**HARASSMENT** is defined as "a course of conduct which annoys, threatens, intimidates, alarms, or puts a person in fear of their safety. Harassment is unwanted, unwelcomed and uninvited behavior that demeans, threatens or offends the victim and results in a hostile environment for the victim. Harassing behavior may include, but is not limited to, epithets, derogatory comments or slurs and lewd propositions, assault, impeding or blocking movement, offensive touching or any physical interference with normal work or movement, and visual insults, such as derogatory posters or cartoons."

The general Anti-Discrimination policy of NERO Hartford is simple: All are welcome, without prejudice, to come and participate in our events as staff, volunteers or players. Period. This includes, but is not limited to, all genders, sexualities, religious beliefs, races and ethnicities, and so forth, ad infinitum.

"Triggers" are unavoidable. You are responsible to know your triggers and how to avoid them if you feel the need to. It is *not* the responsibility of players, staff or volunteers to know whenever they *might* say or do something wholly innocent that could cause *you* to react badly on an emotional or psychological level. Our game environment is a "wholly realized world" and if you do not expect real life to grant you "trigger warnings" then neither should our game environment. Consider this document to be your "trigger warning" then, that "this game environment may, at times, contain scenes that could trigger a potentially negative emotional feedback". It is *your* responsibility to step away from any scene that makes you personally uncomfortable, even going so far as to call a hold and express to a marshal or other staff member present that you need to step out if it becomes necessary.

Since the NERO Hartford game world is expressed via playing in a physical environment, mostly out of doors in a park-like or campground setting, and contains moments of extreme action and physicality, those with physical challenges may have difficulty in some instances. This may seriously impact your game play experience, overall. This is not meant, in any way, to be discriminatory to those with any physical challenges, but is a fact of the NERO Hartford game environment. It is *your* responsibility to know your own physical limitations in such instances and, if necessary, to remove yourself from those that are too physically challenging for any condition you may have.

**NEITHER HARASSMENT NOR DISCRIMINATION IS ACCEPTABLE BEHAVIOUR WITHIN OUR GAME ENVIRONMENT, AT ANY LEVEL OF ORGANIZATION. PERIOD.**

It is the policy and commitment of NERO Hartford that it does not discriminate on the basis of race, age, color, sex, national origin, physical or mental disability, or religion.

### EQUAL OPPORTUNITY

NERO Hartford is committed to a policy of equal employment/volunteer opportunity and does not discriminate in the terms, conditions, or privileges of employment on account of race, age, color, sex, national origin, physical or mental disability, or religion or otherwise as may be prohibited by federal and state law.

Any employee, board member, volunteer or player who believes that s/he or any other affiliate of NERO Hartford has been discriminated against is strongly encouraged to report this concern promptly to the Staff of NERO Hartford.

## **DISCRIMINATORY HARASSMENT**

Harassment or intimidation of a player, staff person or guest because of that person's race, age, color, sex, national origin, physical or mental disability, or religion is specifically prohibited and may be grounds for expulsion from NERO Hartford. Harassment and intimidation includes abusive, foul or threatening language or behavior. NERO Hartford is committed to maintaining an environment that is free of any such harassment and will not tolerate discrimination against staff members, volunteers, or players.

## **SEXUAL HARASSMENT**

Sexual Harassment of a player, staff person or guest is specifically prohibited and may be grounds for expulsion from NERO Hartford. Sexual harassment and intimidation includes ongoing unwanted sexual attention, sexually explicit or threatening language or behavior. NERO Hartford is committed to maintaining an environment that is free of any such harassment and will not tolerate sexual harassment against staff members, volunteers or chapter players.

***Issues of discriminatory treatment, harassment, or intimidation on any of these bases should immediately be reported to the Staff of NERO Hartford and, if substantiated, prompt action will be taken. Such actions may include being banned from the NERO Hartford chapter for repeated offenses. Any action taken by Staff on behalf of NERO Hartford will be documented in the event of any further outside legal action, which may potentially be taken on behalf of the wronged party.***