



BOOKING FORM PLAYER DETAILS



Name _____

Address _____

Phone _____

Email _____

I would like to...

Play

Crew

Dietary Requirements (vegetarian, vegan, food allergies etc.)

Medical - Please provide details of anything you would like us to know about

(any details you put in the box above will remain confidential)

Emergency contact name _____

Phone number _____

Sleeping Arrangements (some of these are limited, so first come first served)

What would you prefer (please tick)?

Indoors in the bunk house

Tent

Indoors in a roundhouse

Other

Signed

Date _____

GAME PREMISE

Tori'Goran III was once a pleasant agri-world in Prosperitas Sub-Sector Secundus. Then the heresy started. Like most heresies, it started small. This one began in the capital city of Gorus and started with a cult appeared calling itself 'The Emperor's Grace'. It seemed innocent enough, but rumours of despicable acts began to spread - of dark gods, rituals and sacrifice. The Inquisition tried to stamp it out, but by then the corruption had spread too far. Indeed it emanated out from Gorus, spreading like a tidal wave across the planet surface.

High Inquisitor Bradagus (Ordo Hereticus), safe aboard a ship in orbit simply declared the planet too unimportant to be worth the Imperial lives or the Astartes time needed to save it. The heresy was too far spread, and there was only one logical order to give - Exterminatus. But Planetary Governor Nielson begged for time stating that the heresy could be fought and driven back. Somehow the Inquisitor and the Governor came to agreement (although what favours were traded is unknown). Nielson was granted a short time to rescue the planet before the final order would be issued.

Nielson promptly called in the Imperial Guard. The brave men and women of the Venian 167th were sent to cleanse the planet and drive the forces of chaos back. And for a while, it looks like things were going well. But then the entire Venian regiment just... vanished. Soon after, reports started to come back from the forests, stating that the Venians had turned traitor.

Seemingly driven by desperation and panic, Governor Nielson started called in more favours, wanting to solve this problem before Bradagus noticed and nuked his planet. The elite and heroic troops of the Argenurium 26th came to his aid and they and the Governor disappeared into the forests in search of the rogue Venians.

Unfortunately for Nielson, Inquisitor Bradagus -had- noticed. But Bradagus decided to hold off from issuing Exterminatus just yet and decided to send an expedition as well. And so five months after their adventures on Caracas, the brave 'but unacknowledged' heroes of that expedition are once again called into service. Old and new faces will work together once more. The mission is to find and eliminate the treacherous Venian 167th and if possible to cleanse this world of chaos before the Inquisitor runs out of patience and nukes the lot. But really, only one thing matters... Will they beat the Argenurium 26th to the goal?

'The Road to Ruin' is a weekend live roleplaying event set in the galaxy of Warhammer 40K. It is intended to be an Imperium-focused game, so player characters should come from the Imperium. Whilst we will consider non-Imperial characters, any of these will be extremely limited in number and allowed only at the discretion of the refs. More details about rules, character generation etc. can be found here: <http://www.deathuntodarkness.org/DeathUntoDarknessRules.pdf>

Important Legal Copyright Bit!

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USEFUL INFORMATION...

Date/Time

This is a weekend game on the 12th-14th March 2010. No players on site before 4pm on the Friday without checking with us first! Time in on Friday is at 9pm and time out will be sometime in the early hours of Sunday morning, 'time-ish' will be called whenever the refs/crew go to bed but you can continue to roleplay if you like. Meals will be in character!

Where is it?

The game will be held at Stock Wood, Lambsquay Road, Clearwell, Gloucestershire, GL16 8JR, just opposite 'Clearwell Caves' (which is signposted). Stock Wood is situated in the lovely Forest of Dean and features plenty of woods, canyons, and an Iron Age village with roundhouses. More details about the site can be found at: <http://www.legionofdreams.com/Stockwood.htm>. There are even showers! Some indoor (bunk house/camp bed) accommodation is available on a first come first served basis.

Getting there

There are plenty of car parking spaces in the field next to the road. Directions to the site can be found here: <http://www.legionofdreams.com/location.htm>. The nearest train station (5 miles away) is Lydney on the Cheltenham - Newport line, details of trains are on the Arriva Trains Wales site. The nearest National Express coach stops are at Ross-on-Wye or Chepstow. There are local buses, please ask if you want details of those. Lifts are available!

Prices

£60 for players, £55 for students/unwaged etc., £5 to crew. This event is fully catered (although players will need to bring their own alcohol)!

Health and Safety

This game uses pyrotechnics, smoke etc. Please inform the refs if you have any problems with such things (or indeed anything that might come up in a outdoors combat game). An important point to note - if you see a fence whilst out and about in the woods, do not cross it for any reason, because there's likely to be a steep drop the other side. There will be a safety briefing at the beginning of the game.

Children

This is a game with mature and horror themes, not to mention larp combat, therefore no children please (we don't want to give them nightmares)! 16-18 year olds allowed with permission from a parent/guardian.

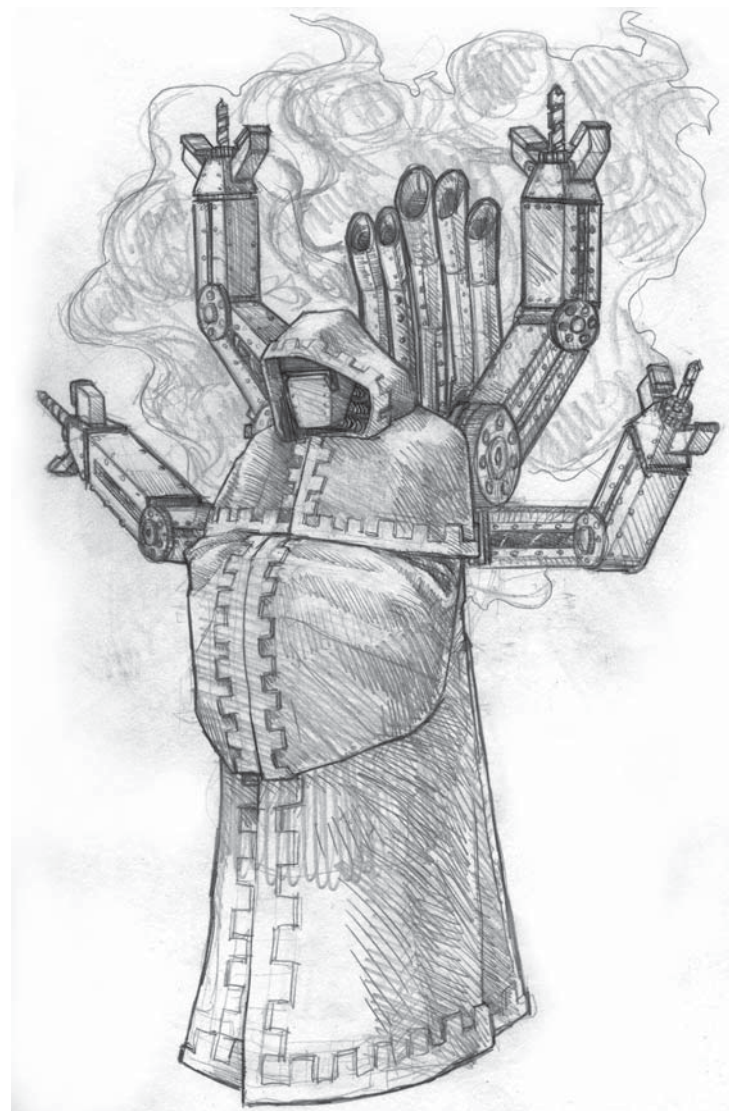
How to book

Please email your booking forms to bookings@deathuntodarkness.org. The paypal link for online payment is here: <http://www.deathuntodarkness.org/games.html>.

All bookings must be received 2 weeks before the game date.



DEATH UNTO DARKNESS EPISODE 2 - THE ROAD TO RUIN



12TH-14TH MARCH 2010
STOCK WOOD, CLEARWELL, GLOUCESTERSHIRE