



Night of the Nearly Living Dead 2009

8am, 21st of December
At

Chislehurst Caves in London

VERY IMPORTANT, PLEASE NOTE

The referee team will need to know of any medical conditions that you may possess.

This information will be kept strictly confidential, and is best provided by accessing your member profile on our website and entering the information there.

This event is potentially stressful both physically and psychologically, involving an extended period of time in dark caves, with little to no light, and could become very disorienting and distressing.

To save the living, the Dead must fight

Not suitable for those of a fragile composition

A Heart of Pargon Event

£25 before December, £30 on the day

www.heartofpargon.co.uk



ALSO NOTE

There is a potential player versus player element to the event. Existing dead characters may be played, with any items/potions they had when they were alive, or you may start a new character, with 20 skill and 20 essence.

If you survive the event then the character may be returned to life in the world of Velmaneth, but without the items and potions they had in the Hopewastes, subject to the conditions laid out below.

IC Information

Unrest has plagued the Hopewastes for the past three years, and the Night of the Nearly Living Dead has been prevented.

This year... Kan Slaat, Arch Mage and Lord of the land of the dead needs help. Calling upon the aid of the dead Heroes, he offers to them a chance, opportunity for escape, to return, to live.

OOO Information

The event is being held at Chislehurst caves in London. Please see:

<http://www.heartofpargon.co.uk/forums/viewtopic.php?p=15017#15017>

for transport details.

The event will run from 8am (time in 10am) until 10pm.

Only dead characters may be played. These can either be characters that have been lost in a previous game, or you may start a dead character with 20 skill and 20 essence.

Any items possessed by the character at the moment that they died may be taken into the Hopewastes, but will not be possessed should they escape.

All characters must be cleared with Will prior to playing. Please email him with details, existing or new characters alike:

will@heartofpargon.co.uk

Likewise, any further questions can be directed to the above address.

The event will cost £25 to play if paid before December, and £30 afterwards.

You will need to sign up to our forums and complete the membership details online, including all medical information. This is completely confidential and no details will be passed on to anyone.

This is because the event is likely to be highly stressful and taxing and we need to take into account all risks before undertaking such an event.



Structure

The players will be working together, from a base and venturing out into the cave system to complete a variety of missions fighting towards a common goal.

Throughout the day there will be opportunity to acquire certain tokens that will entitle the character to return to life! They will then be able to play their characters again back in the main game world. If the character does not escape, then they just stay in the Hopewastes. However, if they die during the event, they are dead forever, as their soul is destroyed.

There are plans for a Hopewastes campaign in 2010 to allow dead characters to be played, and following on the plot line started at Night of the Nearly Living Dead.

Other Arrangements

If you are seeking places to stay whilst in London, or need to spend extra time in London (overnight perhaps) then please visit our forums where plans can be made and lovely people can offer their floor space!