



The Lorien Trust 2024

RUNE

Information, News, Maps & Updates
for the 2024 Lorien Trust Roleplay Season



www.lorientrust.com



Lorien Trust 2024 Event Prices & Prebook Dates

Lorien Trust Event Booking 2024 - Options and Prices

Individual Event (Adults aged 16+)	Event OSPs	Winter Prebook	Spring Prebook	Summer Prebook	Pay on Gate
Spring Moot	10	£70	£75	-	£90
Great Erdrejan Fayre	10	£70	£75	-	£90
Summer Moot	10	£70	£75	£75	£90
The Gathering	10	£70	£75	£75	£90
Thursday Early Entry	-	-	-	-	£10

Payments on gate are cash only. Thursday early entry only charged to adults. Access from 2pm.

Children	Individual Prebooked Events	Pay on Gate
Children 11-15yrs	£15 each	£20 each
Children 10yrs or under	FREE	FREE

All Four Multi-Event Booking	Prebook OSPs	Multi-Event Bonus OSPs	Prebook Price
Winter Booking ★	40 (10 Per Event)	+20	£265 (save £95 on gate price)
Spring Booking ★	40 (10 Per Event)	+10	£300 (save £60 on gate price)
Children (11-15yrs)	40 (10 Per Event)	-	£50 (save £30 on gate price)
Children (10yrs or under)	40 (10 Per Event)	-	FREE

★ **MULTI-EVENT BOOKING OSP TIER ADVANCE** - Purchase ALL of your 4 OSP skills for the year during prebook and gain the ability to tier up one of the purchased skills by a second level i.e. purchase "Dismiss/Control +4" and tier this immediately to "Dismiss/Control +6" (pay OSPs for both). This can not be used to purchase Tier 5 or skills marked as restricted.

Prebook Periods	Prebook Dates
Winter booking	Friday 1st December 2023 to Wednesday 31st January 2024
Spring booking	Thursday 1st February 2024 to Sunday 31st March 2024
Summer booking	Monday 1st April 2024 to Sunday 30th June 2024

Prebook prices are applied until 10pm of the final date of each booking period.

New adult customers receive up to 50% discount on the first event prebooked (not the entire order) and in addition will receive a new customer 50 OSP starter.

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The LORien Trust 2024

Event Dates & Hosting Factions

Gryphons

The Gryphons represent the twinned kingdoms of Estragales and Lyonesse, united under one banner (that of The Lord Gryphon). The two nations fight for the individual faiths, rights and territories of their people, defending them with a fierce sense of pride, and an ingrained code of chivalry. The faction call "All For One, One For All", the unity of these two nations is undeniable, and is core to the Faction identity. Gryphons do not hide their contempt for all aspects of Unlife, but welcome those from all walks of life, and an eclectic mix of cultures and creeds into their society.

Tarantulas

Of the Heartland Nation Factions - the Tarantulas are by far the most unique. Where societies of the surface can be reasonably compared and contrasted, the Tarantula Faction is cold and unnerving to outsiders. There is one rule: Don't Get caught. There is one Law - that of the Valsharess (The matriarchal Drow Queen of the Underdark - or the Advisors that rule in her absence). The Tarantula Lands are enormous subterranean caverns, tunnels, rivers and lakes that span the length and breadth of the Heartlands (collectively referred to as The Underdark). The Faction has a high concentration of Drow, Norns, Elves and Dark Elves. Faith is the beating dark Heart of the Under Empire and its zealous fanaticism is the fiery blood in its veins.

Jackals

The people of the Southlands are an Empire of diverse cultures and peoples, Scholars, Artisans, Thinkers, Inventors, Nobles and Nomads - with seemingly little in common to account for their zealous unity when facing outsiders. Bringing all of this creativity and invention to the Battlefield is a sight to behold and terrifying thing to face. The Emperor/Empress of the Jackals leads a council of advisers, generals, and viziers - these report to the Emperor/Empress themselves and oversee the internal day-to-day affairs of the Jackals and thus, by extension, the Southlands. The High Vizier of the Nile (also the voice of the Emperor/Empress in their absence), oversee the internal strand of the Jackals - attending to matters and issues arising within the Faction, aided by the various High representatives.



The Spring Moot

May 3rd to May 6th 2024

Gryphons and Tarantulas Hosting



Great Erdrejan Fayre

May 24th to May 27th 2024

Hosted by the Jackals



The Summer Moot

August 2nd to August 4th 2024

Harts and Wolves Hosting



The Gathering

August 23rd to August 26th 2024

Hosted by the Lions Faction

Harts

The Harts of Albion are the Knights and Nobles of Albion, guarding the land, protecting the people and upholding the law. The Realm of Albion is the land of Arthur from the times of Legend. The People of Albion are predominantly Human with tribes of Elves, Courts of the Fey, and packs of Beastkin who call this land their home. Albion is steeped in family names and lineages, but rank and honour come from ability, and worth is determined by deed. You may arrive at Court a farmhand - to raise yourself to the Rank of Knight or to lead a Noble House. From the heathered York moors and the snow-crowned fells of Keswick in the North, through to the shaded eaves of Gloucester's Great Greenwood and the rolling meadows of Winchester to the sheer cliffs of Cornwall in the South - Albion waits for you to live and breathe your destiny.

Wolves

The hardy people from a cold land with warm hearts and fiery resolve; in a harsh climate it pays to be generous to your neighbour, as you may one day rely on them. This is the backbone of the Wolves faction - and when the wind blows chill, passion and spirit can shatter continents. The Wolves venerate Ancestors and honour traditions, that is not to say they are blind slaves to the old ways - the Wolves Faction have vision beyond that of other Nations and have used that advantage to rise above others. A warrior people sometimes accused of being single minded (often proven to be a false and costly mistake for those that whisper it) mistaking fearlessness for foolishness. The minds are as sharp as the axe that splits your shield and rends your armour.

Lions

Many decades ago - the Lions Faction were exiled from their Ancestral home of Albion after losing a Civil War and migrated to the mystical plane of Avalon, from there they faced hardship and reformation only to be crushed by the unfathomable Evil of the Nosta Kar forcing a fighting retreat of the War forged Lions back to the Heartlands and the Archipelago of Lantia, a circle of islands between Lyonesse and Aegyptus. With the last great Cataclysm, the mirror realm of Orst merged with Lantia, changing the geography that had stood for millennia.



Information for attending Lorien Trust events

How to book your events

- **Online booking** - Accepts payment by Credit/Debit Card via Sage Pay, allowing for fast and secure online payments.
- **On the Gate Payment** - Cash ONLY for on the gate payments. No debit/credit card facilities are available while purchasing at the gate.

Online booking for Existing Customers

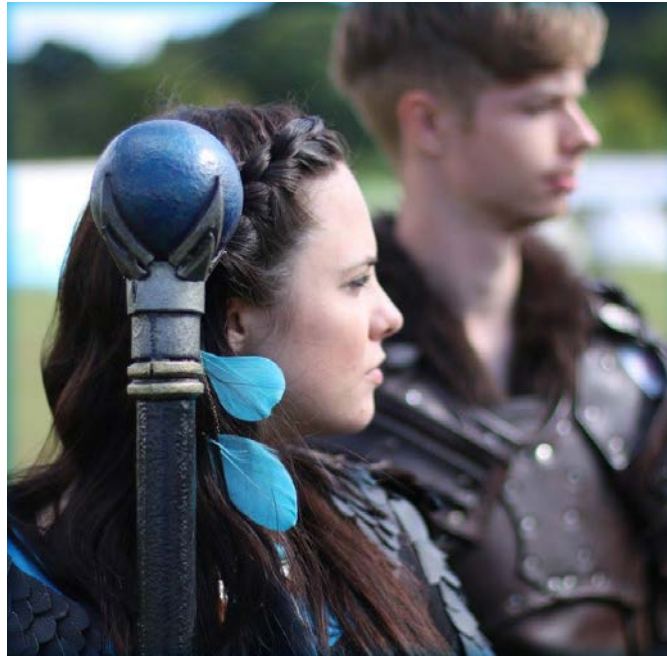
Once your character has been created a character preview will show in your My Account area of the website when logged in. This will show the current Character Skills and active Occupational Skills. If your character is not linked use the form on the Helpful Links page to inform the office or if you find an issue with your character email enquiries@lorientrust.com. To start your booking simply visit the events page on the website.

New Customers Bookings

If you are new to the Lorien Trust system, the Building a Character section in the Players Handbook can assist with your character creation; this is available to download from the Publications Page of the website. If you are still unsure on any creation details, you can email the Lorien Trust office on enquiries@lorientrust.com and we will be happy to assist you. To book on-line you will need to create an account on the website and complete and submit a New Customer Personal Details form which can be found on the Helpful Links Page. Once you have registered your details you can create a character.

Offers and Discounts

We offer multibuy incentives (in game benefits) for all. For new customer you will receive up to 50% off your first prebooked event. More info for these can be found on the Lorien Trust Website.



Volunteering for Setup and Takedown

We are always looking for enthusiastic people to assist before the event with setup or afterwards for takedown. Assistance is always valued; hot food, shower and toilet facilities are available for use during the day(s) that you can offer. Additionally, Occupational Skills, In-character Gold tokens as well as bonuses from the Dragon herself!. For more info contact enquiries@lorientrust.com.

Trading and Selling Goods at Lorien Trust Events (Out-of-character)

We host a good range of traders selling a large variety of wares, from weapons, costume and even bespoke handmade furniture to everyday LARP essentials. If you are interested in trading at Lorien Trust please contact us at enquiries@lorientrust.com and we will send you a Traders Guide.

Make sure you have your ticket ready

Upon arrival you must visit the main gate to obtain your wristband before heading to your Faction Area. If you have pre-booked, when arriving at the gate you must produce your ticket to check in, if you have not pre-booked you can pay at the gate (cash only). When this is complete you will receive your wristband, which MUST be worn at all times during the event.

The gate will have a site map indicating the layout of the event and the direction of your Faction Area. Also, at the gate you will find the main weapons check point where we will inspect your Weapons and Armour for suitability of use in the game. Items that do not reach the Lorien Trust standards must be returned to your vehicle and are not permitted for use at the event. Volunteers will try to keep the Gate open until 11.30pm - should you arrive when the gate is closed please check in at Event Support who will be happy to book you in and issue your wristband.

Arriving/Leaving via Public Transport

Please ensure you are dropped off at the Lorien Trust event gate (and not Locko Park entrance gate). If you are arriving/leaving by train or bus into Derby there are Taxis at the station. Local taxi's include Albatross Cars: 01332 345345 and Western Cars: 01332 331331

Arriving, Speed limits/signs and Parking

There is a speed limit for all vehicles of 10 m.p.h. on Locko Park roads and 5 m.p.h. while on gravel or grass tracks. You must obey all site direction signs. Parking is only permitted on short grass within the car parks. Park sensibly and use caution whilst in the car park. Leave plenty of space around marked or obvious roadways and do not block other people in. Parking is at your own risk and we advise that you remove valuables and ensure your car is safe and secure. If you have any problems please visit Event Support.





Information for attending Lorien Trust events



Dropping off kit at camp and Setting up your Tent

You may, weather permitting (ground in good condition) drive onto the camping field for up to a maximum of 1 hour to unload. All vehicles must then be returned to the car park. If the weather is bad and we do not allow you to drive onto the camping field we will try our best to provide a trailer service to ferry your kit to your Faction. When setting up your tent please leave a space between for people to walk between tents and other obstacles. Tents must not block any paths, access points or emergency roads - and never pitch tents near a fire container (risk of fire) or cross your guy lines with those around you. If you are unsure where to pitch tents, check with your Faction command team or other Lorien Trust volunteers. Tents blocking any of the above-mentioned areas/outside of an allowed camping location will always be required to move. Please be aware that many of the trees in Locko Park are old, and are prone to shedding branches unexpectedly, for your own safety, do not camp under the tree canopy.

What to bring to an Event

All Lorien Trust main events are camping-based weekends generally running from Friday to Monday (some events being one day shorter). As such it is important that you bring the correct equipment and clothing with you.

Personal Clothing and items

Most importantly, bring any medication you require, contact lenses (including spares), wash kits, towels, sun lotion, insect repellent and sufficient money for the event. Although we provide toilet rolls for all toilet facilities, it is sometimes prudent to bring a roll for the time between it running out and The Lorien Trust having chance to resupply. Spare clothes along with warm and weather proof items, extra socks are always useful (even in the summer it can get quite cold during the night). Suitable footwear should be worn for uneven ground. Also recommended is torch and/or tent lighting.

Character Costume and Weaponry

Every character needs a costume - this does not have to be expensive or over-complex. Making your own kit and charity shops are a great way to pick up a bargain bit of kit. Spend time online looking for simple guides on easy to make LARP costume and be as creative as you want. Your character may also be in need of some weaponry. All weaponry and armour must be LARP usable and every item is checked at the beginning of each event (and can often be randomly checked during an event). If you have any queries during the event weapon checkers are available at event support.

Camping and Caravans

Lorien Trust Main Events are camping weekends and you will need a sturdy waterproof tent to sleep in, along with enough bedding to keep you warm and cosy at night as well as ensuring that your tent is big enough for yourself and any kit or equipment you bring (Spare tent pegs and guy ropes can also be useful). Ensure that you are not camped too close to others, do not block any entrances or place your tent in any camp ambulance runs (if you are unsure, please ask your Camp Security volunteer). If you want to bring a caravan or camper van to the events, there may be limitations to where you can park and camp. Please see the Gate Staff for details on suitable locations. No electric hook-up is available. Caravans or Motor homes must not exceed the maximum UK size of 7 metres long and 2.55 metres wide. Access to Locko Park for caravans is via the main entrance off Locko Road. There are NO onsite facilities for the disposal of your toilet waste, the Lorien Trust pump truck guys are responsible for emptying the communal facilities on site and WILL NOT empty individual caravans therefore it is your responsibility to dispose of your waste safely off site.



BBQ, Fires and Gas Canisters

Barbecues and fires are permitted but should be in a suitable fire container which to avoid damaging the ground must be positioned on sand or stone slab and never left unattended with the last person to leave the fire container making sure it has been properly extinguished.

A large container of water must be kept near your fire at all times in case of emergency. The Lorien Trust can supply a bucket of sand for putting under your BBQ/firepit and the bucket can then be filled with water.

If you see any fires that are not within a proper fire container or barbecue, please report it immediately to any Lorien Trust volunteer with a radio. Unattended fires will be extinguished.

- **All barbecues/fires and associated materials must be extinguished and taken off site for disposal; anyone found using site skips/bins may be fined and/or banned**
- **No naked flames may be used under canvas or inside tents unless the equipment used is specifically designed/ manufactured for this purpose; these must be used in compliance with manufacturers guidelines and be a safe distance away from flammable surfaces or tent canvas and you must have safety equipment readily available. If unsure your Faction Command or Event Support can give advice.**
- **Weather permitting, raised braziers, fire pits and barbecue equipment can be brought to the events but must not damage or burn the ground. Fires Must Never be left unattended and Must have a large container of water nearby.**

Customers with gas canisters must store and dispose of them as per the manufacturers' instructions; they must not be disposed of in the site skips/bins.



Information for attending Lorien Trust events

Fire Precautions and Regulations

In the event of a Fire, follow these instructions:

- Keep calm
- Raise the alarm, giving the location of the fire
- Alert other people in the area
- Evacuate the area where the fire is and move directly to your faction assembly point
- Do not collect any of your belongings
- Do not return to the area of the fire until informed by a member of the Lorien Trust Emergency Team or member of the Fire Brigade (if attending) that it is safe to do so

Forgotten something?

If you do forget anything ASDA Supercentre is a ten-minute drive away (DE21 7LW) or there is a Co-Op in Spondon that opens 6am-11pm every day (DE21 7FG). There are also many other local stores in Spondon offering a wide range of products including pharmaceutical.

Toilets and Washing facilities

We provide toilets (Tardis style) and a limited number of showers (due to site water pressure). We try to place these as practically as we possibly can. To ensure they are on even ground, and serviceable throughout the event. Please keep these facilities clean and leave them as you find them. If using a chemical "tardis" toilet, use the flush/pump handle before and after use. Due to the placement of some tardis units we will be unable to light them at night. Standpipes can be found in the main field and around the edge of the camping areas, the water comes direct from the water mains. Sanitary bin facilities are available in all disabled toilets and some baby-changing facilities are available in some disabled units.



Catering and Bar

Catering units provide a range of hot & cold food and drinks, including vegetarian and vegan food. A fully licensed bar marquee will serve a range of alcoholic and soft drinks. Alcoholic beverages will not be sold to any person under 18. Only drinks purchased at the bar may be consumed in the bar area itself.

Rubbish Disposal

Bins are located across the main areas and large skips are located at key points around the site. Event Support will gladly provide you with additional bin bags free of charge if you run short. Locko park is a wonderful country estate and we are proud of our ongoing partnership with them. Please continue to keep it beautiful and litter-free for everyone. The skips provided by the Lorien Trust are for day to day waste only and not for large/bulky items. Customers found to be abusing these facilities may be fined as the Lorien Trust incur extra costs.

Lost Property

All lost property that has been handed to Event Support has been securely stored on site during the winter period and will be available to collect during any of the main events. Property is retained for one year and then may be disposed of by either destruction or sold with proceeds going to charity. Any lost property found must be taken to the Event Support, (please inform them where you found it). Items will then be stored in a secure area until claimed. Any items of clothing/weapons that are found to be broken or wet/soiled, will be disposed of after that event if they not collected. Any other items such as weapons, tankards,

and the like will be put into storage and will be available at the next event. Our volunteers scour the battlefield after large fights checking for lost items - however, given the size of the area being searched we recommend allowing an hour or so before heading down to see if your lost item has been handed in.

Charity Donations

The Lorien Trust (through various donations and events) donated £1625 to Derby Mind in 2023. We thank everyone involved in helping us raise this money for a fantastic charity.





Information for attending Lorien Trust events



Game Control, Event Support and Safety

Game Control is where you go for character creation or amendments and the subsequent issue of a new character card, any in-game, rules or character related issues. Volunteers will assist in solving or answering your questions.

Event Support can be found next to Game Control. Support volunteers are available 24 hours a day for the duration of the events. If you have a non game related problem or issue, this is where you should go. Event Support volunteers also deal with:

- All of your lost and/or found property.
- The issuing of supplementary bin bags
- Customer feedback
- Any site, facilities or service issues
- Any fire or other site safety issues
- Reporting Out-Of-Character (Real Life) incidents
- Missing children (all children should be aware this is the meeting point if they get lost).

Event Support have a number of different vehicles for use on site as emergency and site work vehicles. Please keep an eye out for them and give them right of way.

First Aid, Reporting Emergencies and Response Vehicles

Qualified First Aid personnel, male and female, are available 24 hours a day as part of the Event Support team. Medical information given to Event Support Team will be treated in the strictest of confidence, unless needed by Ambulance or other medical personnel. The First Aid Post is situated in the same event support marquee as Game Control. Your personal safety and wellbeing at Lorien Trust events is our highest priority. Lorien Trust volunteers have to be able to respond to any emergency as quickly as possible and may involve the use of any Emergency Response Vehicle. Please clear a path to allow them access to any part of the site. (please be aware that not all vehicles used in an emergency will have flashing lights and/or sirens).

Children at Lorien Trust Events

We pride ourselves on running a family friendly event. Lorien Trust Under 16 Plot is run by a qualified team, normally with background in teaching or childcare and trained in basic safeguarding. All Under 16 Plot team members are either DBS (Formerly CRB) checked by us or supervised directly by those who are. Under 16 Plot is an integral part of the world and game, family interaction is highly encouraged.

Where to Camp and Maps for the Events

Overview Maps of the Event setup and Facilities are published shortly before each event (after rigorous checks about the suitability of the ground and safe areas have been established by the teams setting up the site).



Groups (In-Character)

Groups of characters that have an in-character bond, association Groups (In-Character). Groups of characters that have an in-character bond, association or uniform appearance are a fantastic addition to the game and to encourage this we allow characters to register as a group during booking. This means that your Unit, Clan, Family or other title can be used to identify you and your group both in-character and out of character. It is not necessary to be in a group to play the game or have a great time, but the opportunity is there for those that would like to.

To create a group, you must have a Group Leader (this is an out of character thing and does not necessarily have to match the in-character Group Leader) who registers the Group name, and then themselves as Group Leader. This can be done by emailing enquiries@loreintrust.com or at Game Control at main Lorien Trust Events. A group must have a minimum of 7 members including the Group Leader. Once this has been completed, members of your group can prebook themselves under that Group name to help the group grow.

As an added incentive, registered Groups who attend the Gathering will receive a special Group pack; to qualify a minimum of 7 group members including the Group Leader must have prebooked for the Gathering. The size of the reward depends on how many of the group have prebooked for the Gathering. This pack will be given to the attending registered Group Leader at the Gathering and will contain rewards for the group (and can include bonus OSPs, in-character money, Lammied Items and Training Vouchers).



Information for attending Lorien Trust events

Your Event Booking

Once we have received your booking and payment we will process your order and tickets. See your event information email on collecting character card, token, wristband etc. Tickets are non-transferrable and non-refundable, see our Terms and Conditions for further information.

Character Card

Character cards if linked to a player's account on the website will be viewable in "Your Account" area. Your character and its skills are valid once your linked character has been updated or you have your character card in hand.

Arriving Early

Many of you prefer to arrive (a day early) on the Thursday of an event to set up your camp. The gate will open from 2pm on the Thursday of that event and a fee will be charged on the gate for the extra night of camping at each event (Children under 16 free). Please check the Lorien Trust Website for full details of the fee price before travelling to the event.



Going Home

All event activities officially finish no later than 5pm on the last day of each of the events. All customers must then be off site by 8pm. Please make sure your camping area is left clean and tidy and we ask that all customers leave in an orderly and courteous manner for everyone to have a safe journey home.

Self Care for Attendees

Keeping hydrated and eating regularly are key to fully enjoying the events to the full. In addition any medication that you regularly take for conditions or ailments should not be missed or inhibited for any reason - the health of our attendees is of upmost importance to the Lorien Trust. Emotional and roleplay stresses during events can also occur with intense situations being amplified. We ask that if you are aware that you are particularly sensitive to these situations you should be prepared to excuse yourself from a situation politely.

Raising a hand to indicate an out-of-character issue and explaining your concern can often suffice for issues - however please remember that it is a roleplay situation and that many people fully immerse themselves in a character and situation. Communication is the key and we ask all to respect the spirit of the game. The Lorien Trust loves to see everyone enjoy their time with us, we are a community of people coming to a world of Fantasy, Magic, Adventure and Possibilities.

We ensure that we are prepared for First Aid incidents (including Mental Health trained volunteers). With limited volunteer resources we are busy full time dealing with field related incidents. Please do not deliberately embroil the Lorien Trust or its Volunteers in any personal, domestic or relationship issues, if it becomes necessary please report to First Aid or Security.

Finally, a reminder that the Lorien Trust game has an element of contact combat and it is not possible to guarantee or regulate the combat part of the game safely without your help. During Time-in in an in-character area if you are an active character (i.e. finger not clearly in the air) and in-character costume - there is a chance that you may be struck by LARP appropriate weapons and projectiles, these rules apply equally to all.

The Rules of the Game and the World of Erdreja

The Lorien Trust game runs using the Version 4 Rules and take place in the world of Erdreja. You can create your character and begin your adventures by creating a character using these rules.

All of the information and full descriptions of everything you need to play the game can be found in the Lorien Trust Rules Handbook. Additional information and helpful downloadable and printable game sheets can be found at www.lorientrust.com/publications.





General and Site Rules of the Lorien Trust and Locko Park

General Rules and Regulations of The Lorien Trust Game and Events

- You agree to comply with and be bound by the Lorien Trust (LT) game rules. The Lorien Trusts decision is final in all disputes concerning the game rules.
- The Live Action Role Playing (LARP) hobby involves the use of specially manufactured LARP weapons, all participants at Lorien Trust events agree that LARP weapons may be used on them during participation.
- Anyone found using a LARP weapon in a dangerous manner will be warned of their actions and/or may be removed from the event at organiser's discretion.
- Metal or other non-LARP weapons must never be brought to Lorien Trust events. The game world of Erdreja does not and will not allow gunpowder/fire arms and although there is goblin/dwarven engineering no items may resemble a replica firearm of any description i.e. gun, cannons, blunderbuss, flintlock etc. If you have any such item do not bring them to events. If you have one that has a lammie attached remove the lammie and bring that to the Game Control leaving the replica gun at home. No one is allowed to bring these items to the field including Traders, anyone found in the field with such items will be asked to return it to their vehicle and not bring them to future events or face the item being confiscated.
- Reasonable camping knives are permitted but can only be used in your camp and must be kept in your tent.
- The Lorien Trust reserve the right to confiscate/ban, any weapon or any item of equipment it deems to be unsuitable or inappropriate. Any confiscated item Must be collected from the Main Security Point, prior to you leaving the event, any uncollected items will be kept for a maximum of one year after the event and may then be disposed of.
- The Lorien Trust will inform the authorities if anyone is discovered breaking the law.
- The Lorien Trust will charge you for the repair or replacement value of any Lorien Trust or event location property that you have lost, damaged, vandalised or destroyed.
- No child under 16 will be permitted to take part in any large battles.
- Our gate issued security wristband must be attached to your wrist upon entry and then worn at all times during that event.
- No pyrotechnics, fireworks or theatrical smoke producing devices are allowed to be brought to any Lorien Trust event by customers.
- No trading will be permitted without a valid Lorien Trust trading licence.
- Any player caught cheating will be warned. If they persist, they will be penalised and may be removed from the event. This includes failing to adhere to the "spirit of the game".
- The Lorien Trust run family friendly events. You are required to maintain a reasonable standard of decency, both physically and verbally.
- Lorien Trust LARP events are there for everyone to enjoy equally and safely without fear of harm, discrimination or harassment. Intentionally disruptive or harmful behaviour may result in expulsion from the event. If the situation requires, the authorities may be informed.

Spirit of the Game at Lorien Trust Events

All participants at Lorien Trust events are required to uphold the spirit (not just the letter) of the rules. Volunteers can only make decisions based on the information at hand and the ultimate aim of live role-playing is to have fun.

Role-playing a character in such a way as to deliberately upset others out-of-character is not within the Spirit of the rules. The Lorien Trust would like to ask all participants to leave out-of-character disagreements with other people outside the event.

Site Rules of Lorien Trust & Locko Park

- Vehicles without official site access are restricted to the players' car parks only. Any vehicle obstructing access in these areas or found outside of the permitted areas may be removed. You may only use the camping drop off points for a maximum of 30 minutes. Ask gate crew.
- Do not leave valuables visible in your vehicle. All vehicles are parked at the owner's risk.
- Caravans & Motor homes maybe be brought to the events; however owners must get prior permission from the Lorien Trust. Caravans and Motor homes must not exceed the maximum UK size of 7 metres long and 2.55 metres wide and there may be restrictions on where they can park. There are NO onsite facilities for the disposal of your caravan or motor home toilet waste, it is your responsibility to dispose of your waste safely off site.
- No animals are permitted at events except for Guide Dogs or Support Dogs, you must notify the Lorien Trust prior to arrival
- No combat may take place in OOC areas (Toilets, Event Support, Game Control, Monster Room and Car Parks). No mass combat may take place in these In Character areas; Trade stands, Guild tent, Bar, Caterers and any area displaying a sign stating this rule.
- The backs of the Trade stands and traders' car park are Out of Bounds to players unless accompanied by a trader or a Lorien Trust crew member.
- Be Aware. At LORIEN TRUST events, special effects are regularly used which include loud sounds, strobe and UV lighting and smoke machines. These can be hazardous to you if you suffer from a medical condition that may be affected by these effects.
- No naked flames may be used under canvas or inside tents unless the equipment used is specifically designed/ manufactured for this purpose; these must be used in compliance with manufacturers guidelines and be a safe distance away from flammable surfaces or tent canvas and you must have safety equipment readily available. If unsure your Faction Command or Event Support can give advice.
- Weather permitting, raised braziers, fire pits and barbecue equipment can be brought to the events but must not damage or burn the ground. Fires Must Never be left unattended and Must have a large container of water nearby.
- Locko Hall, the surrounding buildings and ornate gardens are strictly Out of Bounds. Do not enter any of these areas under any circumstances. The Locko Park lake is strictly Out of Bounds. This area is very dangerous, Stay out!
- Any fields containing livestock or growing crops are Out of Bounds unless you are crossing them whilst accompanied by a Lorien Trust crew member.
- The LORIEN TRUST crew area is Out of Bounds to players unless accompanied by an LORIEN TRUST crew member
- Other areas marked 'No Entry' or 'Out of Bounds' Must not be entered by any person. If for any reason you need to retrieve something from these areas, you must first find a member of Lorien Trust crew.
- Do not damage the plant life, climb, damage or camp under trees. No posters or flyers may be attached to any tree, fences or structure on Locko Park.
- When driving through the site you must obey the 5mph speed limit. Obey all road signs and instructions from Lorien Trust crew. Only use the marked site entrances and exits that are allocated for your use.
- You must clear up, bag and tie your rubbish and deposit in one of the skips provided before you leave the site. Keep the site, especially the camping and main field areas, tidy during the event. All firepits/ BBQ and associated supplies/equipment must be removed from site. Anyone using the sites skips/bins may be fined and/or banned.
- Only use the Toilet Facilities provided.



Pay On the Gate Event Booking - Personal Details

Please complete in BLOCK CAPITALS

First or Given Name:

Surname:

Player ID:

New/Returning New Customer ☐ Returning Customer ☐

Date of Birth: Title (optional):

Address:

Country (If not UK):

Postcode:

Email:

(Our preferred method of contact)

Contact Number:

Emergency Contact Details

Contact Name:

Contact Number:

Declaration and Signature

If you are under 16 years of age this form must be signed by your parent or guardian.

The information I have supplied in sections of this form is an accurate account of my details and I have not falsely supplied any information on these sections. I agree to comply with and be bound by the Terms and Conditions, rules and regulations of the Lorien Trust and accept that the Lorien Trust organisers and their staff cannot be held responsible for any injury, damage or loss howsoever caused during, or as an incidental result of its events. A full copy of terms and conditions are available on the website.

Signed:

All children under 16 must be accompanied and supervised by a paying adult

Date:

Parent/Guardian Name:

Parent/Guardian Player ID Number (if known):

Thursday: ☐ Friday: ☐ Spring Moot: ☐ GEF: ☐ Summer Moot: ☐ Gathering: ☐



Pay On the Gate Event Booking - Character Details

Character Name:

Beastkin: ☐ Drow: ☐ Dwarf: ☐ Elf: ☐ Human: ☐

Fey: ☐ Olog: ☐ Uruck: ☐ Halfling: ☐ Umbral: ☐

Lammie Supported Race: Lammie ID (SC ID - If any):

Faction - Tick one Box, if you do not choose, one will be randomly chosen for you

Bears: ☐ Dragons: ☐ Gryphons: ☐ Harts: ☐ Jackals: ☐

Lions: ☐ Tarantulas: ☐ Unicorns: ☐ Vipers: ☐ Wolves: ☐

Character Skills (16 points maximum)

Body Development 1 or 2

4/8pts ☐

Ambidexterity

2pts ☐

Large Melee Weapon Use

2pts ☐

Projectile Weapon Use

4pts ☐

Missile Weapon Use

1pt ☐

Shield Use

2pts ☐

Armour Use (Light, Medium or Heavy)

2/3/4pts ☐

Corruption (Level 1 or 2)*

4/8pts ☐

Healing (Level 1 or 2)*

4/8pts ☐

Spellcasting (Level 1 or 2)*

4/8pts ☐

Incantation (Level 1 or 2)*

4/8pts ☐

Base Power (Level 1, 2, 3 or 4)

2/4/6/8pts ☐

Ritual Magic (Level 1, 2 or 3)

2/4/6pts ☐

Contribute to Ritual

1pt ☐

Invocation

2pts ☐

Sense Magic

1pt ☐

Potion Lore

3pts ☐

Poison Lore

3pts ☐

Cartography

1pt ☐

Evaluate

1pt ☐

Recognise Forgery

1pt ☐

Triage or Triage Advanced

1/2pts ☐

Note on Character skills:

* You may only have a maximum of one level 2 skill from Corruption Healing, Incantation or Spellcasting. All characters automatically have Medium & Small Melee Weapon use, Literacy, Numeracy and Read Maps.

Purchasing OSPs (up to 4) - remaining OSPs will be banked

1

2

3

4

or

Bank all of my OSPs ☐

Group Name

Group Leader Real Name



Lorien Trust 2024

The Spring Moot Event & Camping Map

- Event Gate
- Game Control
- Toilets*
- Disabled Access Toilet
- First Aid
- Showers
- Car Park
- Food Vendors
- Tavern Bar

* Locations may vary slightly if ground conditions are unsuitable



All customer arrivals must be via the A6096 (DE7 4PQ) & the Sandy lane Entrance

A strict one way system is in place. Access to the site is only allowed via Sandy Lane, no access via Locko Road.

The Exit is via Locko Road only





Lorien Trust 2024

Great Erdrejan Fayre Event & Camping Map

- Event Gate
- Game Control
- Toilets*
- Disabled Access Toilet
- First Aid
- Showers
- Car Park
- Food Vendors
- Tavern Bar

* Locations may vary slightly if ground conditions are unsuitable



All customer arrivals must be via the A6096 (DE7 4PQ) & the Sandy lane Entrance

A strict one way system is in place. Access to the site is only allowed via Sandy Lane, no access via Locko Road.

The Exit is via Locko Road only





Lorien Trust 2024

The Summer Moot Event & Camping Map

- Event Gate
- Game Control
- Toilets*
- Disabled Access Toilet
- First Aid
- Showers
- Car Park
- Food Vendors
- Tavern Bar

* Locations may vary slightly if ground conditions are unsuitable

All customer arrivals must be via the A6096 (DE7 4PQ) & the Sandy lane Entrance

A strict one way system is in place. Access to the site is only allowed via Sandy Lane, no access via Locko Road.

The Exit is via Locko Road only



Max Speed 5mph



NO ENTRY



Please use the litter bins provided to keep the site clean for everyone





Lorien Trust 2024

The Gathering Event & Camping Map

- Event Gate
- Game Control
- Toilets*
- Disabled Access Toilet
- First Aid
- Showers
- Car Park
- Food Vendors
- Tavern Bar

* Locations may vary slightly if ground conditions are unsuitable

All customer arrivals must be via the A6096 (DE7 4PQ) & the Sandy lane Entrance

A strict one way system is in place. Access to the site is only allowed via Sandy Lane, no access via Locko Road.

The Exit is via Locko Road only



Max Speed 5mph



NO ENTRY



Please use the litter bins provided to keep the site clean for everyone





The Lorient Trust

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