

The Testament

Great Erdrejan Fayre, 1107 – Opening Edition

A Report Into the Binding of the Spirit Nimue, Following the Destruction of Avalon

In the 10th month of 1106, the Lions gathered on Akamon for the winter campaign. At the opening meeting, Prince Hengist was struck by a vision. Avalon, the demi-plane on which the Lions used to reside, had been destroyed, and gold flecks spun out from this destruction into the Vale of Avalon. We learned that this had been caused by Existence as part of the reconfiguration of Erdreja following the Cataclysm, and understand that similar occurrences have taken place across the Heartlands.

The following afternoon, a bedraggled figure appeared at the perimeter of our camp. At first it was thought to be Breed, but I recognised Nimue and myself and Hengist rushed to her aid. Nimue is, as far as we can make out, the embodiment of the spirit of the land of Avalon. With its destruction, she was dying - her pattern was unravelling and no healer could save her.

Those Lions present thought that if her pattern could be bound into some object, she could be stabilised. At first we suggested the Sword of the Isles, the legendary sword of Avalon, but she refused to be bound to a weapon. Finally, she agreed to be bound into a banner, and we selected one which had embroidered upon it the names of those who had fallen since we left Avalon.

There was not ritual circle upon the island, so we hoped that the power raised from a localised rite would be sufficient. We lay her upon the banner, and a circle gathered around me as I called upon the dream to grant us power. Contributors sang of Avalon and shared their memories of our home while I gathered the threads of her pattern and spun them into the warp and woof of the banner, so that the dream would live on. When I released the power, Nimue was gone, but Incantors confirmed that the banner was now ancestrally possessed.

We have since heard that the binding has been

blamed for the destruction of Avalon and the subsequent necromantic problems in Albion. I can state categorically that THIS IS NOT TRUE. Both the binding and the Liche arose as results of Avalon's destruction by Existence - the former is NOT the cause of the latter.

Witnesses to this event not of the Lions were Kianan McAylwyn of the Bears, Laird Obidask Mactrew, Ma Mactrew and Queen Morrigan of the Bears and theirbodyguards; Maclan of the Dragons and Brudei of the Clan Bruid.

- Adara Darkendale

An Interview with Lord William Hulce, Lord Regent of Albion

With a declaration of war hanging between the Harts and the Lions, it seems important to give Edreja the chance to learn the facts of the matter. Also by doing this I hope to cut through any slanderous propaganda that might be produced by other parties in this matter.

I interviewed our Lord Regent, William Hulce, at his home. Serious as always, his commitment to the good of Albion and the service of the Pendragon Throne shone through in everything that he said.

Can you tell me about the problem currently facing Albion?

Albion is wounded in spirit; our land festers under a necromantic blight and our dead find no rest with the ancestors; instead rising again as hollow shells to prey upon the living. Our incantors (aided by both the guilds and our allies, for which we give much thanks) do all that they can to hold back the tide but I cannot tell you how long we can prevail.

At first we had thought this affliction to have been brought about by the liche Castel and that it might be limited to areas touched by his influence. Sadly it seems that the liche was merely a symptom of the blight and not its cause, for his destruction has lessened the corruption but not ended it. We are therefore forced to look towards the source of the curse and hope that those responsible may also hold the key to saving our people.

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And you think that the Lions are responsible for this terrible blight?

I don't believe the Lions actually intended any harm to Albion. I don't believe they intended any harm when they condemned Erdreja to fester under the Cadre of Mediocrity either. They merely saw the right choices for their people and took them ... regardless of the consequences for everyone else. I can't honestly blame them for that - had I been in their place I might well have done the same thing - but ultimately my duty is to protect Albion and so neither can I ignore the harm that they have caused; deliberately or not.

The Lions claim to be servants of Good; presumably they'd argue that necromantic curses are hardly in their nature?

"Good" is a remarkably subjective term and can be used to try to conceal a wide range of crimes. In the last year alone we've seen the Lions commit a lot of very questionable acts in the name of "good" ... and let's not forget that virtually every family in Albion still bears the scars of their oppression.

In spite of that you're right; I don't think it is in their nature to inflict such a curse. The threat they pose is far more subtle and mundane ... a disregard for the consequences of their actions, a disinterest in the welfare of others, and an arrogance that they are somehow too self-righteous to make a mistake.

What is the next step then?

Whatever their faults the Lions are essentially a civilised people and I believe they can be reasoned with. I have faith in the considerable skills of our ambassadors and am convinced that a diplomatic solution is not only desirable but also quite possible; one that will see the Lions join with us in repairing the hurt to our land and people.

That's a very reasonable approach considering the circumstances. Do you have a contingency plan if diplomatic approaches fail to resolve the situation?

If I'm wrong and they are unwilling to make amends then we can always choose to forgive and forget. Unfortunately I think to do so merely sends

a message that Albion does not defend her own; that those who bring suffering to our people face no consequences. That is not the way of our ancestors and I do not believe it should be our way either ... those who harm our land and our people will see the error of their ways and repent, or they will suffer the wrath of The Pendragon.

If you still think a diplomatic solution is possible though, isn't a declaration of war an overreaction?

No. To have invaded Lantia or to have sought the deaths of their people abroad would have been an overreaction ... we have not done that. If the Lions do present a threat - intentional or not - then it is the duty of our faction to protect Albion, and isolating ourselves militarily until a diplomatic solution can be achieved is both prudent and proportional. Our declaration has not resulted in open violence between the two factions and, since the state of war was assumed, the Lions have caused no further harm to Albion ... I therefore consider the decision to have been proved correct.

William Hulce, thank you for your time sir.

Interview carried out by Thenni, High Bard of Albion.

Bardic Meet on Rhysarius: A Record of Events.

At the request of Guildmaster Eikara, many of the guild were gathered in the newly-reopened guildhouse on Rhysarius, Lantia, to challenge the individual known as the Gamesmaster. This Gamesmaster duly did arrive with four constructs of various design in tow, and the terms of the challenge were set down, so that only if the guild defeated the Gamesmaster in a series of challenges over the course of the evening would he depart. Guildmaster Saracen warned us that the Gamesmaster oft cheated, as an additional challenge to the evening.

The trials began poorly, with the Gamesmaster taking an early lead of 5-2. Some careful scheming from Edward James and Eclipse of the Harts 5-4

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with a logic puzzle which the Gamesmaster could not answer, and then 5-5 as Footnote of the Lions defeated the Gamesmaster in a performance contest. A five-a-side indoor Juggler tournament was eventually declined due to the shortage of healers in attendance, much to many people's disappointment.

[At this point I took opportunity to question the Gamesmaster about his motivations. He denied any accusations of cheating and declared himself a good loser, as one learns from every game one plays and questing always for the perfect game which would ideally reflect the truth of life. At this point he seemed light and airy in attitude, with a slight tendency towards ranting.]

He issued a further challenge, a logic puzzle of his own which was answered by Althea and Solstice. He proved their answer was incorrect but in explaining to them why he betrayed that his answer was also flawed, and so the score continued to be tied. Frustrated now [and entirely changed in attitude], the Gamesmaster issued a challenge of single combat, for which Tirell Dreamstruck was volunteered.

The first opponent, a construct shaped like a ninja, was a poor opponent indeed and was dispatched in short order. The second however was against the Gamesmaster himself, a far more worthy, if by now raging, opponent. It was a close-fought match and the Gamesmaster may have been triumphant, had he not made two tactical errors drawn from his now-unthinking anger. These factors worked in Tirell's favour and, added to his own not-inconsiderable skill, left the bards victorious and the wounded Gamesmaster was carried from the field by a dryad of some form.

A poem amidst the documents recovered spoke of three challengers to the guild: the Treeman, the Gamesmaster, and another not yet encountered. We await his interest.

- Iolanthe Swan

Ritual Circle Announcement

The Mages Guild continues to maintain many of the ritual circles even as the Cataclysm rages. The Cataclysm has seen the death of many of the world's heroes but thankfully the devastation seems to be lessening and soon we will be able to look to the future.

The ancients that survived the Gathering battle on Hellenica have devastated most of the Faction ritual circles, pulling the weave to pieces. The Mages Guild has managed to save about half the circles of the Heartlands but we have lost so many.

We will have to rebuild them but this takes time, some circles will have a higher priority than others and so we apologise in advance for any perceived unfairness or favouritism arising from Factions having an unbalanced number of ritual circles. If you have any circles that need to be rebuilt as a priority for any reason please contact the Mages Guild via your representatives and the councils of the Guild will take that into consideration when deciding the order in which they will be rebuilt. We anticipate that it could be several years before all the factions have their full quota of circles restored.

Also be aware that Master Mages are pretty much the only ones able to repair and rebuild your circles. Should we lose any Master Mages then the speed at which your circles are repaired will be greatly reduced. We have also been recruiting and training several of our elder mages to assist us. Please extend them the same courtesy you would a Master Mage while they are undertaking this invaluable work.

Finally I would like to extensively thank all the factions, groups, ritualists and all the individuals whom have worked with the guild to help us all survive the cataclysm with minimal destruction. We, that is you all did a fantastic job to bring us all into a new age.

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My story

“Earth, air, fire, water!” Yes! We did it! I had spent days planning and revising rites, with my good friend Lerina and now finally we had done it. We had been hearing all sorts of rumours of how there were demons that were coming to cause havoc and more (we didn’t know a lot though). We decided to do something, so we came up with doing a rite. Gently persuading the world in favour of us. Over the course of the events we had strange sightings of void gates opening and demons coming out. The next day they would happen for real. It turns out that only spell casting children could see them before they crossed the void. We spent two days trying to get people involved in the rite. We were going to do a rite so that one person from each guild would see demons before they crossed the void gate. We didn’t get quite that amount.

We had even got an offering. Spending the whole event planning what we were going to do. And when (we had to do it in the kids linia!) When we finished the rite, trouble came. A small void gate came, and demons came out. But my older smart friend came up with an idea of chanting our chant backwards to close it. It worked! After all the hubaloo, finished, we found out that it worked better than we thought. Every one could see what us spell casters see! I was really proud of my self.

The next day I was really excited, there was the bard’s guild competition, and I had entered! I didn’t think I was going to win like last year when I played on the violin (best young act) But I did! Me and my other friend. When I came out I got the shock of my life. In the distance, approaching rapidly, were 3 shadowy figures. It was my sister Savlona, Terwin a master of the mages guild and known to me from the Fellowship, and Itemin a member of bank (an acquaintance of my sister)

I had been chosen to see the mighty water dragon, I couldn’t believe it! Apparently the dragons really liked my rite over all the rituals and rites that happened over the weekend. I was really dizzy at this point. I was supposed to ask all these

questions that were really crucial for the new world. I felt I was going to mess it all up, but my friends were with me and were much more useful than me. They suggested all the right questions, I had to ask, receive the answers, and decide what the most important questions were. The dragon was extremely scary at first, but then started to calm down. There was one very strange thing, as we asked questions the more people gathered children at first, children I’ve never seen! Finally, after we finished, I turned round and about 100 adults were behind me! Apparently they were drawn to the power of what I was doing.

After discovering much of interest, including information which led to the successful ritual, which saved Archangel, the Dragon roared and we took that as our cue to leave. It later transpired that our efforts to prevent the Void entities, being able to launch surprise attack, saving many lives. I would like to take this opportunity to thank all friends and the Guilds who helped make the rite a success.

Written by Sakura
(member of the fellowship and the Mages guild)

Library Overdue

Wherever thoughtful people gather together, two subjects rise inevitably in the conversation. One is the thing about toenails, and the other is Norhault. The Great Library has stood as a bastion of knowledge and reason in the eyes of the world for untold generations, being to many the one immovable force of truth in an uncertain world. Unfortunately, just now it’s bugged off.

During the recent Cataclysm, the Library cut loose its moorings to Erdreja, and was used to administer a sound wallop to Entropy below the belt, distracting it so that the efforts against it on this Plane could stand the hope in hell that has seen us safely through until today. Since then, Norhault has continued to drift in the Void, cut off from its adoring public who wait with baited breath for the doors to ancient knowledge to open once again.

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Now, the Testaments persistently pestering reporter Pillow brings you an exclusive interview with an anonymous spokesman for the Library staff to answer some of those burning questions you know you have.

PPRP: Mr Ymous, I think the big question that our readers are dying to hear the answer to is: when will the Library re-open?

AY: Yes.

PPRP: So I should probably ask it then. When will the Library re-open?

AY: After it returns.

PPRP: And when will that be?

AY: When it is time.

PPRP: I see. And what, I ask expecting a similarly obfuscatory answer, will determine when it's time?

AY: No comment.

PPRP: OK, a bit more forthright than I anticipated. Can you tell me where it will land when it does return?

AY: No comment.

PPRP: Fine, fine. Look, shall we save a bit of time and assume that I've gone through a list of probing questions that you won't answer until we get to the ones you will?

AY: Would you like to ask if the library will still be usable for minor research by the general populace?

PPRP: Yes, yes I would. I really would.

AY: The library will indeed be open to be used by the people of Erdreja for their education and enlightenment, as it has done since time immemorial. However, due to the grievous losses suffered by our staff during the recent conflict the quality of the information returned may be of a lesser order to that delivered previously, until new staff can be fully trained in the arts of librarianship in the service of Erdreja.

PPRP: Is that it? OK fine. Thank you again Mr Ymous for taking the time to talk to us.

Ritual Circle News

All factions will receive their equal allotted slots for rituals. Spare slots can be bought at the following times:

Grand Erdrejan Fayre: spare slots for the Friday nights of the Moots will be available to purchase on the Sunday.

Friday night Moot 1: spare slots will be available to be purchased for the rest of this Moot.

Friday night Moot 2: Spare slots will be available to be purchased for the rest of this Moot.

To purchase a Ritual Slot you will need to be the ritualist who will perform the Ritual and be present at the selection process together with 10 gold. Your name along with the others present will go into a hat and each person will get a choice dependant on when your name is picked out. First persons name picked, first choice of slots.

Should any of these slots remain unsold then they will be auctioned off in a sealed bid auction.

Please bear with us as we have been under a great deal of strain and stress due to the cataclysm and our efforts to maintain useable circles for you all. As someone new to circle maintenance my eyes were opened to the process and the work that goes into this service. Had we not have maintained these circles however, you would be living in a very different Erdreja, one you would not like or recognise. Some of you would also be dead.

- Don Corrado D'Alighieri

Mages Guild – Events of Interest

Saturday

Mages Guild Workshop for New Mages straight after the opening ceremony

1500 Auction

The Mages Guild will be selling a number of items which have been produced.

1700 Faction Liaison Presentation

A chance for the Guild to meet the faction liaisons and for the liaisons to meet the guild.

2000 Ritual Workshop

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A discussion on some do's and don't inside ritual circle and how to increase the amount of power you successfully draw

Sunday

2030 Ritual Slot Raffle

A chance to pick up a non-transferable Ritual Voucher

Obituary – Lifemaster Hope Anne Sunstone

Hope had a short, but very eventful life. As the daughter of two guildleaders she was always likely to be active within the guilds, and she chose to make the Healers' her home. She was a careful and attentive guildmember who made a point of helping anyone she could along the way, and so when Lifemaster Elani stepped down she was asked to take her place.

Despite her promotion Hope always made a point of listening to everyone and was a friend to all in the guild. She made time to help anyone she could and if she couldn't she'd make a point of finding someone who could. She went with guild and faction alike to protect people and helped out on missions with the Vipers and Harts as well as her old faction, the Dragons. It was on such a mission, to Albion, that she was killed along with her bodyguard. Her loss will certainly be felt by the guild but even more keenly, as I think Hope would be proud to know, by her friends.

- A. Robin Ashwine Sena R'Ios
Healer's guild defender and chief troublemaker.

Obituary – Michael O'Donovan

Michael O'Donovan was born in Erin, the unsuspecting son of Albion nobility. His path in life drew him inexorably back to his homeland though and Albion welcomed him as her own.

His courage showed itself endlessly as he flung himself into battles to save his fellows, uncaring of the potential harm to himself. Many lives were saved by him when he led where others had not dared to tread. His faith in his fellows truly made him a hero in the acts he carried out.

Even at the cataclysm of 1106, as the troops took the battlefield to fight for the future of the world,

he walked alongside them, stating he would fight with the rest of the people for Albion, her people and the future of the entire world. Dragged unconscious from the horrors of that field, he felt only guilt for being alive where so many others had perished. Yet Albion needed him and so there could be no regrets that he had lived to continue to protect her through his role as Lord Regent to young King Edward.

It was one of the blackest days in Albion's history when Michael O'Donovan fell, left to die on the ground in the blackness of foul night, as the liche Castell's necromancy lay thick upon Albion's soil. As the man he was, he would be the first to dismiss this story of his life, saying he did no more than any other would do and that he was not important. But Michael O'Donovan was a true hero of Albion. He inspired us all, he brought confidence and determination to this land and her protectors, he fought for what he believed – and he deserves to be remembered nobly and for all time.

Obituary – Prince Briar

The Gryphon nation is in mourning for the loss of Prince Briar. Briar who was both the heir to the Lyonesian throne, and the Empire was the only son of Queen Jo and Manthar Kin'seeKin. The cataclysm has not been kind to the Gryphon nation with many noble deaths including, it is believed the entire De Wilfesbane family.

Briar was staying in New Tebron as part of his Imperial Training, and for his own protection after the assassination of his mother, early reports seem to indicate that Briar and his bodyguard fell down a long flight of steps during one of the many earthquakes that wracked the lands recently. Early indications seem to show that the new heir to the Gryphon throne is Raymond de Vissalesse who it has been alleged was involved in the death of Briar's mother.

Militia Policy

The Militia have asked us to announce that, until further notice, Operation Police Brutality will continue to be in force. Details of this initiative can be sought at the Militia desk.