

# The Testament

*Gathering, 1108 – Opening Edition*

## **An Address from Laird General Jander-Kai**

People of Edredja,

At the Great Edrejan Fayre this year, Cassius Sly, a Bear was murdered. This was a man who had called Caledonia his home for the last few years of his life – in this time he fought for all that was right, to live free and against oppression. On the battlefield at Hellenica, he saved our three Queens and our Laird Protector, Obidask MacTrew. I know, talking to other factions, that you have similar tales of his help and friendship. It was to this end that the Bears vengeance for his murder was swift and brought down on those who perpetrated this crime.

**BUT**

An escalation to full war with the Vipers, who harbour others who took part in the murder, does nothing but weaken the strength we can all bring with the Akari threat hanging over ALL of our heads. I do not believe in pettiness and a constant tit for tat killing that a war like this can bring to both sides – I do believe in swift vengeance, though, and this has been meted out. I now, for the greater good of Edredja, say our part is over – the murderers' names will not be forgotten – but no more action will be taken against the Viper nation, and the 'list' of names will be torn up. I call for the Viper nation to do the same with their 'list'. This is not a declaration for peace – but a call for the senseless loss of life that I would wish to avoid to cease. As I say, the common threat of the Akari affects us all and our resources are better spent on this fight.

*Jander-Kai,  
Laird General of Caledonia*

## **A Letter from The Dragon Nation**

Dear Guild Masters/Mistresses  
of the Heartlands,

With the authority of the Lord Dragon,  
Rhodri ap Bran,

As some of you may well be aware, in recent months the Fomori forces of Balor have launched an invasion of western Erin, overrunning the provinces of Clare and Galway. Now they move in on another province – Leinster.

At first, Balor claimed that his assault on the land of Clare was as weregild of a sort for his son, Skeld, who fell serving the Dragon army. His further moves, not just against us but against the Bears and Harts as well, prove this false. He is intent on capturing all of the Dragon, Bear and Hart lands, and after that, who knows.

Now, the front lines are in Leinster and Donegal, lands with strong Guild connections. Many Guilds hold houses in these lands, and you will be as much in danger as any ordinary Dragon when the war comes to you. In this regard, we respectfully remind you of the promise made at the Fair this year by the Lord Dragon – should one Guild be threatened, the Dragons will defend all Guilds. Reciprocity, we feel, is the key to all good relationships and we ask you to lend your support to the effort to expel the Fomori from Dragon, Hart and Bear soil, and to re-establish the rightful rulers of the lands so far taken.

This is not a threat from a Heartland nation – Balor has stated that he will not consider unifying with the Dragons or paying allegiance to our laws. We ask not for mediation or for counsel – we ask for sustained practical

# The Testament

## Gathering, 1108 – Opening Edition

belligerent support (and healing), against an enemy that would overwhelm us all.

Begging does not come easily to Dragons. We are a proud people, and would rather settle our affairs in private. But now our neighbours are threatened, we feel it is time to call upon all resident in our lands. We await with interest your pledges of support. Our Guild liaisons will be in contact with all of you individually.

My thanks,

*Padraig ap Taran*

*High Bard and Lore Warden of the Dragons*

## Ma MacTrew

Laird Madrigal MacTrew of Tay, known affectionately as Ma, one of the most famous people on Erdreja died during Saturday evening of the second Moot 1108, as an entity fights for the power of an Ancestor.

The stories of Madrigal's exploits have been a glowing spark in the hearts of many people. She had become a legend in her own lifetime and was a protective Ma to us all.

Any words written of her will fail to do her justice so the Bards simply say that will miss Ma very much and the hole you have left in us will never be filled. We extend our deepest and most sincere condolences to her family and friends.

## Lester Starcraft

From humble beginnings (his first notable form of entertainment involved a performance where he lay concussed on the floor whilst the assembled crowd discussed amusing things they could do to him), Lester Starcraft has worked tirelessly to make his name as one of Erdreja's more notable bards. What he lacks in actual talent, he makes up for with the size of

his ego, the size of his trousers, and if all else fails, Good Old Fashioned Plagiarism.

Amongst other things, Lester is known for his shambolic performance style, his stoicism when faced with extreme pain, discomfort or humiliation in the name of entertainment, and for being able to offend at least one member of the audience with every song in his repertoire. He has been a strong advocate of Bardic Privilege and the proper payment of entertainers, although it's suspected that he adopts this stance largely for selfish reasons.

He gained notoriety when, one night in the Vanamoïinen forest in 1102, during the height of the fear and paranoia surrounding the re-activation of the Mordred Device, he helped to write The Offensive Song (the other authors have since died or gone into hiding). He followed this up with a tasteful 7-minute epic love song involving the forbidden love between a man and a zombie - "'Til Death Do Us Part" has been the bane of his existence ever since. In 1102, he was helped by the Wolf Faction to become the Champion of The Heartland Games ("Because it was funny"), and later that year became the Wolves' High Bard, a position he immediately renamed to "Wolf Faction Chief War Jester Wot Is Dead Good". Before stepping down from the position in 1105 as a protest against artistic freedom, he fought hard for the reinstatement of Bardic Privilege in the Wolves, but failed due to the controversial nature of his material. Bardic Privilege was immediately reinstated when he left the faction in 1107.

Cosaint has remarked that Lester may be eligible for the "John Tapper" award for the most second places in the Bards' Guild entertainments competitions. Lester has won once, in 1106. Several of his performances during the contests over the years have been

# The Testament

**Gathering, 1108 – Opening Edition**

songs complaining about how the contest is biased against him, or repeat performances of songs he felt should have won in the past. Other titles Lester has held over the years have included Survivor of the Great Jester Cull of 1102, Pope of Cassius, Alchemists Guild Alpha Tester, Saviour of the Dragons and the Gryphons, L'Arlequin (Avatar of Tatterdemalion), Master-In-Chief of the Starcraft Chaos Legion, Ward of Loki, Chronoclaw, and the Worst-Dressed Man on Erdreja.

Lester announced his semi-retirement from touring the factions in 1108 due to other commitments, and his public performances are less common than they used to be, although he is still available to hire for weddings, funerals, and diplomatic incidents. Lester is here all week, and recommends that you try the veal.

## **Ceremony of Remembrance**

To Honour those of the nations and guilds who have passed beyond the veil in recent struggles the guild of Incantors are to undertake a ceremony of remembrance. Anyone wishing to have a name added to the roll of remembrance should leave details of the deceased (name, ancestor, family) with the guild of Incantors. The ceremony will take place on the Sunday of the Gathering.

A similar ceremony to thank the ancestors for their aid to Erdreja is also being planned. Anyone with questions should ask at the Incantors guild.

*In Faith, the Incantors Guild.*

## **Bards Help to Rebuild Albion Village**

The damage and destruction that has recently been brought upon some villages in Albion has caused much concern among the guilds of Erdreja, the rulers of Albion and other factions. A former Bard, disgruntled at changes to the guild over the years, has been stirring up hatred for Bards among people all over Erdreja, most recently in Albion.

The Bards' Guild actively supports the factions in trying to provide a safe and content existence to all people in Erdreja and to this aim has agreed to fund the rebuilding of a recently affected village in the Green Wood of Albion, using local builders and supplies to help promote the local economy.

The Bards guild is interested in information about any other areas of Erdreja where irrational anger against the Bards guild has caused adverse situations, so we can try to repair any damage done.

# The Testament

Gathering, 1108 – Opening Edition

## Terranon Terror

The Terranon, an Ancestral entity from another plane, has been launching assaults on the Ancestors of Erdreja. At both Moots, gates have been opened in both the Market Place and faction camps. Reports indicate that those with Ancestral possessions were specifically targeted by the Terranon Blood Wraiths that were attacking. At the time of print it is believed that non-standard weapons do not effectively destroy them. Standard weapons appear to disrupt but not destroy them.

## Gryphons Seek Illumination

The Gryphons, as part of their ongoing struggle with the minions of an entity known as the Deceiver, seek distinctive scrolls. Reputedly, there are seven such scrolls, each of which represents a different aspect of the Deceiver. Anyone coming across a scroll which they believe may be one of the seven should endeavour to get in contact with the Gryphons faction.

## The new and improved Mages Guild!

No more elemental colleges  
Grand Master Dargon has disbanded the elemental colleges to unite the Guild and to ensure that we are all working towards ridding the world of Entropy. The colleges did work together in the past, but much effort and work was duplicated as individual groups formed around each of the colleges.

The way forward  
The help in the fight against Entropy, the Grand Master's wanted to ensure that all people on Erdreja feel that they can approach the Guild, whether it is to learn new skills, purchase items,

request aid for quests or battles or even just to come and debate any number of topics or theories of magic or life in general (or to take part in the Mages Guild pub crawl this Saturday...). His first action to reach this goal was to disband the colleges, as mentioned before, and to establish new paths within the guild.

### Four paths within the Mages Guild

Everyone within the guild may choose to follow one or more paths. They are not exclusive, but each path leads to a different area of magic or the fight against Entropy. Future paths may be needed in the future, but at the moment there are only four. Below is a brief description of each path.

- Path of Neutrality

The path of neutrality does exactly what it says on the tin – it wishes to remain neutral in all aspects of politics; be it guild or faction. The ultimate aim of the path is to ensure that all those who wish to use the Guild's resources to learn, fight or shelter feel able to do so. It is also the path's aim to liaise with all of the factions and guilds and where possible, try to focus the energies against a greater foe. The Guild guard also follow this path.

- Path of Creation

The path of creation mainly concerns itself with creating items with power without the use of rituals. With the dangers of using ritual circles and wishing to stop any harm to the Baby, the Guild is researching alternative methods of creation.

- Path of Magic

Following the Cataclysm, new strands of magics have become available to us. This path wishes to understand these different paths and seek ways of enhancing each strand. These, so far, include Enchanting and Shadow Magic.

# The Testament

Gathering, 1108 – Opening Edition

- Daemonology  
Study of daemons. Enough said.

Further information

The Grand Master has yet to name focuses for each of these paths, but if you have any questions or are interested in finding out more about any aspect of the Guild or it's work, please speak to one of the Master Mages, Celadius, Richard, Lord Chaos or Driftwood.

*Stay safe  
Driftwood*

## Bad Dreams?

Old men? Demons? Weird stuff about ritual murders?

**YOU ARE NOT ALONE!**

Many people have been having weird visions and dreams over the last few months. We're trying to make sense of them all. Is it Entropic in nature, or are there DARKER forces at work here? Or is everything basically alright?

If you have had an inexplicable vision, please contact either Sheyna Darkleaf of the Lions, or Padraig ap Taran of the Dragons. We're particularly keen to hear from people not from the Dragons, Bears or Lions.

**WE'RE READY TO BELIEVE YOU.**

## Snippets

Valour de Mortlake seeks second wife. Must not be Sandy. Apply direct to Valoure in the Bards' Guild. No gold diggers. Has no gold. Previous applicants need not apply.

Crown Prince seeks Princess. GSOH. Must like Lions. Strong chest armour an advantage. Enquiries to AD and FS.

There will be a meeting of the Bards' Guild Council, comprised of the membership of Guild, will be held at eight o'clock of Friday of the Gathering.

## FOR SALE

A few vials of unused whale oil for sale. Essential for ritual circle maintenance! Please contact Master Terwin of the Mages Guild for more information.