

The Testament

Gathering, 1109 – Opening Edition

An Address from the Healers Guild

The Guild of Healers, Physicians and Surgeons would like to welcome you to the Crown of the World. By answering our invitation, you have joined us in our defiance against, and contempt for, those powers that are threatening our world, and to put to an end once and for all, the machinations of the foul Dragon of Entropy - and its Akari lapdogs.

In this pivotal moment, we must prevent Lord Rone, leader of the Akari, from using the Crown of the World - the most power ritual circle in Erdreja - to forever cement his perverted vision of reality. For it is only now, when these three years of the cataclysm have reached their conclusion, that Entropy can rule the egg.

Now is the time and the place. We know Lord Rone must come here if his plans are to reach their diabolical fruition. We know that it is only here that he may be killed without repercussions from those nations bound by the accords of Telluria. We know that if we kill Lord Rone, then the Akari threat will falter and fall.

Now we must turn our knowledge into action! With our fellow guilds of power, the Guild of Incantors and the Guild of Mages, and the Watchers of Erdreja, we have established a base at Floris' Retreat. We are already uncovering many secrets within the archmage's abode and there is much to discover over the next few days that will aid us in our fight.

Thank you again for joining us at this most critical time. With your aid, we shall have victory!

The Healers Guild of Edreja

Summer Moot in Duanrahel

We travelled to Duanrahel, a ruined Elven City under Tarantula rule, to aid that nation against the serious threat of the Yellow Sign – a foe so potent they had ‘eaten’ the local Akari menace.

The city plays host to what is believed to be a sibling, or offshoot, from the Incantors white tree – a potent link to the planes of our ancestors. And the troubled spirits of old elves trapped about the ritual circle in death were released on our arrival as revenants with a message for us to unravel.

Each faction and each guild were visited by a revenant bearing a branch from this white tree, with a puzzle and/or documents to solve, and the instructions to fix the tree and make it whole again. By the end of the Moot, all of these riddles had been resolved and the tree restored.

However, we still had the potent forces of the Yellow Sign to deal with. Forces from many factions gathered on the last day to stand with the Tarantulas against this foe, united in acknowledging the larger threat to all Erdreja should the menace triumph here. However, tensions were rife between the ‘allies’ as mistrust forged in years of enmity and bloodshed threatened to boil over in the heat.

The battle was long and fluid, moving from camp to camp as boxes appeared that had to be activated in rites to trap the Yellow Sign before the abominable creature could again be defeated and trapped away. Yet, rallying together, those forces that fought on were finally triumphant – arguably against the odds in a horrific struggle.

On a lighter note, the night before saw peoples from every creed and colour come together for an earth-shattering ceillidh – complete with heroic punch-up – at which the fairest beauties of the land were present.

Thank you, Beautiful Ladies, for the dances!

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Armourers Guild: forge opening times

Friday

7:00 Forges open Guild only

10:00 Forges close

Saturday

10:00 Forges open to all

1:30 Forges close

2:00 Whole Guild meeting

3:00 Forges reopen

Earlier if Guild meeting finishes earlier

6:00 Forges close

7:00 Forges reopen

10:00 Forges close

Sunday

10:00 Forges open to all

10:00 Forges close

Monday

10:00 Forges open to all

13:00 Forges close. May close earlier if quiet

Ladies of Al Zuhara

Are exotic dancers trained in the arts of bringing joy to the merry, and hope to the sorrowful.

For those who wish to learn these arts we will be arranging lessons during the Gathering and also establishing a school for those who wish to make this their profession. See the Bard's Guild for more information.

We can provide entertainment for feasts, gatherings and celebrations, as well as the celebrations of lives lost. Anyone wishing to book our entertainments may contact us through Maysa among the Dragons, or Jessie McAylwyn of the Bears.

May you walk under clear stars and through quiet winds.



الدقيرة
الميسا



Maysa amat Sayyid al Dahab

Letter from the Healers Guild

The Guild of Healers, Physicians and Surgeons would like to issue this public statement in response to recent stories regarding our Guild Armourer Ailidh:

Over the past two years, numerous dignitaries of the Heartlands have taken exception to the rough language, threatening attitude and sometimes larcenous behaviour of Guildswoman Ailidh. The Guild of Healers, Physicians and Surgeons has asked Ailidh to apologise many times for her actions and indeed to understand why her behaviour is so often out of line. However, every time we have done so, Ailidh has failed to comprehend the point in its entirety.

As a result we have recently had her examined by the finest psychologists in Erdreja and their initial observations were as follows: "That woman is completely and utterly insane and nobody should listen to a bloody word the crazy woman says." Further examination has led to a diagnosis of Louis' Syndrome brought about by irreparable trauma to the frontal lobe probably caused during early infancy.

In short, she doesn't really understand what she is saying or what's wrong with her actions and she is never going to understand. However, with support and patience from those around her, she can be a productive member of the Heartlands. She already has picked up useful skills in weapons and armour manufacture as well as cheese and wine preparation. She has demonstrated numerous times her fearless prowess in battle against the Akari and other enemies. Just don't give her any responsibility or leave her unsupervised.

So, to summarise, please ignore what the crazy lady says and instead point her towards the bad guys. Thank you.

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The Mages Guild: Honours Mhystral

We honour the sacrifice of Mhystral. By his being bound to Al'Quifar, the Akari were defeated there. One more in a line of victories against the Akari. We know with great people fighting against them we are surely destined to win.

Driftwood (Focus of neutrality, Mages) was quoted as saying "I would also like to extend my and the Guild's condolences to you for the loss of Mhystral as well as to thank him for his sacrifice to save the baby dragon. I understand that his bravery as well as strength has already provided us with massive victories over the Akari. With the memory link severed, miles around Mhystral, Akari were blasted to smithereens. May the bards sing of him, his selfless act and strength for millennia to come."

New Positions

We also have the pleasure of announcing the advancement of Lord Waste (enbravened Hero of the guild and circle defender) to Arch-mage and focus of Demonology within the guild. I'm sure everyone within the guild congratulates our very own hero for his new position.

The first Dacoatl of the golden city has stepped down as guild captain although he will still remain active with the guild and shall be continuing his master-classes in battle magic and the combat effectiveness of Mages. Standing in as Captain is Lt Algost, who will be every guard's new point of contact. We wish him well and hope his assessment and subsequent promotion occur with a timely fashion.

Whilst there have been no further reports of any contracts out upon the Mages guild as a whole we still remind all members to be diligent in staying safe. We hope with everyone reporting new information we can maintain the dis-turbidity of this situation. We also need to remind all members that all guild items must be returned at the end of their shift.

(private advertisement)

Master Kalim of the Alchemists is seeking a new brain, anyone who can help with this is requested to firstly seek out

Lady Driftwood.

Guild Meetings

With the success of regular scheduling we are confirming the guild meetings are at 'half past five' (approx.) on Saturday and Sunday this week. Sometimes they are simply briefs on what has occurred within the day and Mages putting forward training requests; but along with many other issues any grievances (against the guild as a whole, or individuals) that another member may have are also able to be discussed at this point. We encourage this rather than members acting outside this sphere. Any requests for an item on the agenda are made to the speaker of the Mages Guild.

May we also take this opportunity to remind people across Erdreja that the Watchers of Erdreja are currently within the Bards Guild.



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Letter to the Heartlands

Peoples of Erdreja!

We have been warning you for a year now and you have failed to take note of our message! The excessive use of magic in ritual circles and forges is doing irreparable damage to the Dragon and **MUST BE STOPPED!**

We came and talked to you, spread our message and how were we greeted? We were attacked! Showing the casual disregard for the abuse of power so common to this world, we were assaulted with magic and weapons.

And now, not content with these crimes, you head to the very Crown of the World, to a Wellspring, to continue your flagrant abuse of the Dragon.

ENOUGH IS ENOUGH!

You failed to take heed of our warnings, now you must face the consequences! We will stop at nothing to prevent further wounding to the Dragon!

Those who listen to our words and step aside, leaving the power to flow naturally through the Wellspring to the Dragon will be recognised, those who laugh at our words, beware!

Signed

The Green Army

On behalf of:
Praefect of the Spider-Bitten Men

10 Gold Prize Money Offered

Heroes of the Battle of Duanrahel

Prose accounts wanted – see the Bards Guild notice board for more information

The Bards Guild

not just for your entertainment

Come and see us down at the Guild if you are interested in:

- ❖ Perfecting the art of wooing
- ❖ Instruction in the art of complementary poetry (competitions possible)
- ❖ Learning and sharing songs and lyrics
- ❖ Singing, song-writing and music-making
- ❖ The noble art of storytelling
- ❖ Calligraphy - scrolls, poems and letters
- ❖ Discovering, practising and selling your artistic endeavours
- ❖ The uses and abuses of research
- ❖ Journalism and aggressive barding
- ❖ Gossip-mongering, listening and sharing

Or if you just want to know ‘What the blazes is going on?’ (Or ‘Who’s been sleeping with my wife!’) then come on down!

We are always happy to organise workshops, Ask the Master Bard, or one-to-one tuition. Likewise, if you have an interest in teaching and sharing gifts and knowledge, we are always seeking new tutors.

The Bards Guild Presents

The Entertainers Competition

Join us at the Guild Tent
18:30-20:30
Gathering Saturday

All forms of entertainment welcome and considered: dancing, singing, playing, telling and more.

Prizes available: entry – one Stell