

The Testament

Summer Moot, 1109 – Opening Edition

Consecration of the Temple to Cerberus

Snowy McTaff, the High Ritualist of the Jackals, led the rite to consecrate a temple to Cerberus at the Grand Erdrejan Fayre. The temple was consecrated in the name of Promethion, the Champion of Cerberus.

The rite began with all the participants walking in a circle, chanting the name of Cerberus. Those assembled were informed that this temple was to be a standpoint against Entropy.

It was stated that the temples of the Southland are there to stand as a strongpoint against Entropy, helping to heal so that all can stand and fight.

A volunteer was brought into the circle consenting to be the sacrifice. This volunteer was sacrificed in the name of anger, rage and fear.

The dark power of Cerberus was called upon with loud shouts of “Cerberus” and “Jackals”.

Much howling ensued as the dark ancestors were addressed. They were asked to give guardians unseeing eyes. The High Ritualist then drew much power from all those around, who were willing to give. By the power of Hell and dark ancestors, and with the chants of “Cerberus, Rage, Fear and Anger” and with those inside the circle walking and chanting, the energy of those watching increased; after the blessing upon Cerberus, there was a great cry of “Cerberus” from all. Those present were informed that there are some who will fight against this standing point; that to fear entropy is to honour Entropy. All the Lords of the Underworld stand up against Entropy.

The rite finally concluded with a rousing cry. The question was asked “Where do we stand?” to which the response from most was “With Cerberus” At the words “and now we hunt!” all present in the newly consecrated circle left.

Witnessed by Burdock of Elm

[The Editor would like to take this opportunity to Thank Cerberus for healing him, and giving him the strength to continue fighting, in the battle that ended the Games.]

Announcement from our Hosts

Cold Iron (Fey Bane) weapons and materials have been declared a controlled material by Supreme Chancellor Firenzi Morghun on all Tarantula Lands.

Failure to produce a valid license for said substance will result in fines, imprisonment and possible execution. The item will be confiscated indefinitely.

Licences will be available from the Tarantula Faction.

Reports from the Games

Gryphons VS Unicorns

Jugga Showdown!

The Gryphons took an early lead in the first third of the match, cheered on by their cheerleaders. Their Shields demonstrated some great defensive work, keeping together to protect the Quick. The Unicorns fought back hard but were unable to score.

We were then treated to a cheer-off. The Unicorn Team accused the Gryphons of being cheese-eating surrender monkeys, while the Gryphons, gleaming in blue and gold, focused on their own team's merits. The second third began with both Quicks being killed but the Gryphons were soon back on form. Little Tom from the Sons of Meles scored repeatedly as a very fast Quick.

In the second cheer-off, the Gryphons threatened their team with having to wear their skirts (in case of an unlikely defeat), while the Unicorns told us they wanted to date the referee.

In the final third, the Gryphons repeatedly wiped out the Unicorns team, and despite a last ditch attempt by the Unicorns, everything went the Gryphons' way. The score was 12-0 to the Gryphons, but the referee awarded the Unicorns an extra point for their cheerleading, making the final score 12-1. The Gryphons then went on to the next round.

Witnessed by Jeanette Du Chene

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Winners - Great Erdrejan Fayre 1109

Challenge of Ares Single weapon tourney
Winner Bears

Challenge of Athena Sword & Shield tourney
Winner Joshua Roganson Harts

Challenge of Poseidon Large weapon tourney
Winner Louis de Montague Gryphons

Challenge of Apollo Archery Tourney
Winner Dickie Jackals

Challenge of Artemis Two weapon fighting
Winner Promethion Jackals

Challenge of Hermes Small weapon tourney
Winner Promethion Jackals

Great Race Individual
Winner Morain Unicorns

Great Race Relay
Winner Unicorns

Great Race Group
Winner Unicorns

Circle of Treachery
Winner Private Scarred Vipers

Grand Melee
Winner Promethion Jackals

Special mention to Dickie of the Jackals for heroism.

Challenge of Athena Tavern Quiz
Winner Jackals

Champions of Pan Bards Competition
Winner Leo

Challenge of Dionysis Alchemists competition

It is not known who survived, so would the winner please inform us.

Save the World Rituals
Winner Morachie

Challenge of Hermes Treasure Hunt
Winner Slieve Dragons

Challenge of Hephastos Smithing
Winner Rab McCaullich Bears

Challenge of Aesclepius Healers competition
Winner Team Diagnosis

Minotaur's maze
Winner Dante's Beastmen

Challenge of the Muse Incantors competition
Winner Alexander von Beck

Riddles of the Sphinx Mages competition
Winner Team Healer

Pit fight Copper Level
Winner Bards Guild

Pit Fight Silver level
Winner Houk Rea 'Morda

Pit Fight Gold level
Winner Tides of Blood Jackals

Best Jugga Support group
Winner Gryphons

Best Jugga Team Kit
Winner Wolves

Best Jugga Team
Winner The Bank

Special mention to the Tarantulas

Congratulations to the winners and many thanks to the organisers of such excellent competitions.

WANTED: A Stalker

Due to recent staffing changes in the entourage of the World Famed Lester Starcraft, Greatest Bard in Erdreja, there is a position open as his new stalker. Rates negotiable.

Enquire at the Bards Guild or Viper Faction for further details.

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Letters

I am but a humble scholar but I have lately noticed that the people of the Heartlands' fervour has somewhat dimmed. I hear talk of fighting Akari but not Entropy. Now it has occurred to me that some amongst you may have forgotten the history both recent and long past of Entropy and so I felt you might be in need of a gentle reminder.

During the race wars, several thousand years ago, one side decided to control and focus the power of the elemental dragons in order to even the odds as it is said in the vernacular. It is not known how this was achieved. The war continued for a long time and descriptions of the conflicts the dragons were used in would in this case be informative but futile.

Suffice it to say that eventually these creatures became so damaged that they should have died. They did not. More accurately, they could not. As beings of PURPOSE the simple release of death was not open to them. Their purpose shifted.

There are still those of us with personal knowledge of beings of PURPOSE. Ask us, it is not pleasant. Now these beings of twisted purpose burrowed down into the void and waited for many long ages. For whatever reason, they have made themselves known during this cataclysm.

Do you people of the Heartlands not recall many known and loved by you dragged through void rents and consumed utterly? Do you no longer remember the fell visions that sought to call you in afterwards? Have you forgotten those who gave their lives and patterns on the field of Hellenica? Speak not to me of the Cadre war, your finest moment was when you drove back the taint of Entropy. And now, one of those twisted revenants remains, and he seeks to confuse you with his Akari servants.

The one way to defeat him, as with his brothers, is to draw him forth from the void and before your massed ranks. Destroy him; damage him as he was damaged before. Only then will his purpose be weak enough for him to be reminded of his true nature and Purpose. Chop the head off the dragon and the body will stop moving, or, as I heard a sub-archivist say in a moment of high spirits:

“Drag him out and give him a good fonging.”

The person concerned was found to be objectionably sober to be exclaiming in such a way and was suitably punished.

The Dearly Departed

This has been a very sad and painful year so far for me. I have lost many dear friends - some to the Akari; some to the Graecian Titans; and one to the weave of cruel fate.

But there are three in particular I want to draw to your attentions, for they were among the closest of my friends within the guild, and it tears at my heart to know they are gone. They were in turn my guidance, my courage and everyone's conscience.

They were Elhonna, Hydra and Scathon of the Bards Guild. I miss them and have only one thing left to say: Goodbye my friends and inspirations. One day, I hope I can follow in your footsteps and be something you can be proud of.

E.J-W

Morvais Ethical Fund for the Little Orphan Victims of Alchemical Maladies

Morvais the Generous

During the Great Erdrejan Fayre we received heartwarming news that Morvais, a Master of the Alchemists Guild, made a selfless donation to the Guild orphanage. One smiling orphan said “Master Morvais is an angel. Now, for the first time, I know what it is like to wear shoes.”

The teary orphan, clearly smitten with his Hero, went off to enjoy a hot meal of gruel.

If anyone else wishes to add to the generosity of Morvais, please make all donations to MEFLOVAM at the Bank.

Super Healer – almost unliving

Gunther, renowned super (lawn related) hero, tested by the Healers and shown to be unliving, was taken to the Incantors Guild. Discerns appeared to show that he was not unliving and thus caused much perplexity to the Incantors so, at his behest, they enthusiastically pounded him, then attempted to repair him through necromancy. Still unsure they questioned the Healers' own test, which transpired to have been ‘hitting him with an anti-unliving weapon and seeing if he said ow!’

The Healers would like to thank the Incantors for their enthusiasm and competence.

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Armourers Guild Notice

Opening Times Friday

7:00 Forges open Guild only
9:45 Queue for forges closes
10:00 Forges close

Opening Times Saturday

10:00 Forges open to all
1:15 Forge queue closes
1:30 Forges close.
2:00 Whole Guild meeting
3:00 Forges reopen. Earlier if meeting finishes earlier.
5:45 Forge queue closes
6:00 Forges close
7:00 Forges reopen
9:45 Queue for forges closes
10:00 Forges close

Opening Times Sunday (at 3 day event)

10:00 Forges open to all
13:00 Forges close, maybe earlier if its quiet

Armourers Guild

All members

There will be an Important Guild Meeting at
Saturday Noon of the Summer Moot
**ALL ARMOURERS ARE REQUIRED TO
ATTEND**

Grand Master Dax

A-Lee

A-Lee, the renowned Healers Guild Loud-Mouth and Board Rubber, would like Erdreja to know that she bravely stood up to a Deaf Knight at the first Moot this year. Modestly she explained afterwards how pathetic the poor creature was, and how their armour makes them look fat (he clearly did not hear this).

Even more bravely she then demanded this announcement be placed in the Testament for free, in spite of the fact that she has publicly declared her contempt for all Bards and admitted that she cannot read. Feel free to be as creative as you like if she asks you to read this to her.

Tribute

Morrigan

Chorus

Morrigan, Queen of War, there is fighting to be done,
Draw your sword, whet your blade, lead us till the battle's won;
Morrigan, Raven Host, charging into every fray,
With your might, with your wrath, you give vict'ry every day.

Lift your glass, drain your cup, cast your mind back to the day
When the knives in the dark came to take her life away;
We stood tall, we stood fast, marched out firm into the night,
We sang hard, we cried loud, as we gathered for the fight.

Noble Kal, proud and hard, mighty Laoch of the Boar,
Deadly charm, killer looks, Guardian of the Queen of War;
She was fine, she was tough, she was everything to us,
Chosen One, Morrigan, picked the finest lass to host.

Chorus

Ignominy, cowardice, unaware of what they did,
Drew their blades, left their mark,
but their crime could not be hid;
We sought hard, we sought fast, but we held our wrath at bay,
We were just, we stood true, and our vengeance won the day.

Queen of War, Raven Host, protector of our homes and farms,
She is Rage, she is Wrath, she IS everything to US,
Noble Kal, Ancient Clan, bearers of a noble trust;
Strong of arm, strong of heart, fight for every cause that's just!

Chorus

Queenies' grief, fuelled our rage, as we hunted in the dark,
Tensions raised, Allies roused, friends all joined without remark;
In the day, no stone missed, till the culprits spilled their tale,
Wisdom's Rule, not denied, in the end we never fail.

Noble Kal, Killer Queen, wearer of the blue and green,
Hear us now, be with us, in our hearts be ever seen;
Morrigan, Chosen One, hear our cries and hear our roars -
With her Rage, with her Wrath, none will cross us in our cause!

Chorus

May She hear our cries across the many battlefields of the
Heartlands and be drawn back to us, May the Raven feed
alongside us once more.