



THE ARMOURERS GUILD  
WELCOMES YOU TO THE  
GREAT EDREJAN FAYRE  
1109



IN THE JACKALS  
NATION OF GRAECIA

THE ARMOURERS GUILD IS GLAD TO WELCOME ALL THE HEARTLAND NATIONS AND GUILDS TO THE GREAT EDREJAN FAYRE OF 1109 TO BE HELD IN THE NATION OF GRAECIA - PART OF THE JACKALS EMPIRE.



THE GRAECIAN SENATE HAS AGREED WITH THE ARMOURERS GUILD TO HOST THE FAYRE IN THE PROVINCE OF KORINTHIA AT THE NEW TEMPLE TO THE GRAECIAN ANCESTOR CERBERUS. INDEED

THE GAMES WILL BE TO CELEBRATE THE FINAL CONSECRATION AND OPENING OF THIS TEMPLE.



FRIDAY NIGHT WILL SEE THE OPENING CEREMONY BEGIN IN THE TAVERN AT 9PM. SONGS WILL BE SUNG AND FLAGONS RAISED IN PRAISE OF THE ANCESTORS.

MORE INFORMATION ON ALL THE GAMES WILL BE ANNOUNCED AND THOSE WISHING TO COMPETE WILL BE ABLE TO SIGN UP TO THE GAMES. VOLUNTEERS TO BE MAGISTRATES OF THE GAMES WILL BE SWORN IN AND FINALLY THE HOLY FLAMES OF THE GRAECIAN SMITHING ANCESTOR HEPHAESTUS WILL BE LIT TO MARK THE FAYRE STARTED.

SATURDAY THE GAMES WILL BEGIN IN EARNEST ON THE PLAYING FIELDS AND IN THE TEMPLE. ON THE EVENING THE GAMES WILL CONTINUE WITHIN THE TAVERN, FOLLOWED BY THE PRIZES AWARDED TO THE WINNERS OF SATURDAYS GAMES.

SUNDAY THE GAMES WILL CONTINUE. ON THE EVENING THERE WILL BE A GRAND GRAECIAN PARTY HELD IN THE TAVERN TO AWARD THE REMAINING PRIZES AND MARK THE END OF THE GAMES.

MONDAY WE HOPE TO RELAX AND ENJOY THE CLOSING CEREMONY AND FINAL CONSECRATION OF THE TEMPLE.



SINCE THE TIME OF ORCUS AND SPITTLE IS LONG GONE THERE IS NO UNBALANCING MAGIC LEFT IN THE GAMES, SO THOSE WISHING TO ENTER INTO COMPETITIONS MUST BE ABLE TO USE THE WEAPONS AND ABILITIES REQUIRED FOR THE GAME BE IT LARGE WEAPONS, SHIELDS, BOWS OR SPECIFIC KINDS OF MAGIC ETC.

PRIZES TO THE GAMES WILL EITHER BE ITEMS FORGED BY THE ARMOURERS GUILD OR ITEMS PROVIDED BY THE CHURCHES OF THE GRÆCIAN PANTHEON OF ANCESTORS TO HONOUR THOSE WHO ARE CHAMPIONS OF THE GAMES CELEBRATING THE OPENING THE TEMPLE.

THE FOLLOWING IS A LIST OF GAMES WE ARE HOPING TO RUN WITH INFORMATION ABOUT THEM. ALTHOUGH WE DO NOT ANTICIPATE OR INTEND THE LIST OF GAMES TO CHANGE SIMPLE FACTORS LIKE PREPARATION TIME THE WEATHER AND NUMBER OF GAMES MAGISTRATES MAY AFFECT THIS. WE ADVISE ANYONE INTERESTED TO COME TO THE OPENING CEREMONY IN THE TAVERN ON FRIDAY EVENING OF THE FAYRE. THROUGHOUT THE FAYRE ADDITIONAL INFORMATION WILL ALSO BE AVAILABLE FROM THE GAMES INFORMATION DESK BEING RUN BY THE ARMOURERS GUILD.

## THE JUGGA TOURNAMENT

THERE COULD NOT BE A GREAT EDREJAN FAYRE WITHOUT THE JUGGA TOURNAMENT AND THIS YEAR IS NO EXCEPTION. HOWEVER HERE ARE SOME CHANGES.

THERE WILL BE 16 TEAMS COMPETING. ONE TEAM FROM EACH FACTION. ONE FROM EACH OF THE GROUPS OF GUILDS IE KNOWLEDGE, MARTIAL AND MAGICAL. THEN THERE WILL BE THREE SPACES FOR INDEPENDENT TEAMS WHICH WILL BE PICKED OUT OF A HAT AT THE OPENING CEREMONY.

MUCH OF WHAT MAKES JUGGA SO POPULAR IS THE INVOLVEMENT OF THOSE NOT IN THE TEAM, SO PRIZES WILL BE AWARDED NOT JUST FOR THE WINNING TEAM BUT ALSO FOR THE BEST TEAM KIT AND BEST SUPPORTERS GROUP.



# THE TRIALS OF THE HERO

## TESTS OF PHYSICAL AND MARTIAL ABILITY.

### TOURNAMENT OF ARES - SINGLE WEAPON

### TOURNAMENT OF ATHENA - SINGLE WEAPON AND SHIELD

### TOURNAMENT OF POSEIDON - POLEARM

### TOURNAMENT OF HERMES - DAGGER FIGHTING

IN THESE TOURNAMENTS NO MAGIC, SPECIAL ITEMS OR ABILITIES WILL BE ALLOWED. BLOWS MUST BE PULLED AND NO DAMAGE DEALT. EACH CONTESTANT WILL BE ALLOWED TO TAKE TWO HITS ON EACH LOCATION BEFORE IT IS CONSIDERED USELESS. THE WINNER IS THE ONE LEFT STANDING (IE HAS HIT OPPONENT TWICE ON THE HEAD OR TORSO). EACH ROUND WILL BE MARKED ON THE BEST OF THREE BOUTS. THE WINNERS OF EACH TOURNAMENT WILL BE INVITED TO JOIN THE GRAND MELEE.

### TOURNAMENT OF ARTEMIS - ARCHERY

### TOURNAMENT OF ZEUS - THROWN WEAPONS

THESE TOURNAMENTS WILL USE THE ARCHERY RANGE AND INVOLVE NO MAGIC OR SPECIAL ABILITIES (JUST AIM). THE WINNERS OF EACH TOURNAMENT WILL BE INVITED TO JOIN THE GRAND MELEE. RUN BY THE ARCHERS AND SCOUTS GUILDS.



### CIRCLE OF TREACHERY

AS IN THE FIGHTING TOURNAMENTS NO MAGIC, SPECIAL ITEMS OR ABILITIES WILL BE ALLOWED. BLOWS MUST BE PULLED AND NO DAMAGE DEALT. EACH CONTESTANT WILL BE ALLOWED TO TAKE TWO HITS ON EACH LOCATION BEFORE IT IS CONSIDERED USELESS. THE WINNER IS THE ONE LEFT STANDING. THERE WILL BE ONE CIRCLE OF TREACHERY FOR EACH FACTION IN THEIR CAMP AND ONE FOR THE GUILDS. THE WINNERS OF EACH WILL BE GIVEN A PLACE IN THE CIRCLE OF TREACHERY FINAL IN THE MARKETPLACE. WINNER OF THE FINAL WILL BE INVITED TO JOIN THE GRAND MELEE.



## CIRCLE OF DEATH

A CIRCLE FIGHT WITH A DIFFERENCE - THERE ARE NO HOLES BARRED. YOU CAN USE WHATEVER NORMAL OR SPECIAL ABILITIES YOU HAVE, INCLUDING MAGICS, SPECIAL ABILITIES AND MAGIC ITEMS. YOUR AIM IS TO MAKE YOUR OPPONENTS UNCONSCIOUS NOT TO KILL THEM HOWEVER BLOWS THAT WOULD KILL SOMEONE ARE ALLOWED (EG A BLOW RENDING A PATTERN IN TWAIN IS ALLOWED, WASTING THEM OR PREVENTING THEM BEING HEALED IS NOT). THE GUILD WILL NOT PROVIDE HEALING FOR THOSE INJURED SO CONTESTANTS ARE ADVISED TO BRING THEIR OWN. THE WINNER IS THE LAST PERSON STANDING.



## GREAT RACE

A TRADITIONAL RUNNING RACE OPEN TO ALL WHO REGISTER. THE START LINE, WAYPOINTS AND FINISH LINE WILL BE DECIDED ON THE DAY OF THE RACE. THE WINNER WILL BE INVITED TO JOIN THE GRAND MELEE.



## GRAND MELEE

A CIRCLE FIGHT TO END ALL FIGHTS. WINNERS OF ALL THE MARTIAL COMPETITIONS ARE ALLOWED A PLACE IN THE GRAND MELEE. THE FOLLOWING RULES APPLY TO THE GRAND MELEE.

- I, YOU MAY USE YOUR NORMAL OR LEARNED ABILITIES, SUCH AS WEARING ARMOUR WELL OR USING POLEARMS TO STRIKE PEOPLE OFF THEIR FEET.
- II, YOU MAY NOT USE MAGIC, MAGIC ABILITIES OR SPECIAL ITEMS.
- III, LAST MAN STANDING WINS AND IS DECLARED SUPREME CHAMPION OF THE GAMES.



# THE TRIALS OF THE ORACLE

## TESTS OF MENTAL AND MAGICAL ABILITIES

### CHALLENGE OF PALLAS ATHENE

FOLLOWERS OF PALLAS ATHENE, THE GRAECIAN ANCESTOR OF KNOWLEDGE, WILL TEST THOSE WHO BELIEVE THEY ARE KNOWLEDGEABLE ABOUT THE WORLD, ON SATURDAY EVENING IN THE TAVERN.

### CHAMPIONS OF PAN

A BARDIC COMPETITION TO BE RUN BY THE BARDS GUILD.

### CHALLENGE OF DIONYSUS

A TEST OF ALCHEMY, LUCK AND ENDURANCE TO BE RUN BY THE ALCHEMISTS GUILD.

### CHALLENGE OF HERMES

A TREASURE HUNT TO BE RUN BY THE GUILD OF COMMERCE.

### CHALLENGE OF HEPHAESTUS

A TEST OF SMITHING ORIGINALITY. A PRIZE WILL BE GIVEN TO THE MOST ORIGINAL AND ENTERTAINING SPELL-TEMPERED ITEM, RUN BY THE GUILD OF ARMOURERS.

### CHALLENGE OF THE MUSES

WHETHER ITS TO SPEAK WITH THEIR ANCESTOR OR SIMPLY TO TRANSPORT IN A CIRCLE, MANY PEOPLE MUST NOW PERFORM MAGICAL RITES WITH THEIR SPELLS. EACH CONTESTANT MAY PERFORM ONE RITE THAT THEY CAN CAST AND THE MOST ENTERTAINING AND ORIGINAL RITE WINS THE COMPETITION, AS JUDGED BY THE INCANTORS GUILD.



## CHALLENGE OF ASCLEPIUS

A TEST OF YOUR TRIAGE ABILITIES FOR HEALERS AND THOSE VERY SKILLED WITH THE USE OF BANDAGES, BEING RUN BY THE GUILD OF HEALERS. HOW MANY PEOPLE CAN YOU SAVE IN A SHORT TIME?

## RIDDLES OF THE SPHINX

THE SPHINX IS A POWERFUL DEMON OF GREAT KNOWLEDGE AND MENTAL TRICKERY. ONE HAS BEEN CAPTURED AND KEPT IN THE TEMPLE FOR THE GAMES. AS ARRANGED BY THE MAGES GUILD YOU CAN GAIN ACCESS TO THE SPHINX AND IT WILL TEST YOU WITH ITS RIDDLES. IT MAY EVEN GRANT A BOON TO THE BEST CHALLENGER IF YOU IMPRESS IT ENOUGH.

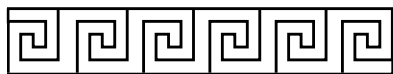
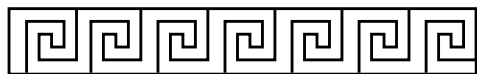
## THE FERRYMAN'S PRICE (AKA THE DEATH LIST)

THE GUILD OF SCOUTS WILL HOLD A COMPETITION ON BEHALF OF CHARON, SERVANT OF THE ANCESTORS OF DEATH AND FERRYMAN OF PATTERNS ACROSS TO THE REALM OF HIS MASTER HADES. A MERE TWO SILVER IS HIS PRICE FOR WHICH YOU CAN ANONYMOUSLY GIVE THE GUILD THE NAME OF SOMEONE YOU WISH SENT TO HADES. THE GUILD HAVE PROMISED TO COUNT THE NAMES AND MAKE SURE THIS MONEY IS USED TO FULFIL CHARON'S WISHES AGAINST THE MOST UNPOPULAR PERSON.



## SAVE THE WORLD

THE WATCHERS OF OUR CIRCLES HAVE AGREED TO JUDGE THOSE WHO WISH TO PRACTICE PERFORMING RITUALS. TEAMS WILL BE RANDOMLY GIVEN ONE OF A SELECTION OF SCENARIOS AND HAVE HALF AN HOUR IN WHICH TO DISCUSS, PRACTICE AND PERFORM THE RITUAL. SINGULARLY FOR THIS COMPETITION TEAMS DO NOT REQUIRE RITUAL MAGIC NOR THE ABILITY TO CONTRIBUTE.



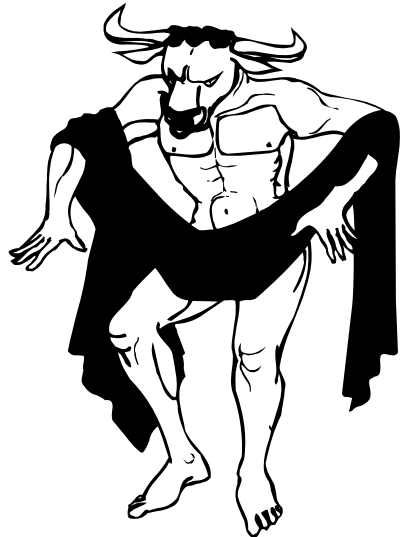
## OTHER COMPETITIONS OF NOTE

### TRIALS OF APHRODITE

BELIEVE YOURSELF TO BE FASHIONABLE, WITTY OR JUST GOOD LOOKING? THE FOLLOWERS OF THE ANCESTOR APHRODITE WITH THE AID OF WILHELMINA VON BECK (FORMER MISS TEUTONIA AND MISTRESS OF THE BANK AND GUILD OF COMMERCE, FORMER MISS TEUTONIA) WILL BE HOLDING COMPETITIONS AT THE PARTY IN THE TAVERN ON SUNDAY EVENING, SUCH AS BEST DRESSED TOGAS, BLIND DATES, MR AND MS HEARTLANDS. REMEMBER THAT DECENCY IS THE WATCHWORD HERE. UNRULY OR LUDE BEHAVIOUR WILL NOT BE TOLERATED.

### HADES PIT FIGHT

MONSTROUS CREATURES COME OUT OF THE HOLE IN THE REALM OF HADES EVERY DAY. TEAMS OF 5 COMPRISING OF A MAGE, AN INCANTOR, A HEALER, A FIGHTER AND A SCOUT MAY BOOK TIMES TO ENTER THE PIT TO FIGHT THEM. THE WINNERS ARE THOSE WHO DEFEAT THE MONSTERS IN THE QUICKEST TIME. ALL ABILITIES, MAGIC OR ITEMS WILL BE ALLOWED. ALL WILL START BY FIGHTING THE LOWEST LEVEL OF MONSTERS HOWEVER TEAMS MAY PROGRESS TO HARDER MONSTERS FOR A CHANCE AT A BIGGER PRIZE, GIVING UP THE CHANCE FOR PRIZES AT THE LOWER LEVEL. THE GUILD ACCEPTS NO RESPONSIBILITY FOR ANY DEATHS IN THE PIT FIGHTS. FURTHER DETAILS WILL BE AVAILABLE AT THE OPENING CEREMONY.



### MINOTAURS MAZE

IF TIME, MONEY AND WEATHER ALLOWS, THE ARMOURERS AND GRAECIANS WILL BE BUILDING A MAZE. THIS TEST IS OPEN TO ALL AND THE FASTEST PERSON TO FIND THE EXIT WILL WIN.

