

# **An Introductory Guide to the LT Live Roleplaying System and the Dragons Faction**

By Andy MacDonald

## **Introduction.**

Hi, and welcome to the guide. First, a couple of quick assumptions about why you're reading this, and then a fairly generic disclaimer or two.

First, we're assuming that you're one of a few things. Either you're new to the LT Live Roleplaying system as a whole, or that you've played in another faction and have decided to join the Dragons. In the latter case (what took you so long?), you may find some terms and explanations a little 'old news'. If so, just skip over those bits you know already. You'll find a section on the Dragon Faction ethos and background starting on page 7.

Even if you've played other live roleplaying systems before, it's worth saying that no two systems are exactly the same. Every system does some things differently. This guide will cover some of the logistics of LT mainline and sanctioned events that may be different to what you're used to. We've also bundled in a handy glossary of common terms and abbreviations used regularly in the LT game.

Now, disclaimers. First, this is not a rules guide. The LT produces those, and they should be your first point of reference for any rules-based queries. Second, this guide is by no means an exhaustive or definitive guide to the LT system, game world, or the Dragons faction. While we've tried to make sure all information is as accurate as possible as of the time of writing, some in-game information is best (and needs to be) discovered in play. Third, pronouns. We've tried our best to interchange male and female pronouns throughout the text, as live roleplaying does not have any gender boundaries. When we use the term 'you', it's normally meant in the general sense, and not aimed at YOU specifically. Much of this guide is written in the second person. We hope that we have made clear from the context when we are referring to the player, and when we are referring to the character. For instance, "You are immune to fear effects" may well apply to you in real life, but is clearly meant to refer to your character and the in-game ability.

Finally it should go without saying that live roleplaying is a game, and the object of the game is to have fun. Several things that crop up in the game, such as monsters, magic and unliving, do not exist in the real world. Exercise common sense, enjoy the game, and have fun.

## Common Abbreviations and Terms.

- **Ancestor:** Supernatural being or concept worshipped or placated in return for power.
- **CS:** Character Skill - 'basic' skill purchasable by any character
- **CSP:** Character Skill Point(s) - normally 16 points used to buy Character Skills.
- **DPC:** Directed Player Character - a character whose actions are to a degree controlled by, or subject to, the game plot.
- **Erdreja:** the game world. The Heartlands make up a part of it.
- **Faction:** one of the large groups representing a nation within Erdreja.
- **Game Control:** area where a live roleplaying event is co-ordinated from. Sometimes (inappropriately) referred to as the Games Operations Desk (or GOD for short).
- **Group:** Sub-unit of a Faction, representing a military unit, noble house, ship's crew, tribe, race etc within that faction.
- **Guild:** organisation representing a particular profession (mages, healers etc) within the game world.
- **Heartlands:** The main in-game area, consisting of the bulk of faction lands.
- **IC:** In Character - referring to characters, actions, items and events taking place within the game world.
- **Lammie:** Laminated card denoting a person, character, or item with a particular special quality.
- **LT:** The Lorien Trust, and by extension the game world and rules system it provides.
- **Monster:** a 'bit part', 'extra', or bad guy whose function is to interact with PCs to further the event plot. Always played by volunteers. Feel free to step forward at the monster room.
- **Monster Room:** area where Monsters prepare for encountering PCs, and where they are debriefed.
- **Monstring:** the act of playing a monster.
- **NPC:** a character whose actions are entirely controlled by, or subject to plot. Frequently more powerful and influential than monsters.
- **OOC:** Out of Character, referring to people, items, events taking place in real life.
- **OS:** Occupational Skill - special powers and abilities purchasable by characters to represent skills and knowledge acquired in play.
- **OSP:** Occupational Skill Points, used to buy OS's. Experience points, basically.
- **PC:** Player Character. You're most likely playing one of these.

- **Starting Out.**

What are you going to play?

In order to take part in the game, you're going to need a character. You'll hopefully be playing your character for some time, so it pays to think about it. While it might be great fun to play a 'silly' or throwaway character for a few hours, or for one weekend (and indeed, some supposedly silly characters have lasted a long time and risen to positions of great power and influence), if you're planning on playing a character for a long time it's best to design one that fulfils the following criteria:

*That you're comfortable playing*

This covers the practical, mental and financial sides of the character. If you have an allergy to face paint, or don't fancy spending a long summer weekend in a latex mask, it may not be a good idea to play a goblin or orc. Are you physically fit enough to handle wearing metal armour and charging into combat? On the mental side, are you comfortable playing someone with a code of values or conduct that may be very different to your own? On the financial side, new live roleplay kit can be quite expensive. A new costume, weapons, armour and shield can add up to quite a significant investment.

There are no rewards offered for physical exhaustion or maxed out credit cards, and we don't give out Oscars for angst-ridden acting. There is no kudos for overstretching yourself in any of these areas.

*That fits into your group ethos*

If you're joining an established group, talk to the group leader about any criteria members have to fulfil (this could be anything from a group uniform, to all members having certain skills, to tests you need to complete in game time). They should be able to explain the group's background and help you develop a character who will fit in well with the rest of the group. Your group can also be very useful in getting you involved as the game takes off.

If you're joining the faction as part of a new group, it's best if the group leader works with the faction's plot team to make sure the group will be accepted within the faction (for instance a company of knights of Law joining a faction of Chaos marauders may be an interesting idea - but probably won't end happily, for one side at least).

While some groups are open to new members, some others are invitation-only. This may be

because the members are OOC friends, or they may set IC tests for prospective members to join. If you see a group that catches your imagination, talk to the group leader about getting involved.

### *That fits into your faction ethos*

Back in the days of old, as the story goes, a village prepared to burn an old woman alive, saying that it was a custom of theirs when dealing with witches. The local lord threatened them all with hanging, saying that executing murderers was a custom among *his* people. In the game world, there are certain issues that different factions take stances on - necromancy, undead summoning, worshipping evil and so on. If your faction is down on necromancy, it's not usually a good idea to play a necromancer. There's nothing wrong with a *player* wanting to play a necromancer - it's just that you'll probably have a happier time doing so in certain other factions.

Likewise, if you're playing (for example) a beastkin, and your faction has a lot of them already, they may be able to offer you roleplaying opportunities not available elsewhere. Playing a fish out of water can be fun - if you decide to play a Fomori (a sort of Fae sea monster type creature) in the Dragons, you'd better get ready with some excellent reasons why the rest of the faction shouldn't fillet you on sight (and pass it by the plot team). That said, if you roleplay that well enough, they'll probably love you.

On that note, a word about racial stereotypes. The LT game world draws on a plethora of fantasy and historical references, but at the end of the day we've all (broadly speaking) seen the same films and TV shows, read the same books and played the same games. For example, Orcs are typically straight out of Tolkien, via Games Workshop. You may want to play one that's got golden skin, hops everywhere and speaks like Brian Sewell, and that's fine and dandy. Just be prepared for a few odd looks and searching questions!

### *That offers opportunity for expansion*

Whatever your character's backstory, you'll hopefully be thinking about where you're going with it. There are various career paths available in the game - some within the factions, others in the guilds. It's possible to train and acquire special powers, or fate may play a hand and send your character into new and uncharted territory. You'll gain friends and enemies, powers and responsibilities, knowledge and a reputation - hopefully one you are proud of!

All of this has to be gained in the game. That's why it's considered best to start off as a novice squire, mage's apprentice or ambitious farm girl, rather than a veteran of a thousand battles or a master thief, but with no skills, silver or scars to show for it. If you want to show up calling yourself the High Proctor of the Order of Soth, or whatever, that's fine. Just as long as you're prepared for

all the people who'll want to see if you're as capable as your title suggests.

A few other pointers on new characters:

- Be original. It's a standing joke that following the success of any genre film or TV series, there will be a slew of imitators of the coolest characters from it. While it's just fine to play a hotshot Elf archer, drunk pirate captain or swashbuckling mouse, slavishly ripping off a character is not so cool. Sure, base your character on your hero(ine) from the genre, but make them your own in some way.
- Remember the genre. The LT game world encompasses a pretty broad spectrum of fantasy, from barbarian times up to roughly the Elizabethan/Jacobean age (with a few ancient Greeks/Romans and Victorian steampunks thrown in). That said, there are a few conventions that are adhered to - no firearms, no ray guns, no modern technology. Not even jetpacks.
- Be realistic. Your character will generally be bipedal and roughly human-sized. You will not start off with amazing powers and a magic sword. These things have to be earned in the game. If you want a go at playing massively powerful sorcerers and death knights and things like that, go to the monster room. They'll love you for it.
- Don't break the fourth wall. People from the real world who have wandered into a fantasy world and are thus very confused/massively genre-savvy? It's been tried. Besides, what is this? *Last Action Hero?* (As a side note, sometimes you will genuinely meet members of the public passing by. If they ask what's going on, try to be polite and explain we're engaging in fun and games without trying to get them to join in. If you respect their choices, hopefully they'll respect ours)
- Last but not least, have a back-up plan. All characters will eventually die. Sometimes this will happen very suddenly and unexpectedly. While there are 'good' and 'bad' character deaths, it is almost impossible to plan for the occasion. When your character dies, you may have a good chunk of an event still to play. If you want to start a new character, fine. If you want to play a 'filler' character for the rest of the event, fine. If you want to monster for the rest of the event, that's fine as well.

## Getting Started - Practicalities

So, you've got your character idea fully formed and ready to play. You know who they are, where they're from and what they want. You're all ready to go and...hmm. Not quite. Here's a checklist:

- Is your character REGISTERED? If you pre-booked the event, chances are you are and you'll have a lammie with your character's name, race, group, faction and skills showing. This should include any OSPs you bought. The lammie should be kept somewhere handy as a referee or marshal may ask to inspect it at any time. Round the neck, on your wrist, on a belt or sash - all popular options. If you paid on the gate, chances are you'll need to go to Game Control, fill out a

registration form, and they'll make it into a lammie for you.

- Have your weapons and armour been CHECKED? At mainline events, weapon/armour check is usually located near the main entrance. Here, LRP-safe weapons and armour are checked to make sure they're safe to use. Wear and tear and accidents can render weapons unsafe over the course of an event. Checkers can advise on best practice for keeping weapons safe and on repairs. Weapons/armour bought from traders at an event are usually checked prior to them going on sale.
- Is your COSTUME suitable? While you can add to and change your costume over time, at the very least you should be aiming for the covering or obscuration of any modern references. A plain black tabard covering a band T-shirt, along with a long skirt/bindings or coverings over trouser legs make a perfectly serviceable, if unspectacular costume. Chunky belts, 'gypsy' shirts and headscarves cover a multitude of sins. Hiking boots (or even Doc Martens, sandals, military boots or clubbing boots) are preferable to trainers (and kinder on your feet). Apply any makeup or prosthetics your character might need, but remember that you may have to do so every day so don't go for elaborate makeup if you aren't going to be that committed.
- If you're using a missile weapon (bow or crossbow), or claws, you'll need a COMPETENCY CERTIFICATE. This is because these weapons can be OOC dangerous in the wrong hands. To use them, you'll need to pass a competency test - part theory, part practical - for information talk to a referee or marshal. Competency certificates are issued to the player - not the character - and are strictly non-transferable.
- Magic users need to collect SPELL CARDS - tokens representing how much magical power their character can use each day (a day typically running from 10.00 AM (time in) to 2.00 AM (time out)), and normally colour-coded - so if it's Friday you use red cards and so on. Cards are usually issued from the magical guilds (mages, incantors, healers), and they normally have a guide to what colour card is used for which day. As you cast spells, you'll need to rip cards to represent your character using up their power. Keep the cards handy for ripping, and have somewhere handy (a pocket, bag etc) for ripped cards.
- Lore skills (potion lore, evaluate etc) need LORE SHEETS. Collect these from Game Control. These consist of lists of numbers corresponding to codes on lammie cards. Use the sheets to decipher the codes and learn about the item. Lore sheets are issued specific to a character. Don't leave them lying around.
- There are some OS's and special abilities that may entitle you to extra lore sheets and things to collect, but those likely won't apply to starting characters.
- You should now be ready to play!

- **Your Faction - The Dragons**

The Dragons faction is one of ten factions in the LT game world, each representing a nation. Each faction has its own 'flavour', based in many cases on a real-world historical or mythological culture. That said, it's not necessary to play a character based on that background. If you want to play a more generic 'high fantasy' character, or someone from another culture (such as a Viking in the Arabian Nights-inspired Jackals), that's perfectly fine.

The Dragons are one of the original factions in the LT system, present since the first Gathering in 1991. This means that as well as all the myths and legends that make up the faction history, there's a heritage of over 20 years of events and deeds performed by player characters in the course of the game.

The Dragons background is based on Welsh and Irish myth and legend. Several legends, such as the tales of Cu Chulainn, and of Pwll and Hafgan, have been used as the basis for in-game plots. Quite often though, liberties have been taken with the legends in adapting them for LRP plotlines. So don't be surprised if the game world version is somewhat different to the version you may be familiar with!

The faction is run (OOC) by the Command Team, on behalf of the LT. These people have been recruited by the LT from long experienced players and they have responsibility for major decisions. The majority of the organising is done by and for players. The Logistics Team handle the maintenance of faction property (tents, electrical generators and so on) and the physical upkeep of the faction camp at events. The Plot Team write plot, and liaise with the LT over in-game issues. The Marshals Team run encounters and linear adventures at mainline events. If you are interested in helping with logistics or marshaling, these teams are always happy to recruit extra help.

In Character, the faction is a feudal, medieval society, with power resting in the hands of Chiefs, Kings and Queens (unit leaders), and Lore Wardens and officials with specific areas of responsibility. Ultimate command of the faction rests with the Rioghan Ddraig (trans. Dragon Queen). Traditionally most Dragons have identified as coming from either Erin (the in-game equivalent of Ireland) or Cymrija (Wales). That said, if your character hails from somewhere else, that is perfectly acceptable.

At the moment, the Dragons are mostly resident on the island of Caer Danon, roughly equidistant between Erin and Cymrija. This follows a series of catastrophic occurrences, (super)natural disasters and wars that have left the Dragon homelands largely uninhabitable, or in the hands of enemy forces. Other Dragons have found shelter in the other kingdoms of the Heartlands, or cling

on to parts of the homelands. So in effect, your character could hail from anywhere in the Heartlands, or even further afield. What they share with everyone else in the faction is that they have chosen to throw their lot in with the Dragons. Reclamation of the homelands is currently a major theme within the faction.

## **Faction Organisation.**

### ***The Rioghan Ddraig.***

The current leader of the faction, the one with whom the buck stops, and frequently starts.

### **The Ard Righ/Ard Rioghan.**

Leader of the Erin side of the faction.

### **The Cunedda/Penbrennin.**

Leader of the Cymrija side of the faction.

### **The Warmaster.**

Leader of the faction in battle.

### **The High Sheriff (Ard Brehon).**

Responsible for enforcement of faction laws and administering of justice. The current holder also organises security and safety of the faction camp at mainline events.

### **The Lore Wardens.**

Known by their titles of High Healer, High Mage, High Scout etc. Responsible for co-ordinating faction healers/mages/scouts/etc, liaising with the respective guild, organising training and other duties specific to individual posts.

### **The High Ambassador.**

Mistress of the dark arts of Diplomacy. Responsible for relations with other factions.

### **The Faction Champion.**

For when we're all done with talking.

### **The Faction Quartermaster.**

Keeper of faction treasure, including special items and weapons.

### **Kings/Queens/Provincial Lords and Ladies**

Leaders of provinces back in the homelands. Now they may not have their lands but they still have their people to represent and rule.

Occasionally, people may be appointed to other titles, or particular post-holders may take on temporary extra duties. Vacating a post is usually done through incompetence, absence, personal choice (rare), promotion, or death. Appointment to posts is usually made on the basis of personal merit, aptitude or (occasionally) popularity.

Current post-holders are normally identified at the opening muster of each mainline event.

## **Faction Traditions.**

### *Hospitality.*

Hospitality is the practice of offering food, drink and shelter to whoever requests it. A guest is considered 'safe' on Dragon lands, unless something is done to break hospitality. This might include attacking or offending the host, committing a crime, or failing to protect the host or defend the land if attacked by others.

*(Example: On a wild and stormy night, Count O'bviiss von Alucard calls at the faction, asking for hospitality, and it is offered. Later in the evening, a routine check of the camp reveals the count is actually a vampire! The Count protests that he has not broken any Dragon laws during the evening, and under the rules of hospitality he should be allowed to leave in peace. The Dragons point out that being undead on Dragon land is against Dragon law, and promptly chase him out of camp or hack him into pieces).*

### *Feudalism.*

The Dragons are not a democracy. A Dragon is expected to obey their queen, or their lore warden. Those who have risen to high rank speak with more authority than those who have not. Frequently they will be offered chairs first, have others stand aside for them, and other small nods of respect. Any Dragon is free to speak in a muster circle if they wish to bring something to the attention of the faction, but most would go through their King or Queen first. If a Dragon offers hospitality to a guest, this may be rescinded by their king (if they have good reason). This does not mean that only those at the top have the power to make any decisions - just that they have the power to overrule bad ones. But as well as keeping their people in line, rulers are expected to protect and speak up for them as well. With authority comes responsibility.

### *Bardic Privilege.*

Dragon Bards hold a particular place in Dragon society. They are custodians of faction law and lore, and serve as counsellors to rulers. In this role, they have the power of bardic privilege - the freedom to speak freely and as they find. This is not a licence to insult, but to offer honest opinion. There is a world of difference between "With respect sir, you're wrong and here's why..." and "King X smells of cheese and looks funny!". Dragon bards can be identified by distinctive badges, awarded after completing a demanding apprenticeship. Do not assume that anyone who can play a musical instrument is a bard, or for that matter that every bard plays a musical instrument.

### *Faith.*

Dragons are people of faith, following a large pantheon of Ancestors. Even if a Dragon does not share the same ancestor as another, many will show respect to incantors, druids and other people of faith regardless of whom they follow. Atheism is very rare in Erdreja, and almost unknown within the Dragons. Not all Dragons follow Ancestors - it is also possible to follow concepts such as good or evil, law or chaos. With the issue of faith comes that of the *geas* or religious compulsion. Some characters may through plot interaction or their own choice take it upon themselves to be bound by a *geas*.

### *Honour Duels.*

Sometimes a Dragon will call out an enemy (or vice versa) to fight an honour duel. This might be to first blow, best of three, to the death or whatever the participants agree. It is generally considered extremely bad manners to interfere in someone else's duel. People who do are often attacked by both participants. That said, it's not unknown for the winner of a duel to be instantly set upon by all of the loser's friends.

### *The Otherworld and Death.*

For many Dragons, death is not feared, but seen as the next stage on a great adventure. The Otherworld (where souls go after death) is regarded as a paradise of good hunting, plentiful food and worthy opponents to fight. Dragon funerals are a time to mourn (for your friend is no longer around) but also to celebrate the achievements of their life, and to toast their good fortune. Dragons hold any violation of the patterns of the dead as a grave insult and crime. This is one of the reasons why the faction is so strongly against any form of necromancy or unliving.

## **Ancestors of the Dragons.**

Please note that this is by no means a complete list. Only the most popular Ancestors are covered here.

### **Danu.**

Danu is the triple Goddess, shifting between the beautiful *Maiden*, the reassuring *Mother*, and the terrifying *Morrigan*. These aspects represent fertility and new life, plenty and nourishment, and decline and death.

### **Dagda.**

Dagda is the ancestor of male fertility, of plenty, and of the sun. He is a cheerful, generous ancestor, renowned for his mighty club and his cauldron, with which he feeds the faithful.

### **Cernunnos.**

Cernunnos is the Horned one, the ancestor of wild places and of beasts. Many Beastkin worship him. He embodies the hunt, and the raw power of nature unbound.

### **Yr Ddraig**

Yr Ddraig is the great Dragon that lies beneath the land of Cymrija. When he flicks his tail, mountains topple and the world trembles.

### **Domnu.**

Domnu is the sister of Danu, and the ancestor of winter. A harsh and unforgiving ancestor, she is more feared than loved.

### **Govannon.**

Govannon is the great crafter and smith, who forges artefacts for the other Ancestors in the Otherworld. He is the leader of the ancestors of the faction's Dwarves.

### **Mil.**

A human hero of ancient Erin, Mil stands for the strength and power of humanity, and freedom from oppression. His followers often dislike 'elder' races being in positions of power.

### **Arawn.**

Arawn is the ruler of the Otherworld, where he governs the souls of the dead.

### **Steel.**

Steel is an Ancestor of Cymrija, of metal craft, courage and strength in battle.

There are many other Ancestors, mostly notable figures from Celtic mythology including Lugh, Nuada of the Silver Hand, Bran the Blessed, Crom Cruach, Balor, Brenin Llwd (The Grey King), and Mannanan. Some ancestors are particular to groups, others followed by characters across the faction. Individual interpretations of ancestors can sometimes conflict with those of other characters.

While you're welcome to invent new ancestors to suit your character background, please try to stay away from real life religious figures and terms. This is out of a desire to avoid causing offence through apparently cavalier treatment of people's sincerely held beliefs, and is also in the interests of preserving the good name of the Live Roleplaying hobby. If you do follow a religion whose central figures are used as game world Ancestors (for example, Odin or Danu), please be assured that LRPers do appreciate the difference between their portrayal in the game world and in real life. For the most part, the LT system uses mythological figures who have been portrayed extensively and vicariously in popular culture, and does not intend to offend anyone.

## **Recent History and Enemies**

The Dragons are currently at war with the Fomori - a race of Fae sea monsters - who have occupied much of Erin. Other enemies, including the very land itself, have driven the Dragons out of Cymrija. This has left the bulk of the Dragons on the isle of Caer Danon, nursing their wounds and planning their next moves. More Dragons are scattered across the Heartlands, as refugees, exiles and nomads. For every Dragon who has reached safety in exile, many more people have been left behind, either as conquered people, or left to fend for themselves.

This has been the latest development in almost twenty years of unceasing wars. There have been threats from other factions, and from other enemies. These range from the Fomori hordes, the deadly efficient armies of the Empire, and a variety of unliving Vampires, Fae, ghouls and ghosts. At times the Dragons have fought themselves, with Erin in particular suffering from a devastating civil war within living memory.

For more information on any of the above matters, speak to any Dragon.

## Getting Involved (and other good advice).

Your first event may seem a daunting experience. Thus, we've included this handy guide to finding out what's going on and making your character useful and valued.

**1. Get to know who's who and what's what.** The opening muster normally includes a quick run-down of who does what within the faction, followed by shout-outs from the Lore Wardens to meet with their respective teams. You may well want to attend more than one of these - for instance if you have some healing skills and some mage skills too. It's a good idea to make yourself known to the lore warden, if not straight away, then as soon as possible afterwards. They'll not only know to look out for you, but also to bear you in mind for any opportunities that may come up. Also the muster will fill you in on any special IC and OOC rules for the event, and useful information such as times for faction monsterring slots and linear adventures, and where the toilets are.

**2. Volunteer for apparently boring jobs.** Bodyguarding and sentry duty may not sound fascinating, but are great ways to meet people, prove yourself useful to the faction leaders, maybe save a character's life or two, and hear some really juicy gossip. If you can read and write, meetings always need scribes.

**3. Get to know your guild.** The guild area is usually a hotbed of intrigue and activity, and a great place to find out what's going on. You can also pick up IC newspapers, full of reports from past events and containing clues to what might be happening at this one. Join a guild and volunteer to help out - duties range from the mundane to the life-threatening, but recognition can lead to promotion and special skills and items.

**4. Join a Ritual Team.** Rituals are where the faction tries to create or obtain special powers, items and effects. Ritualists lead teams of Contributors in routines that are marked on their relevance (to what's being asked for) and entertainment value. Rituals involve plenty of rehearsal time, followed by your moment in the spotlight. Be warned though - a ritual is a gamble, and every one you do, you risk your character's life. As well as people with the Contribute skill, ritualists often need people to play instruments or perform other tasks in the ritual circle.

**5. Get out there!** True story time. A few years ago I overheard a group of players sitting outside their tents, grumbling. "If things don't liven up" one said, "I might have to see what's going on outside the camp!". At the mainline events, there is *loads* of plot going on. Not just your faction's plot, but that of other factions and guilds, plus whatever's been laid on just for that event, plus all sorts of random stuff. But it won't come up to your tent and knock for your attention (unless you're *really* unlucky...).

**6. Look for opportunities to use your skills.** For one, how are people going to know you can do something unless they see you do it? Second, if people know you have particular skills, they might start trusting you to use various items, and train you in new abilities.

**7. Ask questions.** If you're not sure what something means, or who someone is, ask. Ask whatever questions you like, even if they seem really obvious. Often a fresh perspective can help solve a seemingly intractable problem.

**8. Develop a good reputation.** Lend a hand keeping the faction camp tidy. Take your hits fairly and honestly. Do a stint of monstering - it's a great way to get more familiar with the rules, while playing with powers you may not otherwise get to use, and you're helping everyone else have a great time too. This is also a great opportunity to meet up with some people from the faction out of character.

**9. Remember it's all a game.** The person screaming abuse at you isn't mad at you in real life, they're just playing a character who screams abuse - most probably at everyone. Likewise, chances are you'll feel very self-conscious about shouting out the faction name in a muster, or addressing the faction for the first time. We all did. Sometimes the inherent ridiculousness of a situation will have everyone around you doubled over in laughter, before righting themselves and carrying on as if nothing has happened. As we said in the introduction: it's a game. Have fun.

## Contact Details

If the information above has just whetted your appetite, you can find out more about us and what's going on by getting in touch. You can contact plot directly, or engage in a more informal discussion with other players from the faction on our faction website forums or on the facebook group. Contact details are below. Don't be shy, we look forward to roleplaying with you!

*Command:* [command@dragonsfaction.org](mailto:command@dragonsfaction.org)

*Plot:* [plot@dragonsfaction.org](mailto:plot@dragonsfaction.org)

*Faction Website:* <http://www.dragonsfaction.org>

*Faction Forums:* <http://muster.dragonsfaction.org>

*Facebook Group:* <http://www.facebook.com/groups/19170240784/>

And last but by no means least, if the Dragons is not for you, you can find details of all the other factions and guilds as well as general information about the Lorien Trust gameworld and forums at:

<http://www.lorientrust.com>