

Dragons Faction **OOO Meeting 2007**

Please note: for ease of reading/clarity of who said what I've written someone's name the first time they are mentioned, along with their character name and their initials in brackets if they appear again later in the minutes.

Agenda:

1. Thanks to the Old Command Team/helpers over the year
2. Welcome to the New Command Team
3. Direction of the Faction
4. Plot over the last year
5. Upcoming plot
6. Events 2007/2008
7. Logistics (help at mainline events)
8. Rules 3 changes to Lammies (not a discussion about Rules 3)
9. New Erin & Cymrija
10. Any Other Business

1. Thanks to the Old Command Team/helpers over the year

Mark Bateman (Rhodri - MB) said a big thank you to Dave Frew (Maclan), Sam Mitchell (Laurana) and Jez (Dagonet - JCT) for all their hard work over the last few years. Darren Winter (Dafydd - DW) also thanked Ian H (Garf - IH) Webmonkey Pete (WP), all of the faction marshals and the D.O.B for running the October 2006 event.

2. Welcome to the New Command Team

A warm welcome was extended to MB as new faction IIC and to Jon Conway (Connal - JC) as new faction ref. DW will be staying as plot-bunny and the 4th NPC position is currently vacant, although the NPCs are on the lookout for a suitable ~~victim~~ candidate to fill the smoking boots.

3. Direction of the Faction

"Mark says we have done a lot of Dirty Celts".

What he actually meant was that the faction in recent years has moved more towards the darker, nastier side of the Celtic tradition and away from the "shiny mortal hero" image of a few years previous. The players agreed upon this slant in Out of Character meetings, but this has proven to be less so popular in the field. With Maclan's departure, there will be a change of direction. MB suggested that a more "Shiny Mortal Hero" feel would allow more people to be involved. This is not to say that "Dirty Celts" would not be welcome – these are an intrinsic part of the faction and can easily blend in around the new image (skulking around the back behind the hero line...).

Jules (Kallistos) (JD) - suggested we have had a lighter feel this year due to our alliances with the Bears, Lions and Gryphons.

Pip (Tiggerat - PD) – a lot of complaints have been that the Dragons lurk around and back and people are not willing/don't get "stuck in" any more. Bards should be singing/telling tales of the old pit-fights when arguments were solved by combat to the death/first blood.

Ruth Bateman (Aderyn - RB) – We are playing in a dark world at a dark time full of gribbles, but there is always room for the Shiny Heroes to counteract the darkness.

JCT – There has been a deal of resistance to play the Shiny Heroes by some, due to other players in the system who would directly target the characters who stand out.

It was also added that some people have become "precious" about their characters and some are afraid to enter the fighting in case their character, into which they have placed a lot of time and money, dies. RB countered that the faction has moved away from the Celtic tradition that death was celebrated and that dying was not the end of someone's existence. JCT added that the former Slieve once charged knowing that they were going to get butchered, but did it anyway and carried on as their next characters in the same way; the fact that people remembered what they did for years after was still a huge buzz.

JC – The faction needs to get back to the old style of "We fight internally but together we take on the World".

Zoe (Keira - ZP) asked how we would enforce all these things with the newer, more enthusiastic players. JC/DW said to get them more involved, ask them to run errands, bodyguard people, go with you when you were off to another faction, the marketplace or the Guilds, etc.

4. Plot over the last year

DW – The biggest thing in 2006 was getting rid of Crom Cruach. The Crom plot has now finished, as enough Cthon were dealt with in order to quieten things. At Easter, there was the introduction of Hafgan and the fight in Annwn, and later in the year, the reintroduction of the Fomor following on from the death of Skeld. More will be heard about both of these at a later time. The Hafgan plot has been geared to bring out a more Celtic ethos within the Faction. This will aid and encourage a more Celtic style of fighting – skirmishing, 1:1 fights, honour battles, etc.

DW asked the players from the Easter event what they thought of the new style of things. The players agreed the skirmish style was more challenging and refreshing following on from the shield wall and line fighting we have been used to throughout the Imperial campaigns. Ed (Karac – EC) and JC added that we no longer have the old style shield walls like Slieve any more

(although we do still have the D.o.B), and that skirmishing was far more in line with the faction as it currently stands.

5. Upcoming plot

DW – There will be more on the Hafgan/Annwn plot. New plot with a Celticier (*yes, this word was in the thesaurus*) feel as previously discussed will also be introduced.

The Easter event this year will be held at the site where Nos Kalan Mai has been held in previous years, however we now have most of the site's grounds at our disposal.

The spring campaign 2006 was a very free form and unrestricted event – the players were allowed free reign to go predominantly wherever they wanted. Events 2007 will continue in a similar vein but DW requested that the players please let the refs know if they want to investigate so that they can arrange for them to go as soon as possible, rather than telling the players that the area “won't be available until tomorrow morning”. This, of course, will mean the monsters will be doing the same thing – they may be given an area to patrol, etc. Monster roles will become less scripted and more free form. DW reiterated that the monsters are there for the players' entertainment, as the players have paid a great deal more than the monster crew to be at the event. JC added that monstering allows someone access to a greater scope of abilities that they wouldn't be allowed as a player. The monsters at the spring campaign worked really hard, but they had a say in what they wanted to do and how they were deployed and they thoroughly enjoyed it.

DW asked the players about what they thought of the ogham transcripts that have been cropping up at the events, and explained that as player parties were often up to 50% non-combatants this gave people something else other than combat after combat. DW would like to bring in more varieties of scripts – runes, etc.

ZP said that we needed to find the balance between combat orientated and non-combat orientated activities. JC countered that if combat encounters occurred whilst translations and other puzzles were taking place, it would get incredibly messy as the non-com players - normally healers, mages, etc - are needed during and directly after the combat.

JC/DW – 50 master-crafted items were placed out at the spring campaign, and 50 items also came back. There are special items placed out there if people look for them. JCT added that these items are often out there at a fraction of their normal in-game cost, and traditional Celts would take whatever useful items they could find – weapons, scripts, even a man's boots. These items traditionally were of great worth and importance to people, and can be particularly useful to the Faction in terms of rituals, etc, where master-crafted/spell-tempered items are crucial to the forging of new items. If you can't use them, why not try sacrificing them to assist your ritual...?

6. Events 2007 – 2008

MB – the number of events has been cut down. Part of this is down to player feedback and cost. Often, people would say they wanted to come to all the events but could only afford to pay for one or two of them.

The New Command Team has taken the decision to move the Faction Parliament to the October event and will be held around Nos Kalan Gaef (late October). Also, MB explained that this way people would be promoted and rewarded for their good work throughout the year based on the observations of the high command, etc. IH added that this way, newly promoted people didn't die so quickly as when they were promoted at the beginning of the year. ☺

Over the next few events, the command team will be looking for people to fill vacant posts. Provincial Kings tend to appoint themselves, the command team just ratify if they are any good. If you're not, you get booted out. EC agreed that the Kings have the mentality that "I'm the best person for the job, either 'til I dies or you find somebody better (normally that's when I die)". If you want a job/position, go for it. Do it. Take a chance – this is far more celticy than waiting to be noticed.

DW added that the command team want people to come to them and tell them what they've *done*, not what they *want to* do. Be proactive – there will be consequences, but they won't all be bad. It was mentioned about how years ago, a really well role-played moment would be noticed and 'rewarded'. JC said that it was far easier and more fun to deal with the results of someone's actions, rather than listening to their intentions.

7. Logistics (help at mainline events) – JC/DW

Monsters (JC) - there is currently a booking system that ever player for an event has to bring a monster. At points at the spring campaign, JC had a core team of only 12 monsters. The players, however, believed this to be much more due to the sheer hard work of that dedicated team (special mention was made here to Bill "Groundhog" Thomas". JC asked that please don't be discouraged if you're not lucky enough to secure a player place at an event, please come along and monster instead. LT sanctioned events in the past have had to be cancelled due to lack of monsters. This has never happened to the Dragons Faction yet, but on a number of occasions it has come fairly close.

Encounters at main LT events (DW) – The faction will be given 10 encounters at the Gathering and GEF respectively, and a further 20 in total at the Moots. Unfortunately the Faction only currently has 4 functioning marshals. WE NEED MORE!!! We had NO linears last year as we didn't have any marshals to run them. Special thanks were given to Chris Ellingsen (formerly Morgannwg), for running himself ragged over the past few events.

Faction Security (JC) – Command will be looking for volunteers to help out at events, especially at our Faction Moot, the Gathering and if we are a hosting camp at GEF. Although we have one person who has volunteered for most of these events help is greatly appreciated. You are NOT EXPECTED to be there to break up/dissolve situations should they occur, but to be the one to raise the alarm to the rest of the site should assistance be required and to get help as soon as possible.

Set-up (IH) – We need as much help as possible, especially at the Faction Moot and the Gathering. Special thanks were extended to the familiar faces that appear at the end of nearly every event to assist with the takedown of the faction tents, generator, etc. IH said that people are needed from Wednesday onwards to help put up the main structures in camp, and that Faction Command are looking for eager volunteers. Please could interested people email the Command Team, as places are extremely limited. These places are NOT subject to the £10-per-night early arrival fee as they are set-up crew and working really hard for those extra days. Anyone who can come over on Thursday and help out with set-up is also greatly appreciated.

8. Rules 3 and changes to Lammies

Sharp/blunt no longer exist, and have been replaced by “normal” damage. The LT is currently considering what to do about items etc that currently give people immunity to sharp/blunt. DW said for people to go to Games Control and request to exchange the current lammie for an alternative power appropriate to the new rules system.

Permanent items/powers are being removed and replaced with a 3-year duration, after which they will need to be re-powered. Any “permanent” items/powers will need to be taken to Games Control to be checked/reassigned with their new abilities.

Faction Command are currently looking at a range of items for all classes/abilities. As Feast won the Cadre War, there will be a greater amount of items but with less power as power is shared out amongst everyone. For example, the Warmaster’s Belt will be the only powerful item that can be carried at once according to the new rules, based on the amount of power it contains. This new system rewards the Dragons as a whole as our faction has never had uber-powerful flangy items anyway.

Ritualists – “less is more” – you will be better and greater rewarded for trying to create a greater number of less powerful items rather than one big item. David Lloyd Esq. (Llwyd ap Neb – DL) suggested it would be worth the faction getting together to discuss what sort of items we wanted to aim towards this year. The players agreed this was a very good idea. The GTC have been discussing making “Blast Shield” items. Command smiled and said that particular idea was already “in hand”. JC said there was no restriction on repairing and re-powering items, but this would be far more difficult than

simply creating a new one. Also, items are less difficult to make with a shorter duration than a longer one, for example GEF – Gathering rather than a 1-year duration, especially as there are very few events at which the item can be used over the winter. JCT reiterated his previous point that sacrificing items will prove very useful and is something very in keeping with our Faction's roots and history, and that low-level OSPs such as make special weapon/potion/scroll etc, would be increasingly useful for rituals and general enterprise.

Any current special creatures will be given a skills list that they can buy from.

Artefacts will be limited to one per faction and will be given powers that can be invoked by the NPCs, which can then be given to players to use.

At the Plot-4s meeting, an agreement was made that less monsters will be immune to normal damage, but they would instead have a greater number of hit-points, etc, instead. JC said that there would be a very limited amount of monsters with such immunities, and things are moving towards a lack of immunity but an increased amount of armour, hits, etc.

DW said that monsters would also be moving towards having locational hit-points, so we may see zombies with no legs crawling towards the players brandishing daggers again. Global hit-points would still exist, but this would be limited to gelatinous creatures, shambling mounds, etc.

9. New Erin and Cymrija

Please see the OOC document supplied by the command team for reference regarding the key changes to each province. Any places not mentioned on the documents can be presumed to be safe.

The population numbers in brackets relates to the number of survivors. Great land changes caused by the cataclysm and the void demon attacks are responsible for most of the deaths, but also poor harvests etc could have added to this. IC knowledge is, for now, restricted to each character's own province. However, through IC player interaction knowledge can be passed on about the extent of the damage/changes to other provinces.

All inactive ritual circles *throughout Erdreja* can only be reactivated through player actions with assistance from the Mages Guild. This is not just restricted to Dragon lands. All circle wardens have been "sacked", and feel no affinity from their previous circle (they can basically go "yes, there's a lot of magical power around here", but that's about all).

The seas have also been badly affected – Naval characters have been restricted to docks since the Cataclysm due to severe riptides and whirlpools. The waters have been far too rough and unstable to venture out anywhere far, however there is a new IC map of the coastline available.

Full damage reports will be available by research request to the plot team, as without "expert knowledge" e.g. from builders, stone masons, carpenters, etc, the average person will not know the financial extent of the damage that has been caused (according to JC, by flying monkeys). Encounters and linears will also be arranged to discover more information.

Any OSPs learned over the course of the winter can be safely assumed as completed. You will have been practicing your new skills rather than simply training with your master/tutor.

DL asked if we could get copies of the OOC documents sent to Unit Leaders not present at the meeting. Copies will be available online, but DW asked that paper copies be distributed as best people can to those without net access.

10. Any other business

CJ (Flynn Morghun – CJ) – How are we booking events this year? As units, watches or provinces?

- Book as units

Tree (Tangle Blessim – Tree) – How will rank changes be affected this year?

- As far as anyone is aware, there has been no change to the rank system.

Andy MacDonald (Paddy – AM) – Offered to lead the Welcome Wagon. Andy to speak to Ben (formerly Heclan Llosh of the Quiche) as Ben is still leading the Welcome Wagon as far as we know.

Caroline Ross (T'riss Tyr - CR) – The GTC are thinking of setting up a hiring agency for skills/bodyguarding etc, to get new players involved with everything that's going on.

DL – what is happening as far as the Faction gate/lighting is concerned?

- The faction agreed that a wide-open space is preferred to a structured gate.

JD – What do people want on the Faction website, as previous requests for items to go there have not been very fruitful?

A faction Wikipedia was suggested. Leigh (Raziel – LC) suggested that if this idea is used that only Command/admin members would be able to update this as otherwise it would quickly fill up with needless/irrelevant information.

ZP, RB and PD are currently working on information on the 9 major ancestors. It was agreed that the Chain of Command should be updated, but only with the positions rather than the names of the characters, as these change so regularly.

Laura Mitchell (Berrach – LM) asked if we could have something with the key facts of each province – type of land, main imports/exports, industry, whether it was full of pirates etc. WP said this was on the previous website but it had been left for ages and had not been updated.

Andi (Seb – AT) – Asked if we could put stories up on the website. DL said it was more traditional that if someone wanted to learn a story they should learn it and tell it themselves, and that there was plenty of resources (Celtic mythology, the Mabinogion, etc) to learn from. CJ suggested a list of useful resources that people can watch/see/read etc would be far more useful. JC said that there were also many people in the Faction who could tell tales of recent campaign history, etc. RB suggested a list of stories and details of who tells them; for example DL telling Jemmy/Jemima, Tony Lee (Maverick) singing How Do You Kill A Dragon, etc, so that people could go and learn a story or song IC, in the same way as you would learn an OSP.

Gary Blake (Sionnach – GB) – Do units still have plot reps that can supply DW with unit-based plot? YES!!! DW also highlighted that if you can let him know soon enough now, that the Plot Team may be able to get encounters based on this out now in time for the main events. The Plot Team would love more unit plot as this means they do not have to write so much generic based plot.

At this point Phil Callan (Kellen Morghun – PC) arrived; everyone had said all they needed to say, so the meeting was closed.

Minutes by Shell Cleland, 10th March 2007.