



Aetherity

The official CircleGuardian guild in Age of Conan

- All you need to know for role play, gaming and
joining our community -

Index

Index.....	2
Guild Story - Aetherity	3
Path of the warrior.....	4
Path of the sage	7
Path of the scholar.....	11
Path of the Traveler.....	13
CircleGuardian Gaming Philosophies	17
CircleGuardians General Role Playing policy.....	18
Guide: How to converse, using IC-chats - The Role Playing Way	19
Guide: Going AFK - The Role Playing Way	22
Guide: Changing clothes - The Role Playing Way	22
Guide: Logging out - The Role Playing way	23

Guild Story - Aetherity

Hyboria...

Always and still today the lands of Hyboria consisted of beliefs, religions and philosophies of how to gain more wisdom, powers, control, strength, loyalty and a more clear state of mind. To survive a harsh land, one needed faith, allies, beliefs and likeminded - sharing your path. Enemies always existed no matter where you roamed. There were many gatherings, cults and smaller grouping among the stronger clans. They all believed in something. Set and Crom were strong manifestations among Cimmerians and Stygians respectively, but there were also those beliefs shared by many in a wider perspective, those gatherings that brought people from various clans together. One of them was the followers of the master Aenderis.

The Master Aenderis...

Thousands of years ago in troubled times, when many a traveler sought answers and strength of mind - The philosopher of Aenderis was there to provide them. He gave a different perspective to how one should live life in order to reach a higher state of mind. Aenderis himself was according to legends neither a good nor an evil man. He was simply a philosopher, offering his vast wisdom to those who wandered the lands. He was described as very wise, passionate, a strong leader and protective of those that followed him. His movement grew large and many cherished his beliefs of how life could be lived. The meaning according to Aenderis was to gain deeper understanding, a clear path of how to live life and fulfill ones hidden potential - It was about Ascension.

The way of Aenderis...

Specific for Aenderis was that his "ways" could aid you with whatever ambition or aim you had in life. Aenderis did not limit you - It embraced your skills and aided you to grow stronger. Would you master the totality of Aenderis' teachings - One would gain deeper understanding, become one with your soul and by that see the truth in all that lies around you. This newly found knowledge would make you immensely strong and very powerful. Those who desired wisdom and knowledge - followed him to be granted a greater understanding and through his teachings reach a level beyond their current potential - with vast powers for them to use and wield. Many also sought Aenderis ways in the search for increasing their talent in practical matters such as combat, crafting, survival, tracking, hunting amongst others. Aenderis way was famed for maximizing your ability and gain full potential in your ways. A master of Aenderis was always respected and honored, in his or her knowledge most relied. Such was the fame and respect for Aenderis as a master and philosopher. Students were also known to be carefully chosen. Aenderis only accepted those he saw great potential into. How he determined this potential - no one knew of. However - it was known to be hard to impress master Aenderis and become his student - Therefore also the students of Aenderis were respected. They were all seen as promising talents following a demanding path.

The Wheel of Life - The Philosophy of Aenderis...

The way of Aenderis was simply known to aid you grow in skills and potential no matter what path you had. It was not a guideline of what to believe in, what god to follow or a restriction to what you should do. It was instead a philosophy of how one should wander across various ways in life in order to grow and fulfil ones potential.

Many sought Aenderis teachings and wanted him as their teacher. Therefore; many a follower of Aenderis came from various locations around the lands. Some were Stygians, followers of Set - wanting to grow in wisdom to enhance their skills of magics even more - Some were Cimmerians - followers of Crom - Wanting to gain more understanding and greater ability of other means. Aenderis did not care for the politics of the worlds - He wanted to teach, he wanted to learn and he wanted to aid others grow. This meant many of his students did not agree on many a thing but in the end - They were all followers of Aenderis philosophy.

After many years Aenderis died - His followers kept loyal and faithful to Aenderis path. The few that had mastered the various paths in Aenderis teachings kept together and continued his tradition. The philosophy became known as "The Wheel Of Life".

Following the teachings of Aenderis - Practically (in short):

As said above - The members and followers of the old Master Aenderis way all want to grow in skills and knowledge in order to fulfil their potential. It was said that there were no greater path to teach you grow - Than the path of Aenderis. The Teachings of Aenderis described life as a "Wheel" where there were five great paths one could take. It was the path of the Warrior, The path of the Scholar, The path of the Traveler, The path of the Sage and the path of the Lord. Aenderis teachings clearly state that one has to choose a path in order to fulfil ones potential in the chosen aspect. Not before one had mastered the understanding and potential in one of the paths, one could move on to the other. The order of which path one chooses matters not - Except for one of the paths - The path of the Lord. The path of the Lord was

the last path and could not be commenced before one has mastered the four other paths within the teachings of Aenderis.

Master Aenderis himself did master the path of Lords. There are quite a few having printed their names to history, having done the same - mastering all four paths and then also mastering the path of Lords. It was known to be a very hard route to progress and develop in every path. To master a path demanded a vast mental and - depending on path - also a physical strain. Having mastered a single path among Aenderis's teachings meant one had full understanding and control of that aspect of life - which was regarded tremendous success. One was not of more worth than any other just cause you mastered two paths later in life. Aenderis always said: *"In life we always teach and we always learn"* - With this Aenderis meant that there would always be things other would know and able to teach you - even if you mastered one, two or even three aspects of his Wheel of Life.

"In order to reach the higher state one has to reach enlightenment in all aspects possible to the human mind and physical entity. When the warrior, the sage, the scholar and the traveler has been understood - The Lord can be a part of you. When you are a lord, you will be the one whispering the truths of life to others even as you sleep. Only the Lord will truly understand meaning and gain clarity."
- Master Aenderis

How the Students were chosen...

It was also said that Aenderis did not accept those that only wished to improve in one path only. He only accepted those that wished a totality in understanding and to reach maximum potential. Therefore - the warriors with huge muscles and only wishing for knowing how to wield their sword and axe with more violence were never accepted. It was the ones seeing the warrior path as a "path among others" and all needed and desired in order to reach wholeness that were accepted.

The warrior did not mean a path for muscular brutes, neither did the scholar path mean someone very wise unable to lift the smallest of rocks due to lack of strength. The teachings of Aenderis focused on maximizing your abilities, his teachings offered wholeness - And growing with mindset, strength, agility, grace and passion was a must to succeed in any path of his teachings. They were all students of Aenderis teachings no matter which path they were aligned to at the present time.

Traveling through the paths of Aenderis teachings...

If you are a strict follower, for each new path it would not be uncommon to change occupation, housing even mate when entering a new path. Of course this is a matter of interpretation, and many follow it more freely. Symbolically this is to leave everything you have learned from this path behind you, and start afresh.

When all five paths have been followed and understood, then one can progress to the center of the wheel and gain ascension.

As for the last path, the Path of Lords, perhaps warrants some explanation. The concept is that all you have gained in following one path, is lost to you when entering upon another path - Or rather, until you reach the final path of Lords, when all previously gained knowledge from all paths become available to you once more. The path of Lords is when you finally learn how all works together and why it is meant to be that way and why it has to be that way. The path of Lords is only able to perform when one finally understand the utmost minimal fragment of all other paths. Only when mastering them all - One can understand the entity. Aenderis always meant that would one not start afresh in every path - one would be partly blinded as one tried to learn one of the paths - And one would never gain full understanding and complete the wheel.

Path of the warrior

Symbol: A fist

Color: Dark earth shades such as black, brown, deep red and grey.

Element: Earth

Express Description: The warrior is one with his body, understanding his physical and mental ability and potential to the max. Not only does he master a multitude of weapons, he master his body and its signals and the art of reading an opponent in comparison to himself.

Meaning of path: *"The path of the Warrior is to master the art of battle in both mind, soul and skill. When the hand, the mind and the soul act as one, with no hesitation, then you will be a very dangerous, respected and feared foe. A warrior knows not only when or where to strike. A warrior know if to strike and what sense to trick. The path of the warrior give you ascension with your body. You will become one with your skin, flesh and surroundings. Other warriors sometimes carry a shield, an Aenderite warrior always carry a shield. Your heart and ways to regard what is around you is your shield. There is no better shield than your clear perception and your ways to fool your foes perception. Making a foe see*

what you wish him to see, is as good a strike as the usage of steel.."

- Master Aenderis about the Path of the Warrior

Example of how a warrior thinks:

An Aenderite elder, a disciple among the Aetherity and another Aenderite stood in a burned out old village. Much smoke had been seen from afar and the Aenderite elder had taken his Aenderite fellow believer with him to the location of the misery to see which path he would be most suited to study. As they looked around the elder smiled and asked: "*So my fellow believer, what do you see?*" The man looked around with a grin on his face, he answers swiftly: "*I see the fate of an ill-defended village in the path of a great army. I see war.*" The elder nodded and replied: "*Indeed it looks that way, and so it can only be the truth. You walk a path that is the one of the Warrior*".

Studies:

- *Respect*

Always respect your opponent, your goal and your challenges. Lack of respect lead to pride. Pride will fool thy own eyes and your judgement will fail you.

- *Honor*

Honor your opponent and challenges. Honoring others rather than yourself will make you more aware of traits of others, to learn from.

- *Strategy & Tactics*

A warrior can not unleash his weapons in fury without knowing why or where it should lead to. Understanding both the long term and the short term goal is essential.

- *Weaponry*

One should not trust the weapons more than yourself. Anything can be a weapon if needed. A warrior learns to use swords, shields, polearms, axes and maces. But foremost, a warrior learns to fight without weapons and using the body in a way to gain advantage over an opponent no matter what weapon they may have.

- *Judgement*

Judging the scenery is important. Sometimes a fight is not needed and sometimes it can not be avoided. In the blink of an eye, a warrior must calculate his alternatives and what methods he should use in order to gain advantage. What is needed and what is not?

- *Senses*

A warrior must be an expert with all senses. Hearing the breath and heart beat of a foe will give you knowledge of when he is to strike. Scenting the sweat of something unknown in the jungle give you knowledge of the risk of a trap. The perfected sight will see a stealthing one in shadows despite darkness. Perhaps the most important sense of a warrior is the sixth sense. Someone that come with an embrace and a happy smile might hide a poisoned dagger to hit in thy back. The skill of realising that "something is not right" - is a most powerful gift of an Aenderite warrior.

- *Senseless*

An Aenderite warrior is a professional with all senses but must be so also without them. Blindfolded, with a ripped out tongue and with bleeding ears he has to be as dangerous.

- *Body usage perfection*

A warrior need to get to know his body in all ways possible. One should be able to move silent as a cat no matter what surface he moves on. Knowing your physics, weight and length and understanding nature's reaction to it is essential in order to perfect your moves and acts. An Aenderite warrior must learn to call for his inner strength, the living adrenaline, and make it appear when needed. Using the body's energy correctly make you not only dangerous but also close to impossible to interpret. Learning your body's language means to also understand its signals. An Aenderite warrior can learn when it is needed to listen and when not to. That means an Aenderite warrior should be able to endure more damage than others and not lose concentration and focus due to aching wounds and loss of blood. It also means an Aenderite warrior will know how to move with perfection in accordance to your wounds, to not

make them worse or to set you at a higher risk in the battle you are into at present.

- *Mentality*

Mentality is important for an Aenderite warrior. One must learn to read and interpret a foe, to choose your actions in regard to his. Mentality is also self confidence and belief in ones own skills without being proud and arrogant. It is about to never lose oneself into acts of fear or rage. It is to always keep control of ones actions and act with discipline, skill and mind at your best.

- *First aid*

An Aenderite warrior can not only deal wounds but should know how to handle and treat them. It is important to tend to those at all times and show your body respect.

Walking the path of the warrior

Below it is described how masters teach their students in three steps before they are considered mastering their path - Please note that all paths are very flexible since they depend on the development and progress of every individual. Therefore, nothing below can be said that it is "printed in stone" but it is a general guideline and how many masters choose to teach their students.

Step 1 - The body, the signals and the perfection:

At first, the master has to make the student aware of what a warrior is. Most often, the image of a warrior is total falsehood. One discuss meaning with battle and philosophy and why battles exist and its meaning. The student follows the master at first, he studies his moves and as they progress into dangerous areas, he must never fight at first. He only watches his master and his doings. As the master deem his student ready, he may aid him in encounters.

When the master believe the student to be ready and have understood the philosophical background of the Aenderite warrior path, then the student is given a task. He shall himself approach a mighty beast without being seen, touch it and fall back. The master always chooses the task, the area and the beast. Normally, it takes a long time for a student to succeed with this task and might be in need of hundred of trials before success is met. To understand the philosophical background and to be deemed as worthy to even be granted this task by the master, is different in time for everyone. But normally it take around 3 - 4 years before you have understood close to enough to be ready.

If the student succeeds, the master will most often tell his student that he is now ready to fight with weapons, since he now is one with his surroundings.

Step 2 - The usage of your perfection:

The studies grow harder from hereon. The student is more wildly challenged and gets bruised and wounded more often. This partly to trial his understanding of his own body and also because of hefty training in the field. The master tests endurance in many ways. Sometimes students are told to swing their swords with brutal technique and heavy force for days and nights, 'til the master tell it is time to rest. This often occurs without water. A student has to learn to be powerful in every swing and every attack but still keep his body in balance and listening to its signals. Many students faint and if serious, the master sometimes start the training all over and tell the student they need to go back to the first step 1 of the training - The understanding of your body.

Many students are told to meet many a men in battle, often four or five at a time with the task of reaching someone furthest back, without being injured and without injuring someone else before the target. The masters often leave the verdict and the judgement to the student, how to do this, why and with what tools. When the master wants to trial his students mindset and self confidence in his own skills, he chooses a weapon for his student. It was once told that a master gave his student a leaf and the target was a lady guarded by eight heavily armed guards whereas two carried her in a stool. The student had silently awaited up the tree tops and jumped without making any sound onto the lady, pressing the leaf into her mouth. She had died instantly and only moments after, the student was gone.

"Know yourself, know what is around you and know your weapon"

Master Aenderis

.. The leaf was poisoned and only a true perceptive one could have known, the student had understood his task perfectly and the master had approved his success.

Step 2 has many different tasks and tests in difference to step 1 that normally only has one large test to see if the student is ready to proceed to step 2. The master does finally tell his student to get wounded by attacks, honoring his opponents and then finding strength and defeating his foes without slaying them. This last test is made to teach the student to always keep control and not let fear or rage take over his actions. Also, the self confidence and the ability to keep his skills in superb control despite wounds, ache and loss of blood is trialed. Most often, when the student finishes this test, he is ready for the final step of the warriors path.

Once more, every individual is different, but also this second step normally take between 3 - 4 years before completion.

Step 3 - Becoming a master:

The master allows his student to commence the third and last step of his training on this path when realising he masters the technique of his body, his control of his physics and mental ability and also excel with both tools and himself as a weapon.

The student is challenged with heavy and dangerous tasks, it has happened that students have died during their missions but the master is often close to provide a watching eye as they progress. Battling many foes and aiding larger troops with tactical and strategic advice before a battle is often part of the training. The student often battles with the army and have side missions that the soldiery are not knowing of - as to keep someone chosen alive and still battle wisely for the triumph of the army. Often the student is challenged with three larger targets of warriors or beasts that are deemed as impossible to slay. The master always tell the student that those targets can be approached and met whenever the student feel ready to meet them. They must not be taken down in sleep - they need to be confronted in full respect and with a true chance to defend themselves in a fair fight.

If the student succeed and slay the three targets, then the master usually decide it is time for them to battle. The final step of the training is for the student to match his master. Only the master determines when the fight is over, the student can never decide the outcome. Most often, despite how successful the student has been in other battles and challenging tasks, they lose against their own master in a breath of a second. Many students fight many times before they have a chance to even stand a few minutes against the master - such is the skill and technique of someone that has mastered the path of the warrior.

When the master deems the student to match his skills, he throws his weapon to the ground and bows his head to the student. The master honours his student: "*The master has now become two - Be honoured Master warrior*".

There is a tale that one master fought his student for twenty four hours before considering him to have proven his worth as a master.

A ceremony is often celebrated the same evening, one feast, eat meat, drink wine and mead, one sing and laugh and a tattoo is given to the master. A tattoo of a fist, the sign of an Aenderite warrior. the tattoo is most often placed at the arm but the master may himself choose where to have it.

Challenges with the path of the warrior:

- To understand that it is not the force of the weapon that determines the outcome of battle.
- To understand that no matter how great a warrior you are, you shall never become perfect and that someone better could always wait around the corner.
- To be modest towards others in regard to your own skill.
- To realise that a warrior does not always have to solve confrontations with a fight.
- To understand your physical and mental ability and realise its importance in battle
- To improve and strengthen your mental and physical ability as one get to know oneself in depth.
- To never lose yourself in anger and in desperation. An Aenderite warrior need to always upkeep honours, faith in his technique, self confidence of his skills, concentration and focus to the task that lies ahead, but also respect to his opponent and never lose oneself into arrogance.

Path of the sage

Symbol: A candle

Color: Rich and deep such as dark blue, dark red, gold and black.

Element: Water

Express Description: The sage is the one that is one with all spiritual materia around him in contrast to the scholar that is one with the existing world. Every living part of life has shadows and light. The sage

understands the wants and the desires of what is not seen or even known.

Meaning of path: *"The path of the sage is the one of your spiritual journey. No one knows what your spirit and the gods have for you but your inner self. Long and hard is the journey to find the answers to redemption. Only when your spirit embraces your body and you reach total confidence and acceptance of who you are and why fate has chosen this path for you, only then shall you be able to fulfill understanding of all that is bestowed upon you in life. The sage is the speaker of the soul and the spirits."*

- Master Aenderis about the Path of the sage

Example of how a sage thinks:

An Aenderite elder, a disciple among the Aetherity and another Aenderite stood in a burned out old village. Much smoke had been seen from afar and the Aenderite elder had taken his Aenderite fellow believer with him to the location of the misery to see which path he would be most suited to study. As they looked around the elder smiled and asked: *"So my fellow believer, what do you see?"* The man seemed worried and replied: *"Well.. master. I see... I see only death, meaningless death."* The elder nodded once more, but before he could say anything the man continued *"...I hear. I hear rebirth though."* *"Truly, you are grasping for truths about the cycle of life and death itself. The nature of things, not the hows, nor the whys, but the hidden truths connecting all things. You walk on the Path of the Sage, and your journey will reach your soul."*

Studies:

- *Respect*

Always respect your souls desires and wants. If you notice it does not want to be disturbed or don't have the force to talk, one has to accept that you will have to wait. Your soul and the spirits around you, decide your fate, respect it.

- *Honor*

An Aenderite sage have to honor what his soul tell him to do or what to say. One does not always have to agree, but one has to honor its wishes.

- *Spirit Eyes*

An Aenderite sage becomes wary of spirits around him, he can sometimes see them, sometimes hear them and sometimes a combination. Spirits see the sages as guides and they become a link to the living world for their messages.

- *Soul Eyes*

An Aenderite sage becomes wary of the interests, desires and wants his own souls wishes for. He can understand how his heart signals the messages of his on command and when more experienced, at all times. This means, an Aenderite sage will become more secure in always being able to act upon not only his physical ability but also upon his inner strength and belief.

- *Judgement*

Judging the soul and the spirits is important - Sometimes messages are in riddles and the true desires are left harsh and close to impossible to understand. An experienced Aenderite sage learn to appreciate the higher meaning of messages and not only listening to small words. Instead one understand the wholeness.

- *Meditation*

An Aenderite sage leave his body to become one with his soul at times when in need of aid. He can when very experienced enter the lands of spirits to seek answers to questions unanswered. Seeking the soul and talking to the spirits does not always provide the answers of logical reason but one do understand why matters are sour or why energies are felt as aggressive and angered. Some sages never see spirits but rather only sense them and understand their wishes. Some has a strong connection and have traveled back in time, seen past events and communicated with spirits as they do with other travelers on their journeys.

- *Drain*

An Aenderite sage can learn to use the spiritual powers in an aggressive way as a weapon or defence even

if this is rarely heard of. By feeling the spirits around him and the soul of his victim, he can anger energies around him by making them sour and have them believe his victim is the reason to it. The sage can not kill someone this way but can confuse him and make fate go against him for some time to come. He can make his own soul shocked and by that losing self confidence in his own skills, as if all courage leave him, in the blink of an eye. Aenderite sages rarely use this technique unless they deem the victim has deserved it for some reason. The sage want to be a communicator and a messenger of his own soul and spirits, not a user or alterer of their energies.

- *Survivability*

An Aenderite sage can hide in his soul when situations grow to harsh.

"As long as your soul is strong and alive, so will you be. The body is kept alive by the soul. By telling the soul to not respond to what happens, the soul is the greatest shield there is."
Master Aenderis

This means that a very experienced master of the path of sage, can hide in his soul and appear to be dead for the outer world, only to once more wake up and arise alive hours later when foes are long gone.

Walking the path of the sage

Below it is described how masters teach their students in three steps before they are considered mastering their path - Please note that all paths are very flexible since they depend on the development and progress of every individual. Therefore, nothing below can be said that it is "printed in stone" but it is a general guideline and how many masters choose to teach their students.

Step 1 - To listen:

The first time of the path of the sage is to learn how to listen to the soul and it takes a lot of time before the student realise how to "connect" with the soul and how to listen, what are the signals of the soul?

The master and the student have many philosophical talks surrounding what a soul really is? what does a soul want? How come various souls want different things? How important is a souls wishes? Why should one listen to a soul? When should one please ones souls wishes and choose to not listen to it? What is the difference between ones soul and spirits? What could be dangerous in the world of spirits? And so on and so forth.

The student need to meditate a lot under supervision of the master. In the beginning the master provide the student with different ointments that minimises the bodie's awareness of the normal senses and instead make it listen more to the inside and the mind. Normally this take long and the student must have much patience. The soul does not answer easily even when knowing what to look for and listen to and even harder it is when lingering in lack of knowledge. At later occasions, the student will never need ointment no more but will be able to call for his soul on command. Heavy training is required for this.

When the student connects with his soul and hear it, the master will notice. Then it is time to challenge the student with many different tasks. While putting the student in many odd situations, he needs to learn and realise how his soul responds and is willing to interact with him. The master forces the student to walk on glowing chars of coal as he is connected to his inner self to learn of the souls response and feel for fire. The student walks naked in agressive cold for two days and two nights to learn of the souls response to the matter. Also, the student is forced to work hard on the field without water and food, for nights and days without rest. When he collapses he shall know his own limit and how much the soul can take before the energy is drained completely.

The master will deem the student ready to continue on the next step of his training as he has connected to the soul and went through all the hard tests to trial his own soul's responses.

This process might take from 2 - 8 years. It varies a lot on the patience of the student and how aligned his own wishes are to his soul.

Step 2 - To talk:

The master tell his student it is time to communicate with his soul. Only now when he know how his soul reacts and responds, then he can tell it to behave differently. Doing it the other way around would be dishonorable to his own self and would in long term drain his self confidence and mental strength.

Various master work differently in this area but some known examples are from masters that have told his students to work their adrenaline. The challenge is to communicate to his soul, adrenaline is needed to be at maximum level for some time to come and then run for several hours with the explosive speed, close to a cheetah before collapsing as the soul no longer can support the massive use of energy. Other tasks would be to walk blindfolded through a dangerous area while connected to ones soul, letting the soul guide you and steer you away from danger. The trick is to make the soul truly understand what the sage want done and what he needs aid with. The soul has its own way of interpreting things and it is important to learn how to communicate with honor and clarity.

Also - when the master believe his student is ready, meditation outside the body is commenced. Now it is time to see and spot what is around him and outside his own soul. The student learn of the energies surrounding them and how to see spirits. The spirits can also be sensed and communicated with as the soul but they do not listen to commands, more rather they give advice or sometimes aid depending on their interest. The student must learn to see the difference of spirits and his soul, a task which is very hard and takes much time. He must also learn how differently his soul and a spirit reacts to his questions and wants, and by that realising how hard it can be to interpret the response.

The master deem his student to be ready for the third step as he has finished his tasks successfully and also learnt to make contact with spirits and communicate with also those. This process can take all from 2 - 8 years depending on the patience of a student and his skill to focus.

Step 3 - To understand:

The master and the student commence deep philosophical talks about what it could conflict to communicate with spirits and the soul. Now when the student have more knowledge, the master want the student to reflect upon he very meaning of life and why Aenderis believes life is a wheel and why it consists of sage, scholar, warrior, traveler and in the end, the lord. The master want the student to show he has understood and gained clarity surrounding the wheel and himself as a part of it and his own soul as his essence.

The master challenge the student to contact souls of others than only his own, to find their motives and to learn their language and responses. He also challenge his student to use the spiritual energies around them to his advantage and learn of their effects and the responses of the physical world. One challenge could be to make dead trees in a region to grow again by altering energies or to make a wild beastly foe become friendly by sharing his soul energies. The master normally have many tasks for a student in this last phase of the path of the sage and have constant reflection as they proceed. "*What did this mean what ye did now?*" "*What possible effect can this have on other matters?*"

When the student have successfully completed all tasks and showed a deep understanding of how souls and spritis interact, both his own and others - and having been granted respect from spirits and his own soul - And also been altering energies positively and show no interest to do it so again, unless needed or only for the well being of others, then the master deem his student to be a master of the path of the sage.

A ceremony is often celebrated the same evening to honor the master. One feast, eat meat, drink wine and mead, one sing and laugh and a tattoo is given to the master. A tattoo of a candle, the sign of an Aenderite sage. The tattoo is most often placed at the arm but the master may himself choose where to have it.

This last step normally take several years to finish, around 3 - 5 years is not unusual.

Challenges with the path of the sage:

- To understand that you never truly understand what a spirit wants.
- To learn the difference between the soul and the spirit.
- To be modest towards others in regard to your own skill.
- To realise that a sage does sometimes not need aid, but perhaps only contemplation and contact with the soul to refresh energies and self confidence through meditation.
- To call for your soul when needed and lend from its energies.
- To never lose yourself in desperation. An Aenderite sage need to always upkeep honor, faith in his technique, self confidence of his skills, concentration and focus to the task that lies ahead, but also respect his soul and spirits and never lose oneself into arrogance.

Path of the scholar

Symbol: A magnifying lens

Color: Bright rich shades of red and yellow.

Element: Fire

Express Description: The academic iRL - The one that understand and know of everyting in the world in a science point of view.

Meaning of path: *"The path of the Scholar have to do with learning about and understand the materia. All in life consist and are built of various fragments. An Aenderite scholar must understand what these fragments are made up of and how they interact. An Aenderite scholar listen, interact, experiment and then learn to separate truths. Being a truth-speaker is the destiny of any Aenderite scholar."*

- Master Aenderis about the Path of the Scholar

Example of how a scholar thinks:

An Aenderite elder, a disciple among the Aetherity and another Aenderite stood in a burned out old village. Much smoke had been seen from afar and the Aenderite elder had taken his Aenderite fellow believer with him to the location of the misery to see which path he would be most suited to study. As they looked around the elder smiled and asked: *"So my fellow believer, what do you see?"* The man looked around with curious eyes and replied: *"I see a village of no tactical advantage, yet plundered. The fields outside the village would suggest it was a starving army on the march to war, and the only way to sustain it was to plunder the food storages of this village."* The elder smiled and nodded: *"Yours is the Path of the Scholar, many truths lie in wait on your journey, but do know that so does many beliefs."* The other man looked at the elder: *"Beliefs?"* The elder only smiled: *"You will know in time."*

Studies:

- *Respect*

Always respect materia and wisdom. With an open mind and mentality you learn to learn. An Aenderite have to learn to collect information objectively and not from what he desires. To see the truth require clarity and an open perspective.

- *Honor*

Honor those with wisdom and honor discoveries. They are not to be taken for granted. One has to be modest in front of ones own skills and how to use them. One has to learn that no matter how wise you become there shall always be someone that is wiser.

- *Knowledge*

An Aenderite scholar study much theory and also practice a lot with their skills in the search for mastery. The arts studied are History, Cults & Folklore, Trading, merchandising & negotiation, Heraldry, Mathematics, Physics, Chemistry, Medicine & herbs, Biology, Alchemy, Mathematics, Theoretical sorcery, Practical sorcery, Politics & Rhetorics, Crafting, Poetry & writing, Music & instruments, Cooking and Geology.

- *Mentality*

An Aenderite scholars hardest task is to learn to separate truths and beliefs. What is true according to facts and the actual outcome of experiments does not have to be the truth according to the masses. Many live a life believing in things not knowing why but desiring no answers that contradict them - they would even kill to defend their ancient believes. An Aenderite scholar must know it all, the truths about how matters truly are, the believes of matters shared by many various cults and also what approaches are needed when mediating and dealing with various clans. Sometimes, speaking the truth would be dangerous, but the outcome could also be if one accept their belief. The balance is important. What is true to the Aenderite scholar might not be true to someone else and even if the scholar know they are wrong, little that will aid him, if others will stop listening to him, if he speak of only truths. The balance of truths and beliefs is something the Aenderite scholar must master.

Walking the path of the scholar

Below it is described how masters teach their students in three steps before they are considered mastering their path - Please note that all paths are very flexible since they depend on the development and progress of every individual. Therefore, nothing below can be said that it is "printed in stone" but it

is a general guideline and how many masters choose to teach their students.

Step 1 - Learning the truths:

Firstly, the student have to learn all truths. The knowledge is important to make the right decisions in life and the very basis for understanding. Primarily, the student and the master have many philosophical discussions and debates. *"What is learning?" "What is knowledge?" "Who is right and who is wrong?" "How do you judge a truth?" "How can you be certain you know the answer?" "What is the meaning with knowledge, what purpose does it serve?" "Who should benefit from knowledge and why is learning important?"*

The student of the path of Scholar, realises after a while that it is a very hard task to understand matters and that sometimes answers are many. People around them want simple answers and when they seek "guidance", they ask shortly and demand swift wisdom. Firstly the student commence studying what underlies all knowledge before studying the knowledge itself. The master tells why history is important and how history and politics are intertwined. The master tells why an Aenderite scholar must understand the politics of the world and how that will aid him to communicate and by that gain more knowledge about - for example - geology. All wisdoms are intertwined and nothing walk its own path, the more one excel in one wisdom, the more one aid oneself to learn of others.

The student studies much theoretically and the master teaches often, but most of the time the student is forced to experiment on his own with what he has learnt. He has to try and implement what he has read and heard in nature to show he has understood.

Practical examples could be that the student shall find various fungus and then present them to the master and telling of their side effects and effects if consumed. The student can be challenged to calculate the breaking areas in the crafting of a building, where it need to be reinforced before it is constructed. The student is taught to write and also make his own poetry where he must write his own pieces with perfect grammars. The student is challenged to play complex tunes on his lute or flute or perhaps challenged to mix a healing potion that he has been showed the recipe of.

The knowledge of theoretic sorcery is also obligatory for all students. All must read and study what known spells there are and how they are used, how they affect nature and what they do. Practical sorcery are however only looked into, if the student has arcane attunement. Those that has arcane attunement are learnt also of how to strenghten their control of the arcane source, how to call for your spells swifter and how to use it most effectively. Ancient spells are studied and their meaning and effects.

The master always regard the students progress a lot on his own and when he relish the student to have the desired core knowledge then the student is ready to move on.

This first step takes different times depending on how hard the student find some matters. Normally it takes around 5 - 10 years.

Step 2 - Learning the beliefs:

When the student has been taught the truths it is about seeing the beliefs. As said before, this is equally important and in order to mediate well, one has to realise what the world expect of you and want of you in every aspect possible.

The master teaches the student fiercely and one start all over once more with every aspect taught before in step 1, but this time discussing the beliefs rather than the truths.

The student is challenged to practically investigate a lot by himself and gather information about beliefs.

"Truths change rarely, and if changing then perhaps an old truth was not entirely true. Beliefs change with the winds, tides and people. You have to be constant awake and listen, in order to be one with the beliefs of your time."

Master Aenderis

The master always tell the student that even if he could teach a lot himself, the student has to learn the beliefs himself. The challenge lies in the student being forced to collect and gather information in every aspect of what the beliefs are at present among various clans and cults. An Aenderite scholar must therefore travel and realise how the truths and the beliefs of his days, differs.

The master deem the student ready and worthy as he has come back and in deep philosophical discussions proven he has understood the difference and also in at least one or two aspects, won

arguments over the master of why the beliefs from his time has changed to what they are now.

The time for this step is usually around 3 - 5 years.

Step 3 - Experimentation, altering & changing:

The student have to choose three aspects in where to focus his wisdom. He chooses out of the given fields of the Aenderite Scholar school; History, Cults & Folklore, Trading, merchandising & negotiation, Heraldry, Mathematics, Physics, Chemistry, Medicine & herbs, Biology, Alchemy, Mathematics, Theoretical sorcery, Practical sorcery, Politics & Rhetorics, Crafting, Poetry & writing, Music & instruments, Cooking and Geology.

The student is now heavily challenged to practise his art in the three aspects he has chosen. He has to show that he has not only understood the truths and the beliefs but also the fragments and the essence that underlies all wisdoms overall.

The master challenges the student to perform many experiments and practical examples could be that a student have to create a healing potion that heals wound faster than the older ones. or perhaps to make a musical tune of his own with his lute that is worthy of a gods ears.

The master deem the student to truly having mastered his three chosen aspects when he through his discoveries, his experiments and his vast research, can prove he has further knowledge than the master himself in the three given aspects. When this is completed, a ceremony is often celebrated the same evening. One feast, eat meat, drink wine and mead, one sing and laugh and a tattoo is given to the master - a tattoo of a magnifying lens, the sign of an Aenderite scholar. The tattoo is most often placed at the arm but the master may himself choose where to have it.

The time it takes to succeed in this step is of course very varying also. But normally it takes between 3 - 6 years.

Challenges with the path of the scholar:

- To understand that no knowledge walk its own way, all is connected.
- To understand that no matter how great a scholar you are, you shall never become perfect and that there will always be someone wiser than yourself.
- To be modest towards others in regard to your own skill.
- To realise that a scholar does not always have the answers to all questions
- To understand wholeness and how the experiment in one aspect affect another.
- To never lose yourself in desperation. An Aenderite scholar need to always upkeep honor and faith in his technique, self confidence of his skills, concentration and focus to the task that lies ahead, but also respect to others wisdom and never lose oneself into arrogance.

Path of the Traveler

Symbol: A spyglass

Element: Air

Color: Light shades of the sky and seas, blue, white and green.

Express Description: The traveler is someone that connect with the lands and the nature and understands its wishes and calling. Also he understand the people and the cultures and how they live in synergy and balance with the soil, how they interact and how man and mother earth live in harmony, intertwined.

Meaning of path: *"The path of the Traveler is to understand how the world works in harmony. An Aenderite traveler is one who learn what surround him and how to always listen to it, understand it, comprehend it and utilise it. It is to spot what is around you at all times and make it to your advantage. An Aenderite is not one whom walks without senses, it is one that is in constant awareness. ."*

- Master Aenderis about the Path of the Traveler

Example of how a traveler thinks:

An Aenderite elder, a disciple among the Aetherity and another Aenderite stood in a burned out old village. Much smoke had been seen from afar and the Aenderite elder had taken his Aenderite fellow believer with him to the location of the misery to see which path he would be most suited to study. As they looked around the elder smiled and asked: *"So my fellow believer, what do you see?"* The man looked around with thoughtful and analytical eyes and replied: *"I see the death of a hero."* The elder looked surprised, but smiled to himself *"How so?"*. The Aenderite rose and pointed to the ground, and

bodies littered there while talking. *"Here lies a villager, without armor and shield and only a sword in hand. And around him at least a dozen dead soldiers. The death of a hero."* The elder grinned. *"Truly you observe what many others would only walk right by. Who would tell this hero-villager's story, as he defended his home and family? The one treading the Path of the Traveler would, and you Aenderite believer, have taken your first steps upon that path."*

Studies:

- Respect

Always respect nature and the landscape. If you show respect to the soil you walk upon, it will respect you back. One must never anger the spirits. Respect must also be shown to all people one meet on ones travels, cultures and customs arise for a reason, regard it, interpret it, find its reason and accept it.

- Honor

Honor what is given to you rather than swearing over what is taken away from you. Do you find a cavern where you can rest, thank the spirits and thank thy own eyes.

- Strategy & Tactics

A traveler moves not with hesitation neither with lack of wisdom. An Aenderite traveler know where the feet and the paths lead. Where the path ends, no one ever knows but planning ones journey is very important. The shortest route is not always the best.

- Customs, People, Beliefs

An Aenderite traveler must become one with other cultures to truly value their importance and effect on the modern world. Customs must be embraced and understood in detail by interacting and regarding clans and villagers living their life. An experienced Aenderite traveler become a social expert, a negotiator and a medlar. He understands people in depth, can read and interpret their hidden intentions.

- Judgement

Nature and its landscapes shall always bestow challenges upon you, where you must consider how to cross and move on. How do you pass a waterfall with violent streams? An Aenderite traveler can move on and into any surface, one has to judge swiftly how to utilise ones skills. Judgement regards people as much as nature. An Aenderite traveler must learn to judge when it is time to mediate with various cultures and when to accept an outcome unwated for the time being. All in all, an experienced Aenderite traveler are often a politician of Aetherity or for the village he happen to live in at present.

- Senses

An Aenderite traveler must be an expert with all senses. Nature, people, beasts or whatever crosses your path will always lure and challenge you. Tasting the waters could tell you if battle has been close to a shore nearby, scenting the air can tell you if enemies lurk in the trees or if fruits as food is closeby, spotting footsteps in the wild grass or in deep jungles tell you how afar your prey awaits, feeling the sticky atoshpere can tell you rain is coming soon and will endanger your journey in the muddy region. Regarding the blinking eyes of another man aid the Aenderite traveler know if lies are spoken. Noticing the rotten grass, inform the Aenderite traveler that rain has not made the lands fruitful as villagers might claim, perhaps he lies or he does not trust you yet. In this case, the traveler realise he must show his good intentions. An Aenderite traveler must understand people, nature, listening to both and become one with it. If the Aenderite traveler come one with both people and nature, then he will understand truths about what is said and what nature shows and live with its harmony.

- Navigation

An Aenderite traveler understand the way of the stars and what signs they show. Travelers have a magnificent orientation and know their precise location as to where they are. An Aenderite traveler knows how long time it takes to travel in various areas, what will be needed to succeed and the fastest route is calculated in matter of seconds. An Aenderite traveler need no tools, a barometer and navigator is built into ones mind and always looking out for you, as you walk your path.

- Survivability

An Aenderite traveler must learn how to use what is around him to his best advantage at all times. What can be eaten? What liquids still thirst? What roots aid against poison? If the water run from the north but

over the coal hills, where is then the closest drinkable source? If rain comes from the east and the mud in the west is the target, what would be the best location for rest? If angered boars roam the jungle, what would be the best way through? What flowers can hide your smell in the landscape to stop violent beast from feeling your scent? An Aederite traveler spot understand the wholeness of all these things and learn to use all around him to his success.

Walking the path of the traveler

Below it is described how masters teach their students in three steps before they are considered mastering their path - Please note that all paths are very flexible since they depend on the development and progress of every individual. Therefore, nothing below can be said that it is "printed in stone" but it is a general guideline and how many masters choose to teach their students.

Step 1 - Understanding the harmony:

The first step for a student is to understand how everything works in harmony in nature and that all is in a balance. If a tree gets rotten, then the water will get affected, the air will suffer, the people living nearby will become wary and move their villages, they will move to nearby fruitful sources and perhaps battle with other villages present there. An Aederite traveler regard, interpret and understands these things in advance. It is all a cycle of how people and nature walk and interact together. It takes time to understand this process and how one can act to prevent bad events and work proactively to change matters to the better. A master and his student talk much of philosophical matters such as: "*What does the spirits of the nature want?*" "*What are the motives of people living in in the world?*".

A master and his student travel together to various parts of the lands and learn of their calling. Deserts, jungles, fields, hills, mountain tops, cold winters, aggressive heat with no water - All situations are met and challenged. A student learns how to control his body in regard to the environment (*rather than towards the opponent and the battle situation as for example the student of the path of warrior does.*) The master is out with his student long times and it take many years before a student understand the harmony and the language of nature.

When the natures wishes are understood then the student must understand how people react to it. The student must see how nature and people always work in balance, as a circle of life. When nature is hurt then it won't be as fruitful, then people will react, move to other locations, come angry and perhaps even hostile, if wars take place, then the nature will react once more, people move again and so it continues. The student visit my different cultures and villagers together with his master, talks to the village elders and learn of their perspective of life and their ways to regard nature. Customs, the clan politics and the harmony between man and nature take much time in the studies of this first step.

The master most often does not trial his students at all on this first step. Instead he take him through all these environments and cultures told of. A student must learn to understand the cold, the heat, the slippery surfaces, the waters, the jungles, the mountains, the people, the politics, the customs and understand how to act upon it. One has to learn both social and political skills to affect people but also physical attributes to adapt to natures demand such as controlling ones hunger and thirst and use the environments as effective as possible and also understand the harmony and respect the soil.

All students take different amounts of time but a normal amount of elapse is around 3- 5 years before this part is completed. The travels mean the student and the master is away a lot together.

Step 2 - A student of the world:

Nature: Many tasks occur during this period of the studies such as finding ones way without different senses. All masters work differently but the training has the meaning to become one with the soil, now when the student understands it. Tales tell of students having to find their ways blindfolded through a jungle with dangerous boars for various miles and where the master was displeased if it took too long time and the student had to start all over and walk back to where he started - still blindfolded. Other tales tell how a student was forced to climb a wintery mountaintop with gloves seeing to that fingers could not be used properly.

People: Further tales tell of students being a mediator between two battling tribes, making them come to peace or finding new locations for them to live where their customs and way of life would go in better harmony with nature. The master also tell his student to choose a legend among those he has regarded during his travels. The student is challenged to investigate and research this legend and understand if it is only folklore or if it contain some truth. The student must bring back arguable evidence to his master of it being either truth or only a belief.

When the student has succeeded on all tasks, then the master normally bring one final task. He show on a map where the student shall get himself, it is normally a location far far away from where they are at present. The master then takes the map away and the student's task is to find the location without a map and with avoiding contact with any person that can aid him find his way. He must use only what is around him to find his way, not any other traveler to aid him with directions at all. The student is given a limited time of six months, the master leave him after having given the task to him. The location is often a hard one to find, like a specific tree in a huge forest. The master only give the student a specimen of the locations smell as aid except showing on the map before taking it away.

Many students fail this trial and have to start over. Either they come there to late or they don't find it all whereas the master find his student and tell him to start over.

When the student succeed and find the location in time, the master await him there. The master will deem his student successful and now a master in how to use his surroundings and find his way in whatever terrain to get to where he needs, with care and mental toughness.

This part of the training can take all from 5 - 8 years. It varies a lot depending on the students progress and success with the last test.

Step 3 - Far away lands:

The two final tests commences - one of nature and one of people.

Nature: The master tell his student to gather four herbs for him. The student is given only their smells, nothing else. The student have only himself to understand what these smells are and find out where these herbs would be. The master most often choose one herb growing only in the coldest of winters, at the highest of mountain tops, a rare one. The second herb is most often at the deepest of waters, on the rocks close to dangerous water beasts. The third one is most often in the most heated of deserts, far away from water and in the middle of sand dunes. The fourth and the last herb is most often in the deepest of jungles, also a rare one and close to poisonos jungle snakes, hidden in mud or in caverns.

People: The student shall also make a deed himself, not for his own arrogance but instead for trialing the ways of rumours and peoples stories. The task the master give the student is to create a legend around himself as a traveler. When the master come across the rumours and the legend of his student, then this task has been completed.

The time for this test takes years to finish, the student can sometimes need up til 6 - 10 years to finish gathering the herbs and creating the legend around himself. When this is completed, a ceremony is often celebrated the same evening. One feast, eat meat, drink wine and mead, one sing and laugh and a tattoo is given to the master - a tattoo of a spyglass, the sign of an Aenderite traveler. The tattoo is most often placed at the arm but the master may himself choose where to have it.

Challenges with the path of the traveler:

- To understand that nature only respect you back if you respect and listen to it
- To understand that man and nature walk together and affect each other always.
- To understand and learn of people, customs and beliefs and both realise and respect that despite some tribe might act against natures wishes or having beliefs differing from your own - they are still of equal worth as your own view.
- To understand that no matter how great a traveler you are, you shall never become perfect and that someone better could always wait around the corner.
- To be modest towards others in regard to your own skill.
- To realise that the closest way to your desired location is not always the straight way.
- To learn and utilise all around you as good as possible and to your advatage.
- To strengthen your senses and learn to trust in your gut feeling as you navigate thy way through the dangers.
- To never lose yourself in desperation. An Aenderite traveler need to always upkeep honor and faith in his technique, self confidence of his skills, concentration and focus to the task that lies ahead, but also respect to nature and never lose oneself into arrogance.

CircleGuardian Gaming Philosophies

The CircleGuardians have a very thought through profile on how we believe different matters should be handled and regarded. We expect that all our members *-share-* these values. It is important to understand the philosophy and the way we want things to be. **Please note that every Guild Master, in every MMO into a CircleGuardian guild might have various small changes on that particular guild - but these are the general rules you can expect of a guild created and led the CircleGuardian way!**

The CircleGuardians beliefs and policy:

A - First of all it is very important to realise that no matter what game we are playing for the time being we will always believe that **iRL is ALWAYS most important**. We care for all of our members and want them to have a happy life, thus we will never expect that anyone should choose a computer game such as Lotro, Wow, AoC or whatever before ones iRL.

B - The first bullet point grants us a natural way to perceive **members Online Time** when it comes to MMORPG. We will never be punishing members because they are not online often. We will understand that iRL will take its time and that's that. However, if you plan to be offline for more than 30 days due to vacation or unknown happenings; then please let the officers of the guild know this. In the end, even if we are very understanding and believe iRL is important, we always have the ambition to have an active guild; **Therefore every member that is offline for 40 days or more will be removed from our guilds unless specific reasons are told to us in advance**. The Guild Master for the present guild will surely dictate personal rules but this is the general conduct.

C - The level of participation is something that we take very seriously in our guilds, even though we do not tell you what to do with your online time. You are free to use your online time as you want to, since we all pay for a subscription for this game, we do not believe in controlling others online time. **All meetings and role playing in our guilds must build upon every single players interest and desire to be PART of what we are doing here**. If we see that one of you are rarely online and when online; never talks in the guild chat, never meet and socialise with the other guild members and never respond to anyone that seek aid or similar; **then you are very close to being kicked from the guild**. The simple reason for this is because we will see that as you are drifting away from us and not showing interest to truly be a member of our gathering. We want you to show interest in our guilds, be part of it, be active at this forum and to show to others that you want to be part of our little 'community'.

D - **Alt Chars are very welcome** in our guilds. We do not have any problem with that whatsoever. However, the same policy and principals on online time and absence applies to you. We can **recommend** that you are in our guild with your main character since this is a fantastic place for top quality Role playing and great gaming among some of the nicest and most friendly people in whatever game we are playing mostly for the time being. You will miss out on that and risk not getting to know the amazing environment we have, would you choose to be a member with an alt char. But that is up to you.

E - **We will NOT aid you with Power Levelling your characters** when a member in our guilds. As said before; We expect you to have a high level of maturity and thus also be able to take responsibility of your own game play. Sometimes others of us can aid you and sometimes they can't. It is as simple as that. The mature player realise that everyone has a desire to do their own things and achieve new things in the game, therefore **one can never expect of higher levelled people to come and aid you as soon as you call for it**. As we get to know each other, we will become good friends and have a lot of fun together. That will result in people wanting to aid each other and that is the normal ways of things. As said; Maturity and responsibility for your own online time is needed.

F - **Role Playing Activity** - As you have all understood by now, the CircleGuardians make guilds that embrace and inherit quality role playing combined with a desire for a great gaming experience. People whom enjoys experiencing the game In Character and whom are friendly iRL and wants to enjoy themselves together with us. Sometimes people wonder how often we are to role play when being part of CircleGuardians guilds. My answer to this is **always and never**. In the CircleGuardians we will never demand from you that you should stand in Khemi, holding epic speeches a certain amount of time. We do not believe in controlling peoples gaming time. Everyone here has a paid subscription and shall of course use the time they are online to what they want. **(I do however once more point to bullet point: "C" and state its importance. It has to be in everyone's interest and are you a member of a CircleGuardian guild, then you should be interested.)** We expect all that become members of our guilds to respect this toward anyone. Angry faces, cause someone does not want to casual RP with you at some given time will be looked upon as immature and a very negative and whining attitude. **And that we do not want among our guilds**. Once again - respect and accept that everyone will use the time they have the way they want. However; Since our guilds only allow members whom adore role playing and has a very high level of role playing skills, we will expect from you to bring your role playing with you wherever you are. We expect you to *-never-* break the IC-rules of the server and we expect you

to be good role players wherever you are. Whether you want to casual RP in some city, quest or make instances, is not something the leaders of CircleGuardian made guilds will ever interfere into. We do however say to all you whom are interested in joining the community of the CircleGuardians; *Given the fact that we only allow those that adore role playing, The CircleGuardians will provide you with a fantastic platform for experiencing some quality role playing while you enjoy various MMO's. You can not expect anyone of us to serve you food on a silver plate. It is equally much up to yourself to use this tremendous platform of RP-skill and friendly people that our guilds consist of.*

CircleGuardians General Role Playing policy

The CircleGuardians have a very thought through profile on how we believe different matters should be handled and regarded. We expect that all our members *-share-* these values. It is important to understand the philosophy and the way we want things to be. **Please note that every Guild Master, in every MMO into a CircleGuardian guild might have various small changes on that particular guild - but these are the general rules you can expect of a guild created and led the CircleGuardian way!**

[What is Role Playing according to CircleGuardians?](#)

Role Playing is a desire to make your character come alive - To create an existing **personality** and have the intention to see that flourish. It is impossible to say that some Role Play is better than others - most times - due to that we all have our own styles and we should have such also. There are however some ways one can be 'delicate' in ones RP when making this happen.

The personality of thy character is important and that is something you should put much thought into when role playing. Primarily - you need to answer a few questions for yourself before you decide upon a personality of the character.

A - Is the personality of this character realistic in a general perspective?

B - Does this characters personality suit the world we are role playing into?

C - Does this character suit the present CircleGuardian guild I am about to enter? Need I adjust something?

D - Am I flexible as a player?

When answering the questions above you surely realise something that is obvious. There is no right or wrong - but we need to be 'delicate'. Realism is a very important aspect when role playing. Realism can be about many different things and is discussed more below. What I would like you to think of carefully is the bullet point: "D". many a times I have met people making characters online and being nice RP:ers but they go into the trap of making their characters so very extreme and they meet a "point of no return" - where the character takes destructive paths and becomes negative in the eyes of others. I would very much want you to try and not do this against yourself and others. Making a character more open minded and able to develop can only benefit you as a player.

Making a movie/writing a book - How can I be part of a quality role playing environment? What is quality role playing anyway? Please think back to when you were reading the books of either Tolkien or George Lucas's world. The courage, the simplicity, the noble deeds, love, anger, distrust, the intrigues, the plots, the adventure, the monsters, the tales & the heroes. All is part of it. Let us say you are to play an MMORPG and want to know how to Role play with quality in the world presented to you. Imagine for a second that you are reading a book or watching a movie about this world - then ask yourself: "*What would the heroes be like? How is the world? How would I expect the people in this world to interact? What role among those people would I want to play?*" **Quality Role Playing is mostly defined by the thought behind the character and the stories he/she represents.** The better the detail and the more thought through they are - the better the quality.

How to create REALISM in your RP:

It was mentioned above that - realism - is very important in role playing. If the character does not feel comprehensible and has stories that are out of reach and basically silly then he/she will not be taken seriously by the role playing community at the given game. Thereby - 'delicacy' is yet again a key word to remember.

The Lore - This is a very important part of the realism of your characters. The world has its rules, beasts and its politics. Knowing the lore is a very important part in order to role play with quality. *Making Vampire guilds in the world of "Lord of the rings" is a very good example of NON quality role playing.* The members of the guild may very well be very skilled individually in how they perform as characters but that matters not if the major story is all wrong in comparison to the world mechanics and its lore. One does not have to be an expert in the world's stories and tales before starting a character - then few would role play in every world. But a key factor to remember is to always keep within what is decent and

if you are uncertain about the lore - then wait before you role play tales that challenges the limits of the extreme. Keep within the lines of lore and develop the stories more - as you get to learn the lore better.

Guide: How to converse, using IC-chats - The Role Playing Way

I have seen that the ways of talking in say (IC-talk and RP overall) differs a lot from person to person and generally I think that is good, 'cause we all have our styles. Individual style is good for variation but I do believe there are some conducts that are better than others and that we all can regard this to improve our own RP-ways.

I have below mentioned some things I believe to be important to regard when one converse and some **EASY TRICKS** to seem more professional as an RP:er and make yourself very delicate.

General Implications:

A - **Punctuation, grammars** - First of all, try to be careful when you speak and what you write. Spelling, grammars and punctuation does not make you a good RP:er but it makes you look more delicate when talking. If it takes you a few extra seconds to respond to something but it would give you a correct spelled sentence, then I would always choose that option. Look below and choose yourself what you believe to be the most neat and delicate way:

A - "i am not sure but perhapps thjink i should do taht"

B - "I am not certain but perhaps so! You believe I should do so?"

I would always say that the option -B- is much more delicate and it is worth it to allocate the time, to make it right. Please regard the fact, that the question mark is even forgotten in the first sentence and makes it hard for the other to see, it is a question at all. Please be careful with the commas, punctuations and how you divide the sentences. It become easier to read and also make your character seem more educated and less sloppy.

B - **Large letter in the start of every new sentence** - I know this suits well in the first dot of the bullet points among punctuation but I want to highlight this. Look on examples below and then you tell me what you believe to look more neat and delicate than the other:

A - "you think so? i am not sure"

B - "You think so? I am not sure."

I would say that once again the alternative -B- is the most delicate one. Regard the punctuation to be correct and the -large letter- at the beginning of the sentence and also at the second sentence. **I would like to encourage everyone to try and think of this.**

C - **Length of sentences** - This is one of the areas where I have seen some of us differ and I believe there are some work that could be done here. I would want everyone to regard this area specifically when trying to improve and grow in delicacy when conversing. I shall give an example of how it can look. In the conversation below, the same paladin wants to have something said but example A and B shows two various style to tell it. Please look:

Example A (Paladin talking):

"It is very warm here"

"I need to take some armor off."

"Are you not warm?"

"Well, do as you want."

"I will take my chest plate of at least"

"See you soon."

"I shall find a private area."

Example B: (Same paladin talking - version 2.):

"By the King, it is warm in here. I better have some armor of me before I will be burned."

"Do you not feel the same heat as I? Well, I shall be back soon, I am to find a private spot to lose some armor."

I would say that -B- is **MUCH** more delicate. First of all, you do not SPAM the chat windows with a lot of short sentences but also and perhaps even more importantly; *-You will more clearly show to the other person you converse with, **WHEN** it is ok, to answer and when you are done and not.* As long as you use only short sentences, then it will be harder for the other to know

when it is ok to imply something, without interrupting you.

Knowing how long a sentence should be to be delicate is not easy and one has to try it out a little and practice ones way forth. But I would definitely want to say, that one should regard this. Short sentences are good sometimes to show others you have little to say on the matter, but you should not use many of them directly after each other, it will only confuse the most. Please try and find a suitable length. My suggestion would be that the length of every sentence, would **AT LEAST** be the length of the -text bar-. Preferably a little longer but if the sentence is **SHORTER** than the text bar and you aim to write four or five of such sentences in a row, well then I just want to tell you, there is a **SPAM** alert on you. Please be wary of that!

D - Use real words - Making some conversation and RP-talk to feel EPIC and delicate is done with style and effort. Never use shortages such as "ppl" instead of "people" in say chat as an example. All shortages and made up words such as "thx," "lol", and "cya" **should NOT be used whatsoever** since it is not regarded as RP and does therefore not belong in say chat or any other chat that is supposed to be In Character - whatsoever.

E - Use CORRECT language - Regarding the bullet point -D-, we have now realised that the shortages should not be used and one should think of what one writes in say chat. Is that enough?!? No, **MUCH** more affects the way of what is suitable and not.

The bullet points below tell a few hints on what you should consider:

E1 - RP-Platform - Firstly, the game of World of Warcraft is an EPIC fantasy game in old medieval times. Now what does that tell you? Take a few moments and lean back in your chair and regard what that tell you of how people and other beings acted and how they talked in those times. Some ways how we converse in our modern MTV-Generation-days are not really viable to how people and beings conversed in the old times. That is why you will have to think of, how did people talk those days and what differ from how I am used to talk in my everyday life? I shall show an example of what I mean:

Example A - (iRL talks):

Daniel: "Hey Peder, been looking for you. You ok?"

Peder: "Hey Dan, you did? Yeah, I'm cool, you?"

Daniel: "Rockin'!!"

Example B - (RP - talks)

Zurild'or: "Ishnu'alah Kersey, I have been searching the lands for you. Is all well?"

Kersey: "Greetings old friend. I was not aware you did so. I am well and you?"

Zurild'or: "All is well with me."

I hope that you see some clear differences in these two different ways of talking. Having good punctuation and grammars, and understanding for never using shortages and always writing out the words, mean **NOTHING** unless you understood the basic part of trying to talk as one actually did in the world you are **currently** RP:ing within. Try to think of this and please never use words that simply does not belong in medieval fantasy worlds, those will only ruin the feeling for yourself and everyone else around you. Examples of such words are "Yeah", "Ok", "Cool" or "Yo" They do **definitely NOT** belong in saychatt. Those words are more modern and belong in our MTV- Generation. It is not a way of an epic fantasy world.

E2 - Race - The next thing to consider is the Race you play. Every race has a natural conduct that differs to others. A few and easy examples to regard is that Night Elves talk of Elune and Aessina while humans talk of gods and the king and the light. Draenei would rather refer to Naaru. Remember that it is not ONLY the words and names you choose that makes the RP being seen. It is ALSO the personality that reflect various races. Night Elves are perhaps a bit more spiritual and -deep- when dwarves perhaps care mor for ale and uses words such as "Laddie" or "fer yer own eyes". All I want you to realise is that the Race you chosen has a lot to do with how you interact and how you converse.

E3 - Class - The class has a lot to do with this as well. A Paladin is more often a person that does care for -honor- and the light. They are often noble ones and the language should of course reflect that. Remember that language is a tool to show your characters personality. A priest or a mage is perhaps more often wise people that speaks of scrolls and in mystical riddles.

E4 - Flaws and Traits - Further more, the language can very much show something specific of your character. Let us say for instance your character lacks a few teeth from old battles and you want language to show this, then language is a great way of making that being seen and experienced by others.

"Me 'ftood at the 'fhoref' of the beach of Dark'fhore. The water there if' very 'ftill."

All I say is this; The language chosen by you to be used by your character, grant many RP-possibilities and also make him/her more alive in the eyes of others.

E5 - Customisation of language - Do not only follow a general rule and nothing more. If you do so, then every paladin on Earthen Ring would be exactly the same and that is perhaps not very recommended. You need to make a character, a personality and think that through. When you have done that and decided how and what to do, then think carefully of how language would apply to your character to show his/her ways to others.

How to make a conversation flow and with respect to others:

Now we have discussed a lot of what words one can use and how long sentences could be and so on and so forth. But I shall end this thread with a suggestion to all of you of how one can make a conversation RP-wise to be easy, fast and smooth for all. It would aid all to have a good way of talking and respecting each other.

To do this, one just has to follow a neat flow and it is easily explained and performed.

The best way to have a discussion is always to let the counterpart feel that he/she is welcome to add to the conversation. This is easiest done in various ways. Firstly, as already said at various places above; Do NEVER spam the chat with either emotes or talks and use emotes actively within conversations. How to perform and write suitable and delicate Emotes, please read the thread of "**How to use EMOTES to enhance RP**". That thread is also situated in this part of the forum.

This is my suggestion for a flow:

Normal casual conversation:

- Sentence [RETURN]
- Custom Emote
- Pause {Awaiting Other characters answer}

When you have something to tell which craves more typed text:

- Sentence [RETURN]
- Sentence [RETURN]
- Custom Emote
- Pause {Awaiting Other characters answer}

*When you have something **VERY** important to tell which craves **MUCH** typed text:*

- Sentence [RETURN]
- Sentence [RETURN]
- Custom Emote
- Sentence [RETURN]
- Sentence [RETURN]
- Custom Emote
- Pause {Awaiting Other characters answer}

As you all realise from the flowcharts in how you interact from above; it is important to always emote now and then in a conversation. **If you only talk in say chat and then never blend talks with an emote, then you will give the feeling that your character only rambles. It is important to blend the say chat with custom emotes in between to make the conversations being felt much more alive.** Put some dedication into it and experiment. As you can see from my suggestion, it is neat and good to try and add an emote after every two times you have pressed [RETURN] on say chat talks. When you are to show the other character that you are awaiting his/hers response, it is also very good to end talks with an emote. It will tell the other player that he/she is able to -cut in-.

A very good example of an emote to use when showing others that you now have said your part and are awaiting their response, would be:

"nods a little as he/she speaks and looks at <target>, clearly interested in her/his reaction

Guide: Going AFK - The Role Playing Way

Once in a while we all have to go AFK. We receive a phone call, we need to visit the lavatory etc. But what happens IC'ly if you stand RP:ing? All of a sudden a character disappears and no one understands why.

What I do NOT want to see, is that someone disappears without telling anyone.. i.e. [Guild Chat] *"Oh, sorry you had to wait for me for 15 minutes there, I had to massage my boyfriends feet"*.

That is NOT ok! Then you make all others wonder if you have D/C:ed and they do not know if they can continue to talk to the others or rather just wait an eternity for your reply to their comments to arrive.

What you should do:

You should excuse yourself in a way so that everyone understands what you are doing. I.e. [Guild Chat] *"My appologies, need to be afk for some time"*. and now to the other matter... What happens the RP-way? All of a sudden a character stand empty in his face. He was just asked why he did not grieve his fathers death and then he does not reply whatsoever.

My recommendation is that you do NOT ONLY tell of you going AFK in OOC but also SHOW it IC'ly. One thing one could do that works just superbly would be this: **/e seems to vanish in her/his own minds for a while**. Then all would see IC'ly that your character reacts somehow.

Thirdly I would like you all to type: /AFK so that we see that you actually have went away. Otherwise it is easy to forget or misunderstand when you come back. When you are done with your matters outside the game and you return to the keyboard, the first thing you do is to type: /AFK once more and announce in Guild chat that you are back. And finally I would appreciate would you also then show IC'ly that you have returned to the way of the living, i.e. **/e snaps and shakes her/his head as she/he wakes up from her/his own minds**.

So the correct procedure for AFK should be:

- 1 - Announce it OOC'ly
- 2 - Show it IC'ly
- 3 - Type: /AFK

When coming back

- 1 - Type /AFK to untag you
- 2 - Announce it OOC'ly
- 3 - Show it IC'ly to bring your char back with the others the RP-way

Guide: Changing clothes - The Role Playing Way

Sometimes people want to change attire, which is of course a very natural and great thing to do in RP-ways. One uses some attire for some occasions and some others for battle etc.

What I do NOT want to see is when people stand in the middle of the street doing that and you can see before your eyes that their clothes are changing. As I always said, IGNORE it if it happens to you. Creating RP on game mechanical reasons and the other player do not know of it, does only create confusion and once more weird scenarios. However, it grows very tiresome when the other player all of a sudden starts to RP on this himself/herself. *"Look at this shirt, is this neat or what?"*

This happened to Elithien once and I asked the person in a /tell, asking her if she understood what she was doing. The refined lady she was playing, was standing in the middle of the street, stepping out of her robes, standing semi-naked before she put a new shirt on. **This is how it becomes the RP-way**.

What one should do:

Excuse yourselves and then go to somewhere more private, then you change the attire before you walk back neat and nice to the person you were talking to. Then you truly create the feeling that you have changed attire IC'ly rather than you have just right clicked your bag containing robes.

Guide: Logging out - The Role Playing way

Logging out is a natural game mechanical thing to do. One has to log out of the game when one does not want to play no more and therefore one loses connection with the Guild until one logs on once more. So far so good and nothing weird about it.

However, what is logging out IC'ly? What does happen? How do you explain this and so forth. I have two hints of what logging out is IC'ly and how one could refer to ones absence.

A - Going to rest/sleep

B - Going away on a mission

Both of those two mentioned will work just fine.

Where to log out?

I have seen some people saying ooc - ((Need to log, have a nice day!)) and then they all of a sudden press Exit game in the middle of the street where everyone were rP:ing together. My general advice would be that this is not that good at all. IC'ly, no one will understand why one person went up in smoke all of a sudden. What happened? Did he die? Did he sneak away mysteriously? When such happens one should never RP on it. RP:ing on game mechanism is totally wrong and only create a very weird confusing feeling over it all. I would suggest that everyone just ignore it.

However, I would like us Wanderers to excuse ourselves IC'ly, not OOC'ly. Let your character announce he/she needs to be off for a short moment and then walk away to a place where no one sees you and you also believe the risk for anyone spotting you as you come online to be minimal. THAT is the perfect place to log. Then you have finished your talks IC'ly perfectly and no one will wonder what strange force took you away from the others.