

CircleGuardians

Spears of Elysea is a CircleGuardian guild



CircleGuardians - Immersive roleplay & gameplay

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About CircleGuardians

We usually refer to ourselves as the friends who enjoy quality roleplaying and gaming. Our tagline is: "*Immersive roleplay & game play*".

CircleGuardians was founded 2007 with the idea and ambition to unite roleplayers who are interested in experiencing various games as a group - in a mature, friendly and optimistic way. We cherish not only roleplaying quality but put great valuation in your iRL maturity and optimistic personality. We want our atmosphere to be enjoyable and friendly. Not dull and dark.

The CircleGuardians as a society keep united. We form our own guilds in every MMORPG we aim to play. This aid us create, experience and share a quality roleplaying environment wherever we might be. Therefore, being a member of CircleGuardians, you will always find a friendly environment with skilled roleplayers and helpful gamers.

Now we enter Aion Online with the guild; Spears of Elysea.

Apply for membership

To apply for membership into our community and/or this guild, please visit: www.circleguardians.se. After you have submitted your application via our website, a caretaker will come back to you as soon as possible. You may also join our community and/or this guild via an Ingame In Character Interview.

Good luck and hope to meet you online and who knows, maybe as a fellow CircleGuardian.

About this legion; Spears of Elysea

(All the names below are fictitious and made up by CircleGuardians as part of our guild story.)

The general idea behind the Spears of Elysea is a legion that was once strong, powerful and respected throughout the lands. It consisted of the greatest of warriors until one day when the treachery of one of their warriors stained the legion. Ayun, one of the central figures in the Spears of Elysea history, aided the Draken to get the upper hand. The Spears of Elysea is still a legion to be reckoned with and its history is both a burden and a bringer of hope. Now, as the game starts, the Spears of Elysea is going through changes. Ten years have passed since the betrayer Ayun, was discovered, confronted, fought and defeated by Ishin, another warrior within the Spears of Elysea. The legion has not had a commander for ever since but has been tended to by Ahiro. Ahiro refused to take on the role as new commander since he was already privileged to have worn this responsibility for the Spears, long before the treachery of Ayun. Instead he accepted to become warden for the Spears until the new commander had risen, ready to take the Spears to its former glory.

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For these ten years, Ahiro have warded the Spears. Now the time has come. Ahiro has announced his desire to leave the wardenship with sincere beliefs that there is a new commander among the ranks of the Spears. The Spears of Elysea is getting ready; it is soon time to make the legion as respected in the halls of glory as they once were. It is time to erase the memory of the treacherous Ayun. It is soon time .. to appoint ... a new commander...

<p>Guild Name: Spears of Elysea Faction: Elyos Guild Alignment: Roleplaying guild Server: Gorgos Geography: European based guild In Character Leader: Ahiro (An NPC - A new leader is soon to be appointed).</p>
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The Legion Story

Part I - The Awakening

"How dare you cross this line? It is the line of Kaithiel."

"What do I care, witch! I come with words of Lumiel. You should bow to me."

"This still be Kaithiel ground. Show some respect."

"You shall never have my respect!."

"Enough!!"

As the old man in white beard had yelled, birds left the trees to escape into the dark. His staff was pointed to the sky and his eyes were intense.

"Enough of this. Enough I say."

"Ahiro, he humiliates the standing of Kaithiel, our protector."

"Silence, Zheya."

The young ranger lowered her bow and with a grin she took a step back. She left space as the old man approached. He stopped only at an arms length from the man in black armour.

"What be your interest here?"

"I seek one of your warriors, she has broken the code agreed with Lumiel. Despite your embarrassing loss, she refused to pay homage to our lord as he passed. We demand her immediate apology."

"And who is this warrior?"

"Don't play games with me old man. You know very well it is Yiya that we are speaking of."

"Ah, the persistence of Yiya was uncomfortable to you, was it?"

"Don't be wise with me, old man. You know as well as I do that your little pathetic excuse for a legion is not what it used to be. There were days when you had standing and strength but long ago that was."

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“History is always part of what you are. We remain strong, inside. Yiya is one of our prime warriors. They do not pay homage to anyone but their true family and tutors.”

“I do not have time for this. Tell Yiya to come to the porch. You know very well Kaithiels mark shant protect your right to be here unless you obey our rules.”

“Very well.”

The old man closed his eyes and a smile was seen to his lips. His mind went with the wind and there was not a soul that couldn't feel his powers getting strength as pure air carried his thoughts. The door in the back opened, it was heavy and out of iron. Small stains of rust could be seen; clearly this camp of proud warriors had seen better days. But pride they stood, pride they walked and pride did their eyes show. As the door was opened, a girl was seen, young and agile, slim and short. She was indeed a beauty, but her fierce arrogant eyes showed she was not to toy with. A blue bird sat in a tree, following her steps towards the man in black armour. She went with decisiveness and grace. She stopped alongside the old man.

“You called, master Ahiro.”

“Someone has an opinion on your loyalty.”

Yiya narrowed her eyes and pierced her gaze into the eyes of the black armored man. She was steady and unafraid.

“Yiya, you appear in beauty but still you are as dirty inside as the hogs on the fields. I have come to claim a rightful apology and then determine whether you shall have further punishment or not.”

Yiya did not show a reaction, she looked at Ahiro. Ahiro nodded:

“It is time for you to make a choice, Yiya, master of swords.”

Yiya leaned her eyes back to the armoured man and with a steady voice she humiliated the guardsman of Lumiel:

“Your wish shant be granted. Return to your lord and tell him we are done serving you. Either you shall grant us our freedom or we shall take it by force.”

The man in black armour laughed and then removed his helmet. His green intense eyes were covered only from his red striped hair, falling down to the end of his back.

“You fool! Do you not know who I am? I am the captain of this outpost. Your small camp of bastards won't stand a chance if you do not honour me and pay homage to my lord.”

“I do not honour the unworthy.”

“That's it. I shall claim victory here and now and later, I shall claim your innocence in my bed at home.”

The captain threw himself of his horse, with speed and anger. He raised his sword with force and showed great technique as he tried to hit Yiya. Yiya moved around like a trained cat, agile and with wind under her feet, she avoided every blow. She danced, only the music was missing but she danced. It was as if the battle became rhythm, became a symphony, something beautiful. It was then, the captain almost hit the left arm of Yiya, she had to bounce on the tree next to her in order to avoid. A fast shift in her eyes, showed her irritation. Like a star explodes, like heroes win

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and foes die, her powers culminated into perfection. A blow with her sword, half as large as the captains, became so brute, so vile and of such force that he was divided in two.

The lifeless body stood still, no one said a word. But the wind sounded as it gently stroke his armour. A breath later, his mighty shield fell to the ground, his upper body to the back as his legs stood solid in the large metal boots. Yiya stood calm, she had not moved. She gathered energies as her lips were moving. She was praying.

“Never play with your prey.”

“I am sorry, master Ahiro.”

They ate in silence that evening. They were not many but some of them had wielded swords with lords and battled Draken. Some were true masters, some needed tutoring. The youngest, but 15 years old, could not hold himself, his eyes were curious:

“Ahiro, the man who came by today. He said we were a pathetic excuse of what we once were.”

“Zhogur, what once was shall always define you. We were once strong and an organised legion but since the war, we suffered greatly. Mostly from the defeat of Ayun.”

“Ayun, master Ahiro?”

“Let us talk of that another time and once again, I am not your master Zhogur.”

“Yiya called you master as she had battled that black armoured man, did she not?”

“That was when she battled, when she protected her family. We are warriors, we are a legion and we win because we honour our family traditions. Our traditions are a symbol to our legion and what make us stand out from others.”

“You mean our code of honour?”

“Exactly Zhogur. Being enlighten, prepared and disciplined make the difference in a battle.”

“Eat your soup, Ahiro.” The woman had poured more soup in his bowl and she sighed to his constant talking at the table. Ahiro replied with a smile and a nod before he fetched his spoon.

“There are things to do. Now when the peons of Lumiel have decided to collect on us we need to move on. We need to leave this region. We must bring back the strength to our family and we need to work without these people around us.”

“Are we not in grave danger if we leave without honouring our promise?”

“We promised only to help them defend the main gate for two sunrises the first day in the month. So has been done and we have not even been given correct payment.”

“What are we then doing here?”

“Patience my dear Huna. Patience. We came here to gain protection from the Lumiel forces so we could train away from those that opposed us.”

Yiya looked at Ahiro and she narrowed her eyes. Ahiro nodded;

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"I am proud of what you did today, Yiya. You fought like a true warrior and you upheld your honor but most importantly, you did not attack. You only stood for what you believed in and defended it. Such is the way of the warrior. Tell me what differs a warrior from a slayer."

"A slayer kills for fun. A murderer cares for none. A murderer don't worship the sun. A murderer has never honour won."

"Exactly my words, now what does it mean?"

"To take please in slaying rather than to take please in honouring your mission. To only care for yourself and not for your legion. To cover your actions in the dark instead of showing it in the open. And to never gain respect and honour from your deeds."

"Who is your family?"

"Those who nurture, feed and improve."

"Who are your enemies?"

"Those who blind me, those who doesn't sing and those who weaken me."

"Eat your soup before it gets cold."

Part II - The Betrayal of Ayun

Ayun was the greatest warrior of them all. He was regarded as a hero wherever he walked. He was one of the greatest of warriors for the prestigious legion, Spears of Elysea. He was well known throughout the lands, respected and admired. Now he was lying in his own blood at the cold stone floor. His right hand was smashed into pieces. He could feel the shattered bones but not his fingers, and neither could he move them. A draft from the open window at the halls waved his hair but not in pride strokes as normally, but in shame and disgrace. He had failed his family, his legion. Bravery had vanished when he needed it the most. A beast had saved his life for a gift in return, he had made a deal with the enemy. It was the strongest betrayal of them all. But he was forced to in order to save his own life. He always thought he would choose the honour and protecting his legion before his own life, he was wrong. He was ashamed of himself but all he knew was that he wanted to live. The deal with beast, the vile creature had been done. An oath taken in blood, blood from his smashed hand. He was no longer the proud Ayun, respected warrior of Spears of Elysea. He was a traitor.

Another strong warrior entered the halls, it was Ayun's commander, Augio. He who protected the code of honour, the utmost defender of his legion, Spears of Elysea. It was he who Ayun had sworn to die for.

"Ayun! By Atreias waters. Are you breathing?!"

".. I am .."

"I sense despair in your voice, is it only the wounds?"

Ayun raised his head from the stone floor and looked into his commanders eyes. Augio stood strong, as he always did. Only Ayun had bested Augios' skills, he had defeated his commander in a duel. Therefore, Ayun was destined to lead the legion Spears of Elysea, in accordance with legion traditions, when Augio chose to leave

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his seat as commander. This would now never take place. Ayun knew that now. He had failed his own destiny, the honourable task that awaited him.

Ayun heard the large wooden porch open in the back, he let his head fall heavily onto the stone floor. It was unavoidable now, he had sealed his fate. Augio turned around and Ayun could hear his commander's tongue getting stale. Such was the force of the magic in the room. Augio dropped his sword to the floor, dust left its surface whipping Ayun's face.

“Draken..”

The last words of Augio. Before he died. Ayun had kept his promise to the beast and given the life of his commander to him, to the Draken.

The rest is history...

Augio died there, in that room. He stood no chance despite being an admirable warrior of astute rank and experience. Rumour has it, Augios' head still pride the halls of Draken. Ayun accepted the curse of immortality. He was no longer a warrior of Elysea. He was now one of the Draken. He joined them in the war but as a spy for Draken behind enemy lines. Someone spying and plotting at their enemy, who was normally a trusted hero, was just what Draken needed. The Draken plan was to have Ayun push for truce with Draken and themselves and to lower the shield around the tower.

Ayun knew the Draken would never honour the truce, it was simply a way to crush their enemies in one final sweep. Ayun became one of the Draken force, a slave under their wills. He was now a spy disguised as an Elysean warrior. A rotten Daeva was he. His commander, Augio, was now dead. Ayun became the righteous leader for the legion Spears of Elysea; he would be the natural leader until anyone learnt of his betrayal. As one of the strongest and most respected legions, Ayun would gain access to the inner halls, slaying whom he wanted and pushing for the truce by his ambassadorial skills. He would stain the name of his legion forever. The legion he fought so hard to protect, defend and honour. His own family. Those he loved. But also those he did not love more than life. He was a disgrace.

We all know what happened. The truce with the Draken came forth. Some say Ayun had a huge hand in this happening. Others say he was not that much of an effect. But the stain was there. When Ayun's betrayal was discovered, Ishin challenged him. Ishin was a master of martial arts and a former friend and fellow warrior in his legion, Spears of Elysea. Ishin was a skilled warrior but would normally not stand a chance against Ayun. But Ishin bested the odds and won. Some say Ayun was crippled from the poison of Draken in his veins. Others say Ishin had fate on his side. Nevertheless, Ayun fell. He fell hard and his grave that would have been such an honoured and cherished place, now lies in vain and humiliation. The legion was banned from the Ambassadorial halls of Elysea. It was the beginning of a new age. Another war.

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Part III - The Return Of Ahiro

The sunrise was enchanting but torn were the minds of those warriors having gathered. A few men and women dressed only with the traditional cape of the Spears, were looking at a grave. It was a place of honour but also of mourning. The white flags, held in their left hand swayed gently in the wind. They symbolised sorrow and regret. The warrior's capes showed the pride and the strength the legion had always had but the eyes told otherwise. They showed stains of war, sadness and pain. They had lost their commander; they had lost many of their brothers and sisters. They had lost standing in the Elysea political halls. There was a time, when the warriors gathered would be many more, there were times when a whole fifty men and women would be dressed in white and honour the traditions of the Spears. And those numbers would only count the champions not the soldiers in training. That time had passed.

One of the warriors kneeled: *“Augio, forgive our sins. We have failed you. Never did we think a brother of ours would do this to you. Neither did we know that it would be our best, the one destined to lead us as you would be one with the soil. Forgive us for not finding you but a year after your death. Forgive us for not being able to find your traitor. Ishin avenged you, Ayun is no more.”* As the warrior stopped talking he opened his eyes and nodded to one of his brothers in white. The other warrior nodded back and kneeled with a sword in his right hand, laying it in front of the grave: *“Augio, I Ishin, bring you the sword of Ayun. May it bring peace to your place of rest and to the heavens and Atreia.”*

The warriors lowered their heads, the wind swayed the flags gently, and music was heard. It was a flute, played by the only warrior dressed in red, he stood at their backs. It was the melody of calm, of peace. As the tune vanished with the breeze, the warriors commenced walking away. They had honoured their old commander. They had no leader and but their bonds and traditions kept them together. No one knew what to anticipate from this point. Would the Spears of Elysea cease to exist? This once great legion, one of the most astute and respected throughout Atreia, would their name be remembered at all after a decade? Suddenly a shout was heard: *“Oi!”*

The warriors stopped and looked back to the grave from where the shout had come. It was an old man, resting on a staff, simple clothing and a white beard long enough to reach his chest. One of the men dressed in white. *“I can't believe it. It is Ahiro.”*

The warriors stopped and a sigh of relief and hope could be felt among them. Ahiro had been missing in the war for twenty years. He was always a faithful and strong brother of theirs. One of the best tutors in their history but had not been seen for long. Rumours said he had found love and left the Spears behind long ago. Other rumours said he was slain by Draken. Apparently the latter was wrong.

“Ahiro!! Is it truly you!?”

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“Your eyes do not deceive you, it is I.”

“Ahiro, you come in a time most appreciated. We know not where you’ve been but we are in urgent need for leadership. Our legion is close to its downfall, even if our history calls us steady as a rock, it seems as even the mountain can crumble.”

“I know times have been dire and that I have been away. I have come back to stay for as long as my frail mind can be of help.”

“Will you be our commander Ahiro? We would all embrace and respect your leadership.”

“Nay! I shant be your commander. I am not destined to lead you.”

Worried feelings could be sensed among the warriors. Clearly this was not the answer they were looking for.

“I shall however be your warden and tutor those in need.”

“What do you mean, Ahiro? Will you then not become our commander?”

“Times are different now! We need not a new commander in our present state. The one destined to be our new commander has yet to show his face.”

“How shall we then keep our legion together, Ahiro? Without leadership we will suffer.”

“Open your eyes, warriors! What were you saying as you kneeled to Augio? You said you failed him! You have not. You have served him with every breath of your life as warriors. It is only now, when you walk away and is close to leave the honour and traditions of your legion that you are close of failing him. Is this how you intend to live? Failing the one thing Augio stood for? Tell me! What did Augio always preach?”

“..... Insanity is not fighting for what you believe in. Insanity is giving up on your beliefs.”

“Indeed so.”

The warriors in white stood still. Their heads high, they looked at Ahiro and realised he was right. Augio still lived on in their heads and in their minds. That he was slain by a traitor would not change what he stood or fought for, neither what they stood or fought for. They had no commander but it did not take away their strength, their traditions, it did not take away what they stood for and what they had achieved.

“As I said, I shant be your commander. Maybe there will be a time when we need a commander and then fate shall show us who that one is. But for now I shall be with you. Let us bring our legion, our family, back to what it once was. I shall be your warden and we must fight, together, all of us! We must be strong and keep faith if we are to bring back our former glory. Our traditions and our honour belong in the halls of Elysea. We must show that we believe.”

There was silence.

“Now, who’s with me?”

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Ishin stepped forth, he nodded. Two other warriors also stepped forth. The wind still gently stoked their white capes. The last warriors stepped forth. A smile on their lips were seen, suddenly there was hope.

“What are we waiting for? Let us feast in wine ‘til the morning comes.”

Elysea was watching....

Important legion members to know of (NPC's)

Ahiro

Our present Warden - Templar - Male - Age: 80+

In short: Ahiro is a wise and respected old tutor. Was old already when Atreia was young they say. He wields a sword like no other and was never a friend of shields. Was a close friend to Augio and commander for our legion before the leadership was handed over to Augio. Augio had to beat Ahiro in a duel to prove himself worthy and talented enough in battle. Ahiro remained advisor to Augio for some time to aid him with the politics. Ahiro vanished one day, he wanted Augio to grow in his role and was not seen for more than 20 years. He eventually came back one year after the death of Augio. He refused to take on leadership but agreed to become warden until our legion is ready for a commander again.

Description: White hair, white long beard with length til his chest. Wise calm eyes, slim, quite tall.

Augio

Deceased - Former Commander - Gladiator - Male - Died at 35

In short: Strong and mighty warrior, respected throughout the lands for his ability. Surrounded by rumours of his fabulous strength he was a natural choice for leading Spears of Elysea as Ahiro grew old. Wisdom and ambassadorship was not his strengths. Instead he was strong, decisive and a rhetoric out of the ordinary. He had the power to make men and women believe in him and follow him.

Description: An impressive sight of muscles, length and ability.

Yiya

Talented champion - Templar - Female - 24 (At the time of the legion story)

In short: Yiya is a ferocious fighter with fierce technique. In the time period centred for our guild story, she was predicted a fantastic future. She was the prime

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student of Ahiro. Often she had envious eyes at her for Ahiro's strong appreciation and admiration for her. Yiya was the mother of two younglings and perhaps the most rapid and fierce wielder of a sword Ahiro had seen. Her every move reminded of a whirlwind, you never saw it coming. She moved speedy as wind aided her feet. She was close to impossible to hit, she was too fast. And like a snake, she killed her foe often in one single strike, aimed at your most sensitive spot.

Yiya fell in love with Augio but was denied to become more than his mistress. Rumour say she was one of those betraying him, in vengeance, in co-operation with Ayun. Rumour also tells that Ayun betrayed Yiya in not telling her he was involved with the Draken. This was never proven but suspicions were strong. Yiya was close to leave the Spears into exile before Ahiro came back and made her his favoured student. Yiya is very beautiful and regarded with scepticism due to her vile nature.

Description: Slim, middle height, intense eyes and overflowing with self confidence. Attractive and playful.

Zheya

Ranger, guard - Female - 22 (At the time of the legion story)

In short: Few if anyone are as loyal to the code of honour as Zheya is. She is the true admirer of the legion and truly represents what they always stood for. She is proud, strong, wise and street smart. Her bow is lethal and rumour has it she could hit an apple from 100 metres, barely without aiming. Zheya always slept with the sky as her roof. She was one with nature and never belonged in the camp. Very serious and dedicated, she was always training or battling. Only time she was seen smiling, was when one of Yiya's children was slapped for being nonchalant to a peasant.

Description: Rough looking, beautiful in a less aesthetic fairytale fashion. Slim built, wise eyes.

Zhogur

Gladiator - Male - 15 (By the time of the legion story)

In short: Zhogur is one of the youngest ever accepted into the legion. Talented as few. Very well built for his young age but in need of extensive training. He has a very sharp and strong talent for axes and spears. His technique is however not near perfection and Ahiro worked hard with him from the moment he was noticed and accepted into the legion. Zhogur has many pets that usually hang around the headquarters, much to the irritation of the older champions.

Description: Tall, impressive built, young and childish face, strong large hands and handsome young man.

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Ayun

Deceased - Legion Champion - Templar - Male - 31 (The last time he was seen)

In short: Ayun was strong and respected. His technique was close to perfection. No one could stand against him. He had never lost a duel the last years and he started to approach his right to lead the legion. Augio said that his time had not come yet and that Ayun had to wait. Ayun was not pleased and demanded a duel. Augio was the only that never dueled him despite Ayun having beaten every known champion in the lands and in our legion. Ayun was however known as very loyal and therefore no one ever thought he would be danger to Augio. He was admired by everyone except Yiya who always claimed that Ayun never beat her, he had cheated she claimed but with a smile on her lips.

Ayun's history is full of darkness; he betrayed Augio, the Spears of Elysea and joined Draken. No one knew he did this at first. For a few months he was commander for the Spears before anyone knew he was the one responsible for Augios death. Then the shield around the tower had already been lowered and the Draken broke their false truce. When discovered as a traitor and the reason for Augios death, Ayun was immediately disposed of his role as commander for the Spears of Elysea and Ishin fought him to the death. Fear struck in the legion as no one thought Ayun could be defeated. He was seen as the greatest warrior the lands had seen for centuries. Ishin miraculously defeated Ayun and spoke the famed words: "*Talent won't defeat faith.*"

Yiya wanted to seize power over the legion as Ayun and Augio was out of the picture but no one allowed the duels for leadership during the war. According to traditions they needed to find their old commander and bury him before granting duels and leadership to another. At least a year must pass and Augio's body was found almost on the day of a year after his death. As Ahiro took the role of warden-ship instead of being a commander, Yiya seemed to be displeased but still she became the favoured warrior under the mentoring hand of Ahiro.

Description: Ayun was an impressive sight. Only the looks of him struck of respect. Strong, well built and with an enormous well polished armour. A large mace was his trusted friend.

Ishin

Talented champion - Very powerful martial arts expert, powerful magician. Killed Ayun. Sorcerer - Male - 27

In short: Ishin was a very powerful magician known for following his own ways. A bit of a lone wolf and not very social he was not always the most respected and approved of in the legion. His talent was however undisputed. Not only could he do magic unlike anyone, he was also an immensely skilled master of the unarmed combat. He had trained his body in secret for many years to endure damage out of the ordinary and to break bones in a human body by a single strike. This was

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unknown until the fight with Ayun. Never had he showed these skills before and Ayun was victimized for his lack of knowledge. Ishin mostly tend to his studies. Uninterested in leadership but strong loyal warrior of the legion.

Description: Always dressed in shiny robes, very snobbish when it came to fashion. Quite short, but strong and with a caustic personality.

Zherasandre (Zhera)

Gladiator - Female - Mid 30's at Ascension, actual age unknown

In short: Years back, Zherasandre would be in charge of a smaller group of the Legion, though her hot temper and disability to keep her tongue still made it impossible to keep the position. Even though she is a skilled fighter and an excellent commander in battle, not very many people can stand being near her for very long. With her rough traits and her face in an eternally angry scowl, Zhera is far from beautiful, yet she has a way that demand respect from most.

Description: Brown hair, usually tightened on the back, battle trained, quite plain in looks, very tall for a woman

CircleGuardian Official Policy & Philosophy

CircleGuardians does not believe in strict rules or dictator-ish methods where everyone is “forced” to act in a specific way. We believe in variety, in people feeling free to develop their own gaming and roleplaying at all times according to their own wishes. However, CircleGuardians is a community for the likeminded. This means all of our members have joined after having read and agreed to the Official CircleGuardian philosophies and policies. Being likeminded does not mean we are all the same - it means we all want similar things out of our gaming and roleplaying. Therefore we say that all in CircleGuardians are likeminded, not the same.

CircleGuardians like any other society is a gathering of people that share views, opinions and ambitions. This is the sole reason for the existence of policies and philosophies at all. They merely intend to ensure that CircleGuardians always will be a place for likeminded; People that want to experience quality roleplaying as they enjoy their games. Therefore one can say that our policies and philosophies unite us and what we stand for. CircleGuardians never argue that our way is the only way, neither do we believe our way to be the best way. We do not intend to be the best nor the dictator of how roleplay should be like. We simply state: This is the CircleGuardian way.

iRL Profile

CircleGuardians is a society for optimistic and friendly people iRL. We do not allow people solely on roleplay talent. An egocentric, melodramatic and/or negative

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person won't suit the CircleGuardian profile, even if he/she is a massively talented roleplayer. CircleGuardians cherish values such as "Optimism", "Friendship" & "Fun". That is in the end what we want to experience as we roleplay rather than quarrels and emo-outbreaks.

Roleplaying

What is Roleplaying according to CircleGuardians? Roleplaying 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 measure roleplay talent, we all have our styles and variations. There is however a conduct to roleplay which the CircleGuardians believe to be more neat, stylish and professional than others. When roleplaying, the personality of your character is very important and should always be in focus. Things to think of as you make your character could/should be:

- A - Is the personality of this character realistic?
- B - Does this character persona suit the world I am role playing into?
- C - Does this character suit the present CircleGuardian guild I am about to enter?
- D - Am I flexible as a player?

There is no right or wrong - but CircleGuardians recommend all players to consider the bullet points above.

Quality Roleplaying

What is quality roleplaying anyway? Please think back to when you were reading the books of either Tolkien or George Lucas's world. The courage, the legends, the heroes & villains - All is part of it. Let us say you are to play an MMORPG and want to know how to Roleplay 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 Roleplaying 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.

The Lore Importance

The lore 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 roleplay with quality. You do not need to know all lore as you start playing a game, but the more complicated you make your character the more you need to read up upon what is already written. *Making Vampire guilds in Tolkien's world is perhaps the clearest example of what CircleGuardians believe to be poor quality role playing.* The members of the guild may very well be skilled individually in performing their roleplay but little does that matter when the story you roleplay break the lore. One does not have to be an expert in the world's stories and tales before starting a character - then few would be able to roleplay even when the desire is there. 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 roleplay tales

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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.

Skills

Individual skills and techniques for how to use game mechanism for every MMORPG is important. Speech is one clear example. The way a character address others will strongly impact others perception of you. Not only do you need to consider grammars, you need to imagine how people talked in the world you are role playing into. Every world is different. What we expect of -every- CircleGuardian is to always honour and follow the RP-regulations of the servers we are onto, to always keep In Character in -every- In Character chat and to always strive for upholding and creating immersion.

Quality Roleplaying - The CircleGuardian Way

How to socialise - Using In Character Chats - The Roleplaying way

A - Punctuation, grammars & capital letters - Always try to make an extra effort. By not stressing, you can avoid spelling errors. Both capital letters, correct punctuation and grammars are important to make In Character talk look more neat.

B - Length of sentences - Try to think through what your character is to say before you start spamming the chat windows. It is important to try and find a balance in the length of your sentences.

C - Use Correct Language - Only use words that exist. Shortages and internet talk of our modern day is not considered good role playing conduct. I.E words such as "ppl" instead of "people" and "thx" instead of thanks are not something CircleGuardians want to see in any In Character chat.

Using Emotes to enhance roleplay

To make a character alive, not only speech is needed but also emotes. The emotes describe your character for others, things he/she does not say but which can be perceived. Emotes are used to describe body language, descriptions of odours, the clothing and much more. CircleGuardians recommend you to always try and customise your emotes as much as your speech. Using premade emotes will not make your character stand out while customisation could tell so much more of your character persona. Emotes should be realistic and never describe situations where other characters are forced to accept your actions. If you intend on making an emote that would affect another character, then the other player should always be given the choice to accept or reject your action with a response made of an own emote, one should never force emote anyone.

Realism in your roleplaying

Quality roleplaying consists of always striving for realism in all you do. If you one moment hold an epic speech inside a city as Bree Town and you roleplay a very serious Elf, if you then the minute after jump up and down as crazy, claiming that:

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"Oh, I am not IC right now. Now I am only fooling around." - That is definitely not quality roleplaying according to the CircleGuardians. Consistency is a key word to remember. To roleplay with quality, means to treat the world as if you are **always in character**.

We will mention three examples of how you can treat the world around you, as it is "always present" and therefore also provide you with an understanding of our mindset: You are always In Character:

1. AFK - The RolePlaying Way

If you need to AFK, please mind that it becomes very weird roleplaying wise. Compare with iRL if you would all of a sudden stand silent, staring to your counterpart in a conversation for 10 minutes. Roleplaying with quality means to avoid this situation. Instead, you should first inform the counterpart OOC'ly that you will need to be AFK a short while. Now time to deal with the roleplaying situation. Either you walk away a short while, telling the other character you will come back soon or you make a custom emote describing how your character drift away in his/her own minds for a while. When you come back, announce it both OOC'ly to the counterpart player and again, show it IC'ly either by saying something appropriate or by making a new custom emote.

2. Changing clothes - The RolePlaying Way

Let us say you want to change attire, do not stand in the middle of the street as you do that. Imagine iRL if you stand changing clothes in the middle of the street as you are talking to someone. It would be seen as a tad weird and so it becomes the roleplaying way. Instead you should excuse yourself and move to a private spot, change clothes and then come back showing off. This will show you truly perceive the surroundings in a way as it always exists.

3. Logging out - The RolePlaying Way

Let us say you need to log out. What is logging out IC'ly, it has no real comparison, right? Since it hasn't, you can't really define nor explain it the roleplaying way. Some people say their characters will head to bed, some that they need to travel away on a journey, both works just as fine. Vanishing in the middle of the street is definitely not a smart move, imagine iRL once again. How would you react if someone suddenly vanished into nothing in the middle of the street? You would be quite shocked I suppose? And you also risk logging in, in the middle of another Roleplaying conversation at the same place where you logged off and directly break their immersion. What you should do, is to move your character away a little from the open area. Find a decent spot where no one see you and where you diminish the risk of logging into a roleplaying session. Then you log off.

We hope that you by these three examples above understand what we mean with

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the saying: "*Treat the world as if you are **always in character***". Tons of examples could be mentioned but we believe the general message has come forth.

We hope you are intrigued by the immense possibilities of immersion of the CircleGuardian Way and you now understand why we use the tagline: "*CircleGuardians - immersive roleplay and gameplay*".

Gaming & Guild Policies - The CircleGuardian Way

Basically every guild made by CircleGuardians, have the same conduct. Small variations may appear but the ambition and strive for professionalism and immersion is always there. We always have clear beliefs of how we are to enjoy a game together. Please read below:

A - iRL Priority

iRL is always most important. In a guild made by CircleGuardians, you must never excuse yourself for your iRL. CircleGuardians care for the well being of our members.

B - Online Time

CircleGuardians never punish our members for low online time. However, for practical matters, it is always good to converse with the guild master/officers about how often you intend on being online already when you apply to join a specific guild. It is also considered as well-mannered to inform a guild master/officer if you intend on being offline for a longer period.

C - Guild Activity

As said in "A" and "B", CircleGuardians do not punish a low online time. However - we wish to ensure our members that CircleGuardians always strive to make active guilds. Therefore, guild masters/officers have the authority to kick a member that has been offline for 30 days without telling the guild master/officer about the reason for why.

D - Online Actions

CircleGuardians does not control what you do with your online time. It is up to you yourself if you want to casual roleplay, participate in events or enjoy the game as you come online. All meetings and roleplaying in our official guilds must build upon every single players interest and desire to be PART of what we are doing here. However, if you are rarely online and when you are, rarely socialise with the other members and show little interest to get to know our community, the CircleGuardians; you risk being kicked from both the community and the guild. We

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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.

E - Alt Character Policy

CircleGuardians make active guilds and we welcome you to join us with your main characters. Only if you have your main character with us, your alt characters are welcome. We welcome every alt character you may have if you are a regular member since we embrace the time we have together and want us to spend as much time as possible together online ingame and at this community, the CircleGuardians.

F - Levelling and Game Progression

CircleGuardians will not aid you with power levelling your characters. 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. The mature player should realise that everyone has a desire to do their own things ingame. In CircleGuardians we have the ambition to enjoy games together on equal terms.

G - RolePlaying Activity

In CircleGuardians we differentiate the terms of **Roleplaying Quality** and **Roleplaying Activity**. By roleplaying quality, it is sheer skill, professionalism and the effort. By roleplaying activity it is more a definition of how much of your online time you dedicate to roleplaying actively with other players. In CircleGuardians we go by the motto: "**Always In Character**" and therefore we believe that our members always roleplay. Be it a dungeon crawl, a raid, a battle in a scenario, a more formal roleplaying event; **Our members shall always mind their character, follow the CircleGuardian roleplaying conduct and honour the immersion.** However, it is up to anyone how they want to use their online time. If a player wants to participate in casual roleplaying only 10% of his/her online time that is totally fine. If a player enjoy casual roleplaying 90% of his/her online time, that is totally fine too. In CircleGuardians we respect the wishes and the wants for our members. Some wants to experience the game more than others and care for game and character progression. Some other level far slower than others and enjoy the everyday small talk roleplaying wise. Both of these profile of persons are just as much CircleGuardians as the other. What matters is: "**You are always In Character**".

H - Guild Roleplay Structure & Organisation

Our guilds will always strive to be a source for fantastic RP potential - massive casual roleplay, roleplay storylines, events and more. However, no CircleGuardian representative will ever serve any member roleplay on a silver plate. The maturity and the ability to take own initiatives are important with any member of the CircleGuardians. The CircleGuardians believe it is up to every member in our guilds to aid roleplay progress and to aid storylines. CircleGuardian official

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representatives will often provide lots of roleplay material, storylines and sometimes perform events. But under no circumstances are they forced to do so. They must be able to enjoy their online time and do what they please, just as any other member in the guild. Every member is part of it and we are all responsible of making role play progress. There are no chefs, servants and customers - instead everyone of you are chef, servant and customer all at the same time.

I - Guild Chat Policy

The CircleGuardian official guilds do not have a specific policy on the guild chats. The guild masters/officers may choose if the guild chat is In Character or Out Of Character. Since CircleGuardians stand for quality roleplaying and therefore a realistic perspective any In Character Guild Chat needs to be explained as to why communications is possible from miles away.

J - Membership Length & Ending

If you are approved as a member and as such allowed to register onto our forums - your membership is for life. As long as you approve of and intend to honour the CircleGuardian official policy about gaming and roleplaying, you will always remain a member of CircleGuardians. Most importantly, CircleGuardians does not crave any activity of you as member. This means you do not have to participate in a specific amount of to keep your membership. However, we want you to always embrace our CircleGuardian efforts and prioritise them and to participate in our official CircleGuardian guilds when you are given an opportunity to do so. The want and the desire to participate in the CircleGuardian activities is what unite us, to experience games together and to always try to stick together as we make worlds come alive. The Caretakers of CircleGuardians grant themselves the right to remove a member if they are considered to not suit our policies and/or philosophies or showing indecent manners and behaviour not deemed to go hand in hand with CircleGuardian values or if a member is deemed uninterested to partake in CircleGuardian endeavours.

Thank you for reading.

We hope to meet you and get to know you and who knows, perhaps as a CircleGuardian and a member of Spears of Elysea.

Best regards,
/Any & Razzmatin
Caretakers of CircleGuardians

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