

**Series Finale Questionnaire for
Baroness Eleanor Elise ap Eiluned of Highground
By Margaret Lion
Finalized on July 31, 2005** (aka, Harry Potter and J.K. Rowling's Birthday)

"WE hold these Truths to be self-evident, that all ~~Men~~ *Fae* are created equal, that they are endowed by their ~~Creator~~ *the Dreaming* with certain unalienable Rights, that among these are Life, Liberty, the Pursuit of Happiness, *and the Right of Rescue.*"



– found in the notebooks of Baroness Eleanor Elise ap Eiluned of Highground



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Apology

This is uh, a very long document. Sorry. But there has been a lot I have been thinking about and mulling over with others so here it is. Print and burn accordingly. ☺



Series Finale Questionnaire

-- 1. What is your character's story about? At the deepest level, what kind of story are you telling with your character? --

Some dream of romance or heroism, BEE dreams of freedom. Her final story should be a cross between *1776* and *Kill Bill, v. 1 & 2*.

Her final screen moment is: "Malaguena Salarosa" from the end titles of *Kill Bill v.2* plays as BEE sitting triumphantly in her government seat. She joyously observes her new democracy in Highground while the elected officials around her discuss the issues of the day. Yes, they care what she thinks, but they will govern themselves within the Highground walls. The system of government in Highground could be compared to England: A parliament with a titular ruler. Even Queen Mary Elizabeth ap Dougal has given her approval of this arrangement. In the room there flies a remade banner for Highground with their new motto: "All Must Be Kept In Balance." This is a reminder to the people of Highground that their freedom will last so long as they are vigilant in defending it, defending one another, and defending the Crown when necessary.

As for Defane, he has been destroyed [preferably by BEE's own hand]. His collaborators have been dealt with and Highground has been cleansed of the evil that Defane has brought.

And BEE has an heir for her wealth and possibly her title.

While the victorious music plays, the narrator speaks as the camera pans the above scene: "And so in the end, enemies and friends alike played into her hands. Her dream of freedom for all fae has begun. Her enemies destroyed. Her slaughtered people avenged. Her heir chosen.

Are we surprised at this victory, so strange a choice for a noble sidhe? Hardly. For real manipulation and wheedling, call upon an Eiluned. To ensure the safety of all beings, call upon a saint (BEE's Seelie nature).

So Shall It Be."

-- 2. How do YOU want your character's story to resolve at the end of the series? --

So. Basically, at the end of this game I want:

1. BEE alive and well.
2. Highground free from Defane.
3. Defane is DEAD (preferably by BEE's hands)
4. Defane's treacherous collaborators brought to justice.
5. A democracy/constitutional monarchy/whatever you want to call it established in Highground.
6. BEE has an heir for her wealth and title.

Ok, yeah, I want it all but heck, I can dream can't I? ;)

Now for the interesting part: How did I get there? Below are some possible ideas to use, modify, toss. I just think it is important for you to know where my and BEE's head is at.

1. BEE alive and well.

This is pretty easy. Nobody kills her (or she gets to resurrect, e.g., Dr. Ruthie Focker).

2. Highground free from Defane & 3. Defane is DEAD (preferably at BEE's hands)

Again this is easy but ah, getting there!! Well her a few roads to travel that I have thought of:

NOTE: BEE has hired the Brothers Grimm to spy upon Defane at the Beltane Game. She may also use them to spy upon Jadeel (more on this later). They have not yet come to a price, but it looks as though this would be an excellent story point. In fact, this idea was born when I was talking to Bryan Steele and he suggested that I hire the Brothers Grimm to kill Defane. ;) He also suggested I email Defane and ask him why he has taken over the Barony. More on that later.

Also NOTE: BEE is tired of other people thinking they can save Highground without working with her. The time has come for her to act and act she will. But being an Eiluned, well, rushing headlong into battle, although fun, is not going to be what BEE does here. She does not want any more fae to die. So...

A.) BEE Uses Herself As A Spy/Assassin.

Ok, so let's assume that BEE has discovered Defane's weakness and wishes to meet with him. Thus it looks like she has joined Defane since she has moved back to Highground and hangs with him constantly. However a few trusted allies, Gabriel Connor, Gell Cairngorn, Cameron Gabriel Snow, Avetotara, Lady Kaye, to name a few, might know that she is doing this to infiltrate Defane though they have been sworn to secrecy no matter what.

So BEE infiltrates Defane. And on Samhain, her Unseelie side appears. The Beast. Kill everything. BEE hopes that her Unseelie side will kill Defane. Cut his head off, whatever will destroy him. She can then return to Muses with his head and say "He's dead" while holding up his skull.

Now perhaps BEE cannot get out of her Unseelie state. Thus would her collaborators have a plan to help her regain her Seelie nature and once again turn to the Saint. Perhaps a letter that is sealed and given to a friend with instructions to never open it. Until they see BEE again AND the seal changes color. Thus would the letter tell the friend how to help BEE regain her Seelie side. (I was thinking a rousing reading of the Declaration of Independence 'cause that is what really got to BEE decades ago.)

B.) BEE organizes all factions that she knows and organizes with them a multi-faceted attack.

Dwarves: Gell C. has already pledge his dwarves to BEE's service. In return, they may build homes in Highground

Sluagh: Jeremy in OOC mode has talked with me and Jay (Drevni) about the possibility of flicker flashing Azraphale (sp?) to Defane and kill him with that Ares sword.

AND/OR: The sluagh can help BEE contact werewolves and vampires. BEE hires them to kill Defane and his followers. She would give the werewolves sanctuary and land and the vampires, well, they can drink all of Defane's buddies blood that they want. !! Oh come ON!!! This is just like tooo wow and out there and fun!!!! And no fae would be hurt in the process. Well at least not the fae BEE wants protected. I know, I know, it seems sooo improbable! But it's me and BEE we are talking about here so improbability is the name of game. Just think about it.... (Note: This idea was fueled by a conversation I had with William Stalcup about his vampire character perhaps meeting up with BEE. Apparently he has low banality or something.)

Redcaps: Several redcaps were very helpful during the Beltaine game so BEE would see how they could help her and what they want in repayment.

House Varich: Seems they have many grudges against Defane. Perhaps Azriphale can help with his Ares sword and the others would be willing to help BEE kill Defane.

C.) OR! And here is a different thought: BEE meets with Defane and perhaps can find in him something worthy of befriending. Perhaps she can influence Defane to stop his madness against the fae. If he too truly loves democracy, then they would have common ground. BEE does want to better understand her enemy. But it will be very hard for her to truly forgive her Highground friends Del and Dom. She may pretend to love and forgive them but when her time comes to truly seek justice, they will feel the full force of her wrath.

Oh and speaking of which, we must bring Defane's treacherous collaborators brought to justice. Dom and Del have much murder to answer for and BEE does not handle betrayal well. However, BEE wants NO HARM to come to their child. The child is innocent. She was even considering making him her heir. Might still do it too.

D.) Use one of the nocker time devices to sneak in and get Defane. (NOTE: This might also work in recovering King David.)

3. Democracy in Highground. Ok stop choking. Look I fought with the Patriots against the Redcoats in my past life and that is just the way it is for me at a soul level. As stated before, BEE dreams of freedom. She desperately wants to have some sort of democracy in Highground. And Semele has agreed to help (though BEE thinks that Semele does not truly believe her). I so want to have BEE establish a democracy – think something like England with the Queen. This is truly her dream. And uh, yeah, it is mine too. So many wonderful scenes to play out as people realize their dreams of freedom are coming true. And since BEE will be the Baroness still, then well, she can

find a way to keep all sides happy with the power structure. (Aw heck I even have a scene planned out between QME and BEE!! Might tape it for you....)

-- 3. On a personal character level (not on the meta-game level), what do you feel needs to be resolved before the end of the game? Are there elements of your backstory you've written that you'd like to see addressed before the finale? Explain them in detail here. How might you like to see these personal storylines conclude? --

Backstory issues:

1. Freya's Servant/Valkyrie Heritage – Please read the below **Further Insight: BEE's Write-up For Future's Past Game** write-up. BEE serves the Goddess Freya. When she dies, BEE knows she will join Freya in Her land of Folkvang. BEE, having a Valkyrie soul, can collect them for Freya. She will speak of serving Freya. And maybe even serving Hel (see Lucifer notes below).
2. Enemy exposed. I'm pretty sure that BEE's mortal enemy is either Delizibeta or Defane. Of someone else. I think that person should be exposed. What happens after that, well it would depend on why they were BEE's enemy. If BEE wronged them in some way she would want to make amends.
3. Secret love: In love with a mortal. I wrote this originally but now I am not sure. If BEE is pregnant (see Beltaine BGA) by a member of the fae then it might be complicated for her mortal crush to suddenly "see" her and fall in love. Perhaps BEE will be able to lay this love to rest. Or I'll make my Hubby make another guest appearance (but he is shy so maybe not). I'm open to a lot of suggestion on this one.
4. Supporter of LeBois. BEE was once a supporter of LeBois and feels rather bad about this. She has been hesitant to speak with LeBois because she is afraid he will confront her for not supporting him. The time may have to come when she asks for his forgiveness and whether he gives it or not, make peace within herself on how she handled the whole duchy thing. (Which annoyed her no end, BTW.)

-- 4. The EtM Changeling Staff has at least two ENTIRELY NEW FACTIONS that we would like to introduce for season five.--

Oh God/Dess I would LOVE to help you with this but BEE ain't done (unless you want to have her happy ending happen before the season finishes). So either let me know how BEE might help or hinder these new factions and how you would like for me to play it or if you need, I can walk in as an NPC or even a PC for the new factions. Fret not, I can do fast costume changes!!

--5. For you, what is the Changeling Game as a whole about? What are the major themes and concepts that interest you in this game? If someone asked you what the story of the game was about, what would you say?--

The Fairy Folk fighting for survival in a mundane world. In this struggle you get to experience the amazing and varied personalities of living being thrown together. Think *The Silmarillion* and *The Lord of the Rings* only with way more women and a lot more selfishness.

--6. What larger plots and stories do you feel NEED to be resolved before the end of the game? Do you have any creative suggestions about how it might be fun to resolve these stories? Please give us as many details as you'd like -- we're looking forward to seeing your ideas.--

I'd like to see King David come back, the "bad guys" defeated, and Highground and Muses become democracies.

--7. According to the source materials, the World of Darkness looks the way that it does because the Weaver went mad and began to over-create, thus eventually driving the wyrm mad in it's frenzy to destroy the stagnant excess of the Weaver.... What do you think? Is the Weaver fundamentally sick? ... Or is the Weaver's Reign just part of a larger natural cycle? Or is there another explanation? Please tell us anything you have to say on this topic -- we're very interested in your views.--

BEE serves the Goddess Freya, a survivor of wars that bring change and she survives Ragnarok – the End of the World. So since I, Margaret, wrote that I must admit that I like the Hindu idea of the Universe collapsing and the Big Bang starting all over again and we do this all again, but maybe in a different way. Like the balance between fire and ice, there must be balance in the Universe. So heck, if things fall, they will only rise again and vica versa. It's never the end, just a new beginning.

-- 8. In your opinion, are fomorians evil? Explain.--

I, Margaret, can't view formorians as evil since they are just plain angry at the Tuatha De Dana for chasing them off their land. The TDDs were the invaders so Duh the fomorians hate us. Now is the time for healing and the end of bloodshed. BEE, and so of course do I, believes that the fae can also shape the Dreaming. Hence BEE would be more than happy to be part of a delegation that strives for peace

However. If the fomorians will not negotiate and only want to annihilate and destroy the fae, then off with their heads. Either they play nice, or they get the full nasty treatment.

Of course if you think of the Universe as a balancing act then perhaps we got it all coming to us anyway.... Gulp.

-- 9. What (for story purposes) is your view of the Devil?

Please understand that I am a Unitarian-Universalist Pagan who is also a redneck. I either:

1. Don't believe in Lucifer
2. Know that a "Satan" in biblical times meant someone who was more knowledgeable about the old teachings than you and thus questioned your faith to make sure you were worthy.
3. If Lucifer does exist, you can:
 - a. Take him out with a shotgun
 - b. He's a fallen angel with an ego problem.

In short, I really don't like the guy. So I have a plan for his elimination that might also retrieve the fae souls in Hell.

Now BEE serves Freya. Freya is a member of the old Nordic pantheon. In that pantheon the keeper of the dead who didn't go to Valhalla or Folkvang went to Hel. And Hel was watched over by Hel. Now Hel was pushed out of her spot and into an evil light by the Christians when they came into Europe. (Sorry, not trying to step on anyone's toes, this is an historical occurrence.) So wouldn't Hel be very very very very angry with Lucifer for blaspheming Her name and Her world? Wouldn't she just love to get him back by freezing his pompous backside out of existence and reclaiming Her realm? Oh I think so. So, let's get the real Hel here. BEE can go find her, perhaps as a task for Freya. And once Hel gets her really angry hands on that pompous fallen angel. Well he can kiss his shiny butt good-bye. Thus does Lucifer bite it – he really is in Hel now – the trapped fae souls are freed, and Hel gets her rightful place back.

I like it.

--10. Should High King David return? Why or why not? --

Of course!! It is so totally a Shakespearean "Measure for Measure" kind of thing. Plus it could expose a lot of plots for his throne. It would make QME very happy.

--11. If you have read the Time of Judgement materials, what aspects of the TOJ stories appealed to you? In particular, which Changeling-related stories sounded like fun? Which stories annoyed you? (Ignore this question if you haven't read the TOJ materials).--

Ok, can do, never read it. But methinks I should....

-- 12. We believe that a Changeling finale should blend both heroism and tragedy. There are several ways we can accomplish this. Do you feel like our ending should be like Tolkien's Return of the King, where the heroes are ultimately triumphant, even if they personally suffer from tragic consequences? --

Well obviously, I want the Tolkien ending (obsession with all things Tolkien here). But hey, if others want to suffer and die, well go for it people!!

-- 13. Finally, when we finish this chronicle, we can either A) close the game down for good, and request that others respect the finality of the game by letting it rest, --

Well initially I was upset that the game would END because I love doing this so much I want to keep doing it. Then I realized I could hopefully persuade others to help me start a new game. Whew! Ok, so now if I can start a new game when this one passes (wake at my house!) So yes, finish, close-up. Or not. On this one, I have not overly passionate opinions. Believe it or not.

And then I read this: *"Embracing the Muse, however, will NOT disband at the conclusion of these current games. Things may look very different, but you can look forward to*

new games, new concepts, and new ideas after our finale! More info on the shape of things to come later in the year."

Whooo hooooo!!! I feel like it is Yuletide!!!!!! THANK YOU!!!

Final Notes:

- 1.) Can I make my home a Freehold for BEE? Perhaps she can travel the Nine Worlds of Midgard (see Future Past Game description) with her Goddess Freya's blessing and was able to make her home another freehold. Or not.
- 2.) Christmas/Yule Party 2005 at my house. NO SERIOUSLY!! I would love to throw another Changeling party and Hubby wants another one too so he can be well for the big event. Maybe even do an all night Yule log burning... (Ok, David, I'm staying up for this one!)



BGA for Summer of 2004

- 1.) Alliances. BEE started forming alliances to help defeat Defane with groups of people such as
 - a. The Sluagh. She promised them a place to live as well as Muses for their help. Plus they have strong magic and a desire to help her.
 - b. The Varich: Nothing formal yet but BEE is thinking about using their aid and hopefully Azriphale can be persuaded to use his Ares sword.
 - c. The Eshu. Now the ancient Celts used the Druids to pass messages of a war-like nature back and forth between each other during Roman occupation (well that's my theory at any rate). So BEE would like to do the same with the Eshu. Of course they will always have a place of welcome in her home.
 - d. Dwarves. Gell has offered BEE the use of his dwarven army. They may also have a home in Highground.
- 2.) Hired Brothers Grimm. BEE hired the Brothers Grimm to spy on Defane and will also ask them to spy on Jadeel. The spying has not yet begun as a price has not yet been set. But BEE is determined to meet their price – or find another spy. Better yet, get many....
- 3.) Jadeel. So BEE asked Ave and Gabriel Snow for help in scrying to see if what the Highground people were saying is true. Doesn't look like it as the vision they received was that of a rose dying and then a crowd of angry rioters. (Allison wouldn't give us more information!!!!) BEE was going to do some major Eiluned inspired manipulation and announce before everyone at Beltaine that she had had a frightening vision of Jadeel and wished to accompany him in his fight for Highground. Thus hoping to keep an eye on him. Didn't get to make the announcement. Oh well. PLUS Jadeel apologized to BEE again for the slip-up in

letting Defane's people through and promised her to help her in any way to get her barony back. Oh yeah, the Grimm's are getting paid to spy on him. Plus BEE is thinking of sticking to him like glue.

4.) Citizens of Highground. When the CofH showed up at the game they totally threw BEE for a loop. At first she was crushed to hear that democracy had happened without her but with the help of many wise fae and one redcap in particular, she realized that they may be enchanted. Now she really wants to know what Defane is up to.

5.) The May Pole Dance. BEE thoroughly enjoyed this. (OOC: Best May Pole dance I have ever been a part of or seen!!) What was fun was to discover that someone may indeed be pregnant. Please note that BEE will NEVER give up her child. She would of course inform the father, as that is the right and noble thing to do, but marriage is not necessary as BEE has no intention of marrying for anything other than love. Plus if the father got all "my child" on her she would inform him that since *she* was doing the vast majority of the work to bring this child into the world, it is *her* child. Joint custody is of course acceptable, and the child will be named BEE's heir. BEE has the maternal instincts of a mother grizzly bear. Boy or girl, doesn't matter. So I volunteer to play pregnant and here are some ideas for the father:

- a. Brothers Grimm. The hilarity of this situation would never cease. I mean, sometimes you have to walk on the mild side. ;) Can you imagine these guys as dads? Some possibilities could even be:
 - i. Don't know which one is Dad.
 - ii. Triplets – Everyone is a Dad to one of them.
- b. Sir Mathias. He is such a sweet and good person and did help BEE on Beltane.
- c. Gabriel Connor (sluagh). Same reasons as Sir Mathias but without helping BEE on Beltane.
- d. Eshus Ave or Gabriel. Exact same reasons as Sir M.
- e. Dino/Armand. Gross to Armand being a porn star (GROSS!!). But Kyle and I did discuss this OOC casually so hey, here it is.
- f. Lord Varich. Now this ROCKS!! (And is my favorite choice.) I mean, this is some serious plot line stuff! BEE was very touched by his speech of love and forgiveness and so wanted to comfort him. Plus he did compliment her on her dancing! Isn't it time for the poor soul to find love and comfort at the hands of a woman who practices Freyan seidh magic? I think so. And hey, a Varich/Eiluned baby!! Now that is just like wow!!
- g. Defane. Oh I know, yuck and double yuck. But if BEE does infiltrate his camp and possibly become his lover, well then a child might be born. NOT my favorite idea but hey, I thought it so if I don't write it I'll never be able to forgive myself.

6.) Requests of Resources and Dreamers. I have a request to build up my resources and get more Dreamers.

- a. Resources: BEE has always been good with money and has much of her money hidden from both fae and mortal eyes. She has been working very hard to increase her funds and has also created a new belly dance DVD. It

is called “Enchanted Belly Dance.” It instructs viewers on how to properly dance into a meditative state and express the joy and other emotions of the soul. It of course sells very well (I’m dreaming here, ok!). I would like my resources to be as great as possible, in fact the maximum would be grand. (Beg, plead, grovel)

- b. Dreamers. BEE works with the Unitarian-Universalist Church in Terre Haute and is involved the regional group of CUUPS (Covenant of Unitarian-Universalist Pagans). She inspires others to find they joy and thus more people have become Dreamers for her due to her nurturing of their souls. Two more would be nice. More than that would be nice too.



Further Insight: BEE’s Write-up For Future’s Past Game

I thought this might be more insight into the mind of BEE and her ~~sick, twisted, crazy,~~ nice player. Use any parts of it that you see fit. Or not. I don’t even know if I will get to play this but I liked and uh, well gosh I sooo needed to share!

“ -- 1) Are you playing a Dark Future version of your character? If so, how did they survive the fifteen year time between the point of divergence and the time of the game? A very good explanation will be required to allow a normal continuity character to remain in this game. If you’re continuing with a character, how has their life/nature changed since the divergence from standard continuity? Practically no one will have made it through these fifteen years without substantial scars to their mind/body/soul/etc. This is the kind of games where people are encouraged to have missing limbs, lost eyes, chunks of their soul gone, etc. This is the ~SWish~T-verse game of the chronicle, for you Buffy fans. --

Character - Jane Grey – formerly known as Baroness Eleanor Elise ap Eiluned of Highground. 17 years earlier in Highground, EE achieved two great victories: She destroyed Defane and those who betrayed her and establishing a fae republic within Highground. Hence, her baronial title is only that and the people rule freely in Highground. That’s why I will refer to her as EE instead of my usual BEE.

January 1, 2007 was a Monday. And nobody likes Mondays. Fortunately for EE (Eleanor Elise) she awoke in her bed to discover that the Mists were gone. Now EE has a Valkyrie soul so her first thought was “Ragnarok.”

So EE got on her knees and prayed to her goddess, Freya, survivor of the war between the Aesir and the Vanir, Goddess of Love, Death, Fertility, Magic, Everything. Freya spoke:

"I am Freya, the Viking goddess of love, one of the few survivors of Ragnarok, the apocalyptic battle between the gods and their enemies.

"I lived in the Mystery of the story and that was how I survived. I lived in the Mystery, that deep dark place, and I found that Mystery was where all the possibilities meet. In the Mystery that surrounds everything there are infinite possibilities. Come, live in the Mystery, and you can listen for them.

"Ecstasy is within myself, within my journey. I hope you may know deep Ecstasy in this life, and that whatever pain you encounter will cycle through you and then on to other places where it may know transformation." - from - <http://www.reclaimingquarterly.org/95/95-regl-wintercamp.html>

Now Freya, being a Vanir, is close to the elves. The elves have two homes in the Nine Worlds linked by the world tree Yggdrasil. One is Alfheim, the World of the Light Elves and Svartalfheim, the World of the Dark Elves. Thus, EE will be allowed to use her Valkyrie soul and take the fae to either realm. Dwarves, she will take to Nidavellir, the World of Dwarves. Elves (this includes ALL fae) and dwarves who are rescued by EE will have to commit to a geas laid upon them by the Goddess Freya: they must whisper into the ears of humanity to help keep dreaming alive. This is part of the Mystery spoken of in the previous words of Freya. If the fae will not do this, they cannot be saved and must remain on the Earth. In addition, if there is not enough of their fae soul left, EE probably won't be able to connect with them. (But that will, of course, be up to the STs how this works.)

EE will also be given the option by Freya to help save all enchanted mortals who wish to live in Folkvang. They must also agree to help whisper hope in the ears of all humanity.

This shall be EEs final mission for the Goddess Freya. When EE dies, she will live with Freya in Her land, Folkvang in Vanaheim, the World of the Vanir. And perhaps she will assist the Goddess in Her claiming of souls. For you see, the God/Desses need Dreaming as much as the fae. For without hope and dreams there is no belief. And no belief means the God/Desses will die.

As for the Nightmares, EE does what she can avoid them. She would like to kill them or send them to another realm but she knows she must save her strength for saving the fae.

Amongst much protest from her Dreamers and friends, EE turned herself in to the authorities for registration. During this she was beaten, the points on her ears were cut off, and one of her eyes were gouged out (Note: Yes, EE has pointy ears but I can't find any to wear that I like AND yes EE has purple eyes and as soon as I can afford purple contact lenses, I'll prove it to you.) She would have been kept by the authorities for some time but fortunately one of her Dreamers was an ACLU lawyer and was able to get her out. EE then faked her own death, cutting herself off from all that she knew. Everyone thought that she was dead, even her Dreamers.

Now although EE is a seelie Saint, she also has the Machiavellian cunning of a Mafioso. So she used an identity she had created for herself decades ago: Jane Grey. Although her fortune was dismantled, EE has always hidden much of her wealth so is never without. Privately she is still very rich but does not live that lifestyle. She lives in a remote house in the country. It is your typical simple one-story home. However, she is wired into all technology and kept contact with Queen Mary Elizabeth as long as she could. No one knows of her plans save the Goddess Freya. She does her best to dress in black and dark, mundane clothing and hides herself. Freya has granted her part of Her feathered cloak which hides EEs fae self from the public. She is still very careful however, and rarely leaves her home.

EE's employment is working for none other than Orwell Huxley Bolivar. She is a communications lawyer and systems administrator. She helps keep his Midwestern communications branch operating and "legal" and works from home. However, EE is also his occasional mistress, when he comes to the Midwest EE is at his disposal. Yes, Bolivar is sleeping with the "enemy" and yes, he is a TERRIBLE lover, but then again what would one expect from a non-dreamer. However repugnant he is this is EE's way of keeping informed of his plans both on a professional and personal level.

She does her best to find and rescue fae that are under the radar. So far, she has been successful. When she first began, she rescued many fae and often they will communicate with her. Now things are very slim and very risky. EE knows her work will either soon be done or she will have one last rescue and then be murdered by the state. When she does die, a computer virus will flood the Net with the truth about her life and her relationship with Orwell Huxley Bolivar. Trust me, it will be damning.

As far as dying goes, EE has never been afraid. She has always known that when she passes from this plane she will live with her Goddess Freya in Folkvangforever.

Leave No One Behind.

So Shall It Be. "

Noms

I feel like such an idiot for not mentioning these earlier.

1. Yay to Sir Mathias for helping BEE try to find liars during Beltaine.
2. Yay to Eliza for her warmth and support during Beltaine.
3. Yay to the Eshus Ave and Gabriel for their scrying for BEE during Beltaine.
4. Yay to ST Allison for being so darned *evasive* during the above mentioned scrying scene!!!
5. Yay to Sarah Steele for saving my butt in the Kingdom Game by keeping the game moving forward. Sorry this is late, but it has been weighing heavily on my mind that I did not nom her properly. She rocked!!

Thoughts on QME

Hey, I'm just a lowly actor here but I gotta throw my 2 cents in so you can properly trash it.

1. QME will want to find High King David because that means that peace can be brought to the land. We hope. Speaking of saving HKD, why not use those nocker time machines....
2. QME will have an extensive spy network going to find her would be assassin.
3. QME would still like to wring the necks of the "Four Idiots".
4. QME will be more than happy to be a part of a delegate that tries to eliminate the hysteria around who gets the crown. (DAMNIT don't people realize what a great decision the Kingdom of Grass made?!??!)
5. QME's player will do whatever the STs ask her. (Except of course die.) (sorry...)

Blessed Be To You All!

And anytime you want Dr. Ruthie Focker to make an appearance let me know!