

Song of Whitemeadow

Whitemeadow is a mostly social and political [roleplaying](#) plot created September 24, 2017 by [GM gallant](#).

It is a spiritual successor to [scythe](#). And strongly touches on the themes of political intrigue, intrapersonal relationships, coping with grief and social expectations. It has been commented that the Song of Whitemeadow reminds people of the fantasy drama, Game of Thrones.

- [The Song of White Meadow Forum \(18+\)](#)

Status: This plot is currently open, please contact GM for instructions.

Plot Rating : 3 - 3 - 3

Plot Overview

The Frontier of the Frontier, the system of [Heled](#) is the first of [asteria](#)'s new colonies. Located on the far galactic south of the Asterian Frontier, the habitable planet of this system remained unclaimed despite being cleared of its [mishhuvurthyar](#) presence by an earlier expedition from the [fifth_standard_fleet](#).

Early in Hachigatsu, of [YE 39](#), a charter was granted to one of the [Mikado's](#) nephews; Lord [Aniseth Whitemeadow](#) was given land holdings on the new planet to found an outpost and begin to colonize the new holding with a mind for turning it into a rich resource for the expanding state. Colonists of all sorts piled upon the ASV *Deluge*, a converted civilian cruise liner, to stake their claims and make their way upon truly unclaimed land.

But Whitemeadow, who is still quite close to his minority, is a fledgling at best, and like the colony he and his founding Knights and Retainers must grow to brave the unknown hills and valleys of their new home with wisdom and courage, proving themselves, in the Asterian way, "Noble by prowess, brave and true," as the fate of a world and the success of the colony rests in the attempt.

Rules and Pacing

- Format: SP with some JP. Please contact the GM to receive an invite to the Star Army Official Discord, or the Asteria Official discord server.
- Players will be expected to actively interact with the GM to coordinate playtime. Minimum playtime is not necessary. Communication is highly encouraged.
- [tos](#) will apply; if they make you uncomfortable, **DO NOT JOIN**.

Characters and Players

Character	Player	Notes
Lord Aniseth Whitemeadow	gallant	Main GM NPC

Character	Player	Notes
sutauto_isao	hamnjam	Banished Samurai / Personal Retainer of House Whitemeadow
Aleksasha Bloodtree	kim	Lord Whitemeadow's wife, Leader of the Uial lúg Free Company
Oswald "Ozzie" Tyson	acewing13	Ex-SMoDin Infantry NCO/Head of House Whitemeadow Militia
maki_ai	cadetnewb	Neko Jiyuuian, Secretary General
gowen_laderen	edto_xar_sivaree	vekimen Head Shrinker/Doctor
tenaryth_willowquill	bilgecrank	Magister

Important NPCs

- [rory_brennan](#) - Captain Wings of Heled, ASV Avern Liad
- [turoid_mathias](#) - Lieutenant, [Uial lúg Free Company](#)
- Ilona Zaraki - [Uial lúg Free Company](#), Isao's Group

Open Positions

See [Characters wanted](#). We are looking for militia members, colonists, farmers, etc to colonize Heled.

History

YE 39

- **Month 8, Day 29**, Lady [bhelith_blackspear](#) dispatches [aniseth_whitemeadow](#) to [Heled](#) ([Lkihujngfv](#)).
 - [sutauto_isao](#) meets his new Lord, Aniseth, and his Lord's intended, Aleksasha Bloodtree.
- **Month 8, Day 30**, Glass City is established and the system, previously unpronounceable, is renamed "Heled", meaning "Glass" in elvish.
 - Rumor of the encounter between Isao and Aleksasha is on everyone's lips.
 - Aniseth and Aleksasha have an ugly confrontation that ends with the two binding themselves to one another in marriage by an Elven Blood Oath ritual.
- **Month 8, Day 33**, Aniseth and Aleksasha make amends and gathers Vekimen pistols for a honor duel against Isao. Aleksasha teaches Aniseth how to fire a weapon.
- **Month 8, Day 34**, Aniseth challenges [sutauto_isao](#) to a duel over the disrespect caused to him by his knight sleeping with his betrothed, Aleksasha Bloodtree. Isao loses the duel and is confined to his quarters.
- **Month 9, Day 1**, Aniseth issues the decree that only nobility, the Free Companies, chartered surveyors, or visiting dignitaries would be allowed to carry weapons, and the Council could issue specific charters for special circumstances.
- **Month 9, Day 28**, Aniseth renders his final verdict on Isao's fate, banishing him from Heled and ordering him to take volunteers to conduct a raid along side [creature](#)'s Azalea Free company to fill the Whitemeadow coffers. Isao is to serve Aniseth from a distance and never set foot on the planet

again.

- **Month 9, end of the year**, Aniseth establishes Guilds on Heled and issues charters while Aleksasha colonizes and fortifies the planet beyond the city. Both Whitemeadow are beloved by their respective groups but polarizes the city.
 - Opal City is chartered and established, with Baron Hatfelzer named lord.
 - Glass Starport is established and other offworlders build cities.
 - The Uial Lug Free Comapny (Wyverns) and the House of Whitemeadow Militia (Roses) rivalry grows as the Wyverns train up the Roses' forces and then recruit the best from the Roses' ranks.
 - Terraforming of Heled begins.

YE 40

- **Month 1, Day 28**, tensions in the City of Glass between the Wyverns and the Roses reach a tipping point when the Whitemeadow manor catches fire in the early morning hours and Lord Whitemeadow is abducted by unknown forces. Lord Sutatuo's men are first on the scene, having seen the fire from orbit and the [Uial lúg Free Company](#) were the next to respond. The House of Whitemeadow militia suspects Isao and Lady Whitemeadow of setting the fire and possibly killing Aniseth.
 - Inside the manor, Aleksasha and Cherish discovered that someone compromised one of the Wyverns and murdered an unknown person claiming it to be Aniseth and for Aleksasha's benefit. Aleksasha denies the identity of the charred corpse. Aleksasha scrambles her men and [Oswald "Ozzie" Tyson's](#) Roses and coordinates with Isao's men to catch a rapidly retreating vehicle to catch Aniseth's abductors.
 - In orbit, the [Magister, tenaryth_willowquill](#), identified a series of unidentified cloaked vessels in orbit...

Notable Locations

- [Heled](#), the System in which the Plot takes place.

Notable Organizations

- The House of Whitemeadow
- [Uial lúg Free Company](#).
- The Glass City Militia
- Wings of Heled

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