

Lions Faction Pack Up May 2004

Contents

Acknowledgements

Contact

Letter from Editor

IC Letter from Head of Council (first of many)

A letter from the Council regarding trade

A Diplomatic Overview

A View on the Empire/Gryphon Conflict

CoG Report

An Interview with Verspacian

A Letter to Sapphire

Sapphire's Reply

So You Want A Ritual?

An OOC Announcement Re The Games

Peace at Last? The Lowdown on Orlagnon

A Third Letter from the Council - Officers

Obituaries

Acknowledgements

This PackUp comes to you courtesy of the strange uneasy feeling I get when I have free time. It also comes to you courtesy of some other people deciding that writing a few articles sounded like a laugh. They are

Allen Stroud, Karen Fishwick, Steve Mathers, Chris Scully, Stu Maher, Kate Browne, Amanda Hill, Barney Smart & Gareth Marklew

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May 2004

Gathered Lions,

Much like a vampire, you should never invite an Irish man into your house. Before you know it, he'll have made himself at home, and you'll never get rid of him. And unlike Vampires, we don't come with lore sheets. Actually, I've taken over PackUp largely because Daniel felt that 2 years at the keyboard was quite enough and decided it was time to let someone else take over. That and he was grief stricken when Ron the Electric Crab Monkey got caught in the printing press. Poor little fella hasn't been the same since.

Quite a lot has happened since the last issue (way back in November) but frighteningly enough a mere 4 Lions have died in the meantime, despite us running a war footing event. Scary, huh?

This year we head into our new 4ic's first full season, just as we have a home Moot. No pressure Barney. We're also looking at being one of the larger factions on site with the addition of the Mercenary Alliance (hello MA) and the continued realisation that we just rock (and we are modest too, but we don't like to talk about our modesty).

Anyway, this month we have a whole heap of articles from a number of different sources, which should either clarify a few things for the new season, or throw even more mud in the water. What fun!

Fergal

Council Letter 1 - The Bears

May 1104

It has lately been the stated intent of certain Factions to declare war upon the Bears in response to the murder of certain Tarantulas on the

field of Honour at last year's Gathering of Nations. The Lions cannot and will not condone murder, either on the field of Honour or off it, particularly not when the tools used for the murder are those which corrupt the very pattern of the Victim.

However, whilst murders were committed, neither the Bears Faction as a whole, nor the majority of its members, are responsible for such acts. Furthermore, the Bears have shown that they are willing to discuss how justice may be satisfied in this matter, and how the perpetrators of these crimes may be brought to account for their sins. That being the case there can be no justification for War upon the Bears, and no justification for any actions against innocent members of that Faction.

The Lions have never stood back and allowed the innocent to be victimised, or the weak to be oppressed, and we will not do so now.

To that end, the following actions have or will be taken by the Council, on behalf of the Lions:

- 1) The Bears have been invited to camp close to us at the Heartland Games. We hope our presence will serve to defend the peace of the Bears' faction against any undue interference from any Factions.
- 2) We will make clear that Orcus and Spittle, the hosts of the Heartland Games, and the Militia, have our full support in ensuring that the Heartland Games pass off quietly, and that all can enjoy them in peace, without threat of assault or harassment, and we will assist them in dealing with those who try to breach that peace.

- 3) We are encouraging all sides in this dispute to seek a way to resolve their differences and satisfy the needs of Justice, without war. We are willing to act as mediators to facilitate any such resolution.
- 4) We have made it clear that all those attending the Moot on Akamon are expected to do so in the spirit of peace and friendship envisaged by the Gathering Treaty, and that steps will be taken against those who act contrarily to that spirit..

Some may question why the Lions need to involve themselves in the affairs or disputes other Factions. The answer is simple: because standing up against bullies, who would bring harm to those who have caused them none is the right thing to do, and we the Lions have always stood for what is right, and always will do so. It's what makes us what we are.

Given at Camelot, this day, the fourteenth of the fifth month, of the year 1104 AF,
For and on behalf of the Council of the Lions and Lantia,

Sir Oliver FitzOliver,
Head of the Council,
Hammer of Justice,
Lion.

Council Letter 2 - Trade

May 1104

Following representations by the people of Tamarus, the Council has agreed to amend a decision which it made and announced at the Winter Parliament of 1101 on the Isle of Azurlon/Archon. This decision

stated that the Isle of Akamon was to be the site of the only port open to International Shipping entering the Lantian archipelago. Having considered the representations of the people of Tamarus, and taken advice on the naval security of Lantia, we are pleased to amend our decision, to state that a second port for International Shipping may be opened by the Order of the Celestial Knights upon Northern Tamarus. This should ensure the future prosperity and expansion of settlements upon Tamarus, and in Western Lantia as a whole, whilst the revenues generated by the presence of the Moot upon their island should ensure that the people of Akamon do not experience any lack of prosperity as a result of the opening of a second port.

Given at Camelot, this day, the fourteenth of the fifth month, of the year 1104 AF,
For and on behalf of the Council of the Lions and Lantia,

Sir Oliver FitzOliver,
Head of the Council,
Hammer of Justice,
Lion.

Diplomatic Overview - A Note from Ki'ana

There has been much speculation, in these dispatches and elsewhere, about events in the Heartlands.

A number of choices face us, who to trust, who to support, what is Good, what is Truth, Honour or Justice and are these the same? What does Edreja require of the Lions?

The Bears stand at a time of conflict, four of the Heartland Nations seem to be standing against them, all on different reasons, different scores to settle, the Vipers for loss of face, the Tarantulas for loss of life, the Wolves for the loss of trust and who knows why the Harts are standing against them... The Bears have asked us for support and while we may not agree with the actions they have taken, the question is can we stand by and watch a Faction murdered?

The Empire and the Dragons continue to fight and the casualties increase. Both sides say that the other is to blame and the war of words and propaganda rages as fiercely as the fighting. No matter what you hear I can guarantee there is a different version of the same events told by someone else. Finding the truth may be an impossible task. As for what the Lions should do, while there is a threat to Amnor I think we should protect our own, but when that issue is resolved I hope we will be able to help find the path of reason and peace in the chaos of war.

Although we have problems at home, we can not afford to ignore the world outside while we deal with them. The Nations are coming to visit us soon, and when they do all the troubles of the Heartlands will spill onto Lantian soil.

A View on the Empire/Gryphon Conflict

This testimony was sent to me from an anonymous and trustworthy source. Whilst it goes against my own views to a point, it does shed a great deal of light on many of the recently asked questions. Why are the Dragons and Gryphons suddenly so strongly allied? And why did the Gryphons go to war with the Empire. I felt I should offer it for publication so all may judge for themselves.

Mirrith Flanelath

"As for the Dragons Gryphons and Empire its sad to say its all very very political (as these things tend to be).

The Dragons started a war with the Empire because of a kind of bloody minded "no one tells us what to do your all outsiders" kind of attitude.

However the Gryphons were still at war with the Dragons and had been for years, because a Gryphon killed their high incantor Uther (he had a reason to do it as well as Uther killed one of his friends and so on, and so on, as these things tend to go).

The gryphons point blank refused to be told the empire were not undead for many many months, I know there was a period of confusion whilst their patterns re-adjusted, and the fact that their elite bodyguards are undead returners doesn't help matters, but the majority of Empire citizens are in fact mortal, something the Gryphons overlooked when whipping up their populace into hating them

The Gryphons were getting quite beaten up by the Dragons and their current war with the Tarantulas meant the list of people coming to beat up the Gryphons was growing and so they went to the Dragons with a proposal, we will help you in your honour battle, we will help you against the Empire, and all is forgotten between us, we are allies.

They sought to buy off an enemy by joining in a pointless war with someone they thought would fall down and die like all their past foes.....damn politics

However their "aid" was less than honourable, they LET the Empire sail through their waters (whilst publicly for the Dragons and everyone else they had denied the Empire passage, secretly the Empire was told they would not be opposed) and when the Empire fleet had sailed clean through Gryphon waters and landed all their troops on Dragon lands the Gryphons struck with the forces which had been tailing the Empire fleet and sunk all their EMPTY boats to the ground whilst in dock.

Why they did this I have no idea? Bad planning? Secretly still wanting to screw the Dragons? But by sinking the Empire's ships they actually forced the Empire's troops to dig in and make plans to stay, (plans they may or may not have already had)

For their efforts and treachery the Gryphons were then attacked and most of Lyonesse has fallen.

It just all seems like a sordid three way triangle of lies betrayal and death for political gain. The Empire probably praised the ancestors when one of the factions gave them cause to attack, they were seriously running out of food, and the Calebii lands could sustain them no longer, the Gryphons jumped at the chance to attack an external foe to ease their troubled civil problems, and the jury is still out on whether or not them waiting till the boats had unloaded was deliberate or not, one thing is for sure, no matter what the Gryphons claim, if the fleet that sailed through their waters was the reason they attacked, why did they wait till it had landed on Dragons soil??

anyway, this is what I've heard, it may be incorrect but if so its an honest mistake and not malicious, I don't go shouting stuff like this around because I do not wish to seem to be an agitator, and likewise whilst i hope this has shed some light on some matters I would prefer not to be named in public as having passed this on, it would just cause hassle. I just find the whole thing so bloody political, with not enough emphasis on right or wrong, or who will die.

The Gryphons have ordered their farmers to burn and salt all the land the Empire will take, when the farmers have refused, they are being branded as traitors and slain by the Gryphons, this whole thing is madness."

CoG Report

By Runt McEwan

What lies herein is a report of what I can remember from the Convocation of Guilds held on the 4th month of 1104. What I don't remember is probably due to the excellent bar.

Having chosen to attend the open invite by the Champions of Ustica, I was a bit disappointed that they weren't all there. Still I had gone mainly to socialise in peace and chat with friends in the guild. Funny how things don't entirely work the way you expect. When I did get there on the first night I was delighted to see some friends almost immediately. Serenade of the Libris Prioris, Driftwood (I hope I have spelt that correctly, she's a really nice girl now that I have got to know her better) friend of the Capsule Core and the walking wonder Peter Swift. We greeted in the Guild Hall and soon I found out that quite a few of the Guild's senior members were unfortunately elsewhere. Even Debrini hadn't showed up which was a surprise to me as she is the Bards Champion. Verspacian was there however, interesting chap. I find him to be a consummate politician. I have no doubt that he does his hardest to show the Empire in the best light possible and was a consummate gentleman. He does his job well. (1) Verspacian called me over when he saw me and confirming who I was mentioned a subject I had been asking about in public, the Empires war with the Gryphons. I have to admit I forget most of the detail but I think what he basically blamed the breaking of the peace treaty on was an incursion of Gryphons Special Operatives against the Empire. I'm sure he will be all too willing to repeat the story should anyone be bothered to ask. Anyway after that little chat I made my way with Serenade, Driftwood and Peter to the bar. (2)

I will say this. Ustica at night is a wonderful sight. Fey lights were scattered all the way down the path from the guild to the bar. It must

have been mating season for the dirty buggers.

I was somewhat taken aback to see about 12 Salamanders with a bad attitude marching out of the dark at us. I didn't know what they were at first so I thought best to leave them alone. I prefer not to cause diplomatic incidents and I did not know what races inhabited the island. Lexandro and Mirririth are so much better at that. Unsurprisingly the bar was somewhat packed. Driftwood was kind enough to buy me a drink and took in the scene. Many peoples had attended the Convocation this year but from what I understand there was a great number more last year. I was surprised to find a Red Cap (3) by the name of Eye Ball in charge of the bar. Surprisingly he proved to be a fine host with a fine array of drinks. What did prove to be most surprising were the Arcadian Ales which had a vast variety of unusual and magical effects. Over the course of the weekend I managed to sample about seven or eight of these brews who's effects on me ranged from Freezing me to striking me with a disease that muted me to giving me a number of hours feeling some what fitter and tougher and another time when I was regenerating damage. I found Eye Ball to be very talkative and he made a point of explaining to me that the kingdom of the Red Caps had undergone a revolution recently where King Giblest the Tyrant had been deposed and a new Communist Republic (or something like that) of the Red Horde had been setup where all races were now permitted to live on their land. Apparently Eye Ball is working hard to re-establish better links with those who had been disaffected by Giblest's Dictatorship, especially Lions. I will say that he seemed sincere as he mentioned that Giblest had almost brought his race to extinction. In any case Red Eye brews a fine selection of Ales and Ciders (which he calls "Wets"). He tells me the Arcadian brews are taught to him by George (4) who he claims is an inter-dimensional being. This happens when he is very very very drunk.

Elemental creatures and Goblins seemed to form the main body of local peoples. There was a troop of typically chaotic Will-o-The Wisps who were charming people and taking them off into the night. Me and Serenade included however I was fortunately stopped by Driftwood, I think. Serenade was also brought back and I think it was Nym, the guardian of the Scouts who sorted most of them out. I have no idea how.

Goblins were there as well though I have no idea why. I believe the elemental kin were there due to an imbalance that had built up and the Salamanders were having their eggs stolen by a necromancer I think. Nym would be the best person to contact about this as I wasn't paying full attention. Other notable happenings that night involved the Incantors Guild forming a party to go and trash a Vampire Ritual (5) and some unliveing plaguing the area around the guild hall.

Saturday was fairly fun. I drank myself sober at one point and I think I went insane later on. I have a fuzzy recollection of someone asking me odd questions about my mum and dad but this was much later than when Peter Swift had flipped out and started attacking people randomly, including Nym and Eye Ball who he attempted to bite. Eye Ball returned the compliment.

With no Armourers guild command present the four of us there decided to go down to the bar in the morning with Master Abeer of the Commerce Guild & Bank. He was explaining a little about the guild to us and persuaded us to sign up. Maybe I can figure out what Alvar enjoyed about it so much. Unfortunately my memory for names can be appallingly bad. James Harper the Armourers Champion (and I think Hart) was with us as were two other armourers I know by face but not name. One of them is a member of House Dematus but spends most of his time with the guild these days. The other is the son of Volcania the fire demon. Hell, we have a Beholder in the guild so a half demon seems

almost mundane. (6) We spent a pleasant time chatting in the bar, few were around and things were relaxed. This soon came to an end when all present were called to a meeting of the Guilds as were present. Eyeball had asked me to train one of his bar staff who had never fought before and I promised to do so when the meeting was over.

When we congregated for the meeting the main topic on people's lips was, unsurprisingly, Caer Danon. Nym was wandering about with a bunch of his expendables (I think) trying to sort out what seemed to be a back door invasion of Salamanders who were depositing their eggs by the volcano that had popped up recently. To be honest I forget most of the conversation that went on as I was ordered to keep a look out for any trouble so had my back turned and was only half listening but Verspacian trotted out the argument that while Dragons troops or command were present in Caer Danon then it was a legitimate target. He made pains to point out the Holy City where the Incantors Guild was not included in this (I think). The talk was heated and Verspacian claimed that the Empire didn't know what happened to cause the circle to explode as they were using it to block transport out of the city until their military (Caleb Auxiliary I think who are not their best Legion) had captured some high ranking Dragons. Verspacian point blank refused to agree that it was The Empires fault as their ritual teams are amongst the most competent that exist. He did mention it seemed like the work of the Conclave. Now while this seems plausible it would also be a viable cover story. Personally I am inclined to believe it however I can't be 100% sure. The Conclave did blow up the ritual that caused the Last major Cataclysm of Water. The conclave hate The Empire for obvious reasons to anyone who has read any history or talked with Scullion and co on the matter. But it would be a perfect cover story for The Empire and they had ships in the area to hand. There were other matters raised, namely the current elemental problems on Ustica and I think the Vampire ritual was mentioned by

the Incantors guild. Also Gwion (who was chairing the meeting) asked each of the Guilds to report on what was going on. All sounded like business as typical. The biggest thing to report was that Gwion is stepping down as leader of the Incantors guild.

When the meeting was over I wandered back down to the bar with Peter. Having a word with eyeball I got Peter to give me a hand with training the bar man, Vlad I think his name was. After about an hour or so he was starting to pick up the basics. He was quick, and a quick learner and Peter gave him a good workout while I mainly watched and commented, gave tips and suggestions. Pete is the Wonder of War after all.

It was about this time that Nym being playful snuck up on Peter and began to attack him (7). Now it was quite funny as Peter and Nym can knock a lot of stuffing out of each other before it begins to tell. No one was worried until they realised that Pete wasn't stopping. It was then that people started to hit Peter to get him to stop on Nym (Nym had tried to back off) but Peter got more and more aggressive. Even I tried to help thinking we could get a healer to Peter once he was out of action. That was a mistake because I had forgotten I'd taken my armour off to relax. After I was picked up and returned to consciousness still hurting I saw Pete out for the count being dragged into the bar. I went with him to watch over him. For our own safety he was tied up on a chair. This was after he had fallen off the chair, woken up and began biting Eye Ball. As mentioned earlier Eye Ball returned the compliment. It was at this time I began talking to Eye Ball while drinking and keeping an eye on Peter. However it was also about this I blanked out for the first time (8). When I did come too I noticed my drink was finished and I was dripping wet. Eye Ball mentioned something about me being a good quiet listener and excellent for chilling his drink. I think I managed to miss a large fight outside during this. This was a bugger because some of the ale I drank had left me feeling highly invigorated.

I have to admit that a lot of the rest of the day was spent with me drinking lots. I think I had about seven Arcadian Ales that day with a mixed bag of effects. I do remember later on the fuzzy incident where someone asked me about my parents. There was also some un-living fight or other which I assume was the as mentioned annoyed Vampires coming back for revenge. (Thinking of Benedict kind of made them look clichéd). Oh I almost forgot, Terwin of the Mage Guild managed to blow up the Tomb of air. Now from what I remember the ritual was an attempt to try and balance the elements on Ustica. With the corruption of shrine of Fire at the Volcano (I think) it had cause Fire to well up in a more than agitated state. I'm not entirely sure if this caused the Volcano or if it was already there. Anyway the intention was good.

As I was approaching the Ritual Circle area on the way to use the conveniences at the Guild Hall I stopped to watch a bit with some random people. It was at this point we all seemed to notice that the contributors were pushing Water towards a fire elemental and neither seemed exactly willing to hug the other. So our little group decided to move back. I think we were over 50 yards away when we were knocked off our feet.

Fortunately (and incredibly) no mortals were killed. However Water (don't call me Master Water) was dispersed into the air. When I came too I found out that the tome of Air had been destroyed. From listening to Archangel and a newly reformed Water sometime later Terwin had allowed Pirates to bully Terwin into doing the ritual his way. I have offered to help create a new Tome of air and I hope the Lions will help if needs be as this really doesn't bode well for staving off a cataclysm. I know some don't believe in this cosmic baloney but there must be something behind it if Void can manifest as a walking talking figure after Caer Danon blows up (he said that it helped him turn up). The weight of evidence is growing.

Sunday was quite a quiet day. Erm, well, to be honest I spent most of the day down at the bar again which was fairly quiet. Having noticed how quiet it had been for quite some time I decided to wander down to the Guildhall. It was then I spotted the probable explanation. Across the field I spied most of the Guild members fighting. I thought I had better wander down and help if I could. After asking I found out that people were fighting the source of the problem with the volcano, a corrupted shrine. Well most of you know how these things go. You fight for a while people pick you back up, you fight some more. It was all really rather good exercise. What did make the battle interesting was the flows of lava slowly edging down the hill splitting the fight into three sections. Peter was going at it like a hammer on hot steel. I helped where I could but having missed the start of the battle I'm not sure If I made any difference. The last Arcadian Ale was helping somewhat as it seemed to give me regenerative abilities. I think the fight finally ended after the Armourers Guardian James Harper (Hart) attacked and killed the "bad guys" leader. The worst moment for myself was when I was sent running across a lava flow. Man that hurt. Good tactical use of spells though by the enemy. So that's pretty much it from what I can remember. Overall I enjoyed myself for my birthday and no Lions got dead. I think one poor bugger in the Jackals copped it, otherwise I think everyone else survived. Then people drifted off home.

I admit it's not the best report ever written. But then again, at least I turned up.

Thanks to Peter Swift, Driftwood, Serenade and all the others who kept me alive.

Runt McEwan

- 1) And I have no doubt that he can manipulate words as well as Florris Cullen can cast a spell.

With the Armourers Guild command not present I signed in at the empty desk.

Only 4 Armourers had turned up including myself. It was disappointing.

- 2) Need to speak to Mog to pass on a message.

A stuffed boar's head that was on the wall behind the bar.

As expected the rather annoyed vampires turned up for revenge the following night.

I do tend to wander off topic at times.

Nym obviously knows that Peter can take a bashing.

I think the Arcadian Ale Froze me.

An Interview With Verspacia

Culain of Armengar sat down with Verspacia of the Empire and asked a few questions for the benefit of interested Lions...

Culain: What can you tell us about the long and short term aims of the New Empire?

Vespasian: Well, the short is easy. Peace! The long is the same as all nations to live peacefully and increase our understanding

Culain: Does the New Empire intend to honour treaties made by the former Caleb Protectorate?

Vespasian: These are things we will look at on a case by case basis. Mostly it would be yes, but some are incompatible with the ways of the empire. Or just unworkable. For example the non aggression pact with the Gryphons.

Culain: What is the Empire's stance on raising and controlling Unliving?

Vespasian: The empire has always been firmly against the use of unliving either controlled or summoned. This remains the case today as it was 600 years ago

Culain: In that case, how come the Imperial invasion of Amnor was undertaken by Unliving. Are the Unliving still on the Island under Imperial control?

Vespasian: An unfortunate circumstance. The unliving were a hoard that literally followed the emperor. Now when we first joined with the Calebii, the legions were reforming and the Caleb had no remaining military to speak of. So elements of the senate that represented the old Calebii pushed for use to use these unliving as a temporary army until the legions were reformed. Against the objections of most the decision was put through. Part of the agreement of the Calebii joining

the empire was that we would continue their war on Amnor. So the then army was put to use. Once the Legions returned then the unliving were destroyed and our anti-unliving policy put back in place. Believe me myself and many of the old imperials were utterly against this shift from imperial policy and will make sure it is not broken again!

Culain: Is the Empire willing to share the full history of Armengar with the Armengarian people?

Vespasian: From Imperial perspective there is no real history as it was only completed just before the cataclysm. You know more of the history of the citadel than we do!

Culain: What is the Empire's stance on slavery?

Vespasian: The empire is founded on principles of freedom and utterly against all forms of slavery. The empire was founded after 400 years of war against races who enslaved mankind. These are the basics of our society and as such we are completely against slavery

Culain: We all know that the Empire once went to war against the Elder Races. Does the Empire have an official position on the Elder Races now?

Vespasian: They are a welcome addition to our society. The empire in my time was a cosmopolitan place where old grudges had been put aside and younger and elder races lived in harmony. There are many elves in the Eagle and Dragon knights. Considered the highest military honour of our society.

Culain: Are the New Empire planning to raise anything from the underwater remnants of the "original" Empire?

Vespasian: If we can find relics of the past that are not damaged we would love to. But in reality most of these are deep beneath the seas!

Culain: What Ancestors are worshipped by the Empire? Right up to yourself and the Emperor that is, not only the troops and the Calebii.
Vespasian: Well, in the empire of my day there was no incantation so ancestor worship was not as widespread or as popular as it has been in the heartlands for the last 10 years. But most people follow Tebron the original emperor as he was the one who forged our society out of the embers of the elder race war.

Culain: I realise that this has likely been asked before, but would you mind clarifying where those of you who returned to the Heartlands where for so long?

Vespasian: Quite simply lying dormant under the sea.

Culain: Do you know what it was that woke you?

Vespasian: Well, the experts have come to the conclusion that it was the proximity of the orbs of magic and the orbs of spirit starting a chain reaction beginning in the emperor himself. But how or why this happened is still a mystery. We are trying to research it, but alas war takes it's toll on such endeavours

Culain: Would you mind telling us what the situation between Lantia and the Old Empire was?

Vespasian: Lantia was a protectorate. An independent state that had strong alliances with the empire and paid some modest tribute and in return they fell under the defence of the legions. So in reality Lantia was independent, our friends and generally had an imperial fleet in it's waters and a cohort or 2 on station defending it's sovereignty.

Culain: There are rumours that you personally are unable to hurt any living being. Can you confirm or deny this?

Vespasian: Ah.. I did have a very strong ritual enchantment that made me invulnerable to damage. But the price was I could harm no one, nor

be the cause of the harm of anyone. However at the moots last year I was forced to fight an olog mage and the enchantment was broken. So yes I am able to harm creatures now.

Culain: The Empire offered the Factions the opportunity to join in the New Empire. Is that your preferred way of living in peace with us, or is the Empire willing to live in peace with the Factions, without ruling them?

Vespasian: It would be the most prosperous way for all involved, but we are happy to live alongside the factions.

Culain: You said in a previous interview that children that were babes in arms when you awoke are now toddlers. Does this mean that you all age and die the same way as the rest of us?

Vespasian: Unfortunately yes. I would love to tell you I am now immortal, but alas I am subject to the ravages of time as are all our people.

Culain: You said before that of the lands you have occupied in Lyonesse, Erin and Cymrja you consider the lands in Lyonesse your own. Do you mean therefore that should the war end, you will simply hand back the lands in Erin and Cymrja?

Vespasian: The meaning behind the statement is that Lyonesse was originally an imperial province and much of the lifestyle they have today is derived from that, meaning that we would have much to offer there people. This is shown by the fact that northern Lyonesse has welcomed us with open arms and the people even aid us in liberating southern Lyonesse. Erin and Cymrija would never really be workable as imperial provinces. We have no interest in ruling people who would constantly rebel. The fate of Cymrija and Erin after the war is as yet undecided, but it is unlikely to be as provinces.

Culain: Can you explain why the Emperor brands prisoners of war?

Vespasian: So they know they have taken his parole. Those that are branded are oath bound to a parole agreement and released. If we find them fighting us again we know they have broken their parole. It is a better fate then butchering the fallen as they lie, which is what The Gryphons armies do.

Culain: Would you mind telling us what happened in the Ritual where the Tome of Air was destroyed, from your point of view?

Vespasian: I'm afraid I know little of it. All I knew was the guilds were trying to do a ritual and put a team headed by Terwin together with 20 minutes notice. I'm surprised they survived the experience!

Culain: Did any of those who returned with you actually die in the Cataclysm?

Vespasian: we do not believe so as none of us have the corrupted pattern that occurs in unlife. So we must assume we were kept in some state of suspension.

Culain: Would it be possible to get a copy of the Imperial Laws?

Vespasian: Well, A full copy would require you to hire the services of a scribe for a few years as the laws cover many many volumes. However if you just wished to view or research them then there should be a copy at the library of Norhault. Unless of course Scullion has thrown them out!

A Letter to Sapphire

Runt McEwan

C/O Clan McEwan Farm

Sammarix

Sapphire, I have always found you good to get on with. I know I

have little standing in the faction. If anything I have been the butt of many jokes and haven't always taken things seriously yet I have stood by my friends which means far more to me than any notion of rank and title that the Harts seems so preoccupied with. I see you and most of the people in this faction as my friends and friends of the Clan. So if I see something worth worrying about I think I should warn my friends. Over the last few years we have been heavily preoccupied with the Dark Coven and Benedict while most events outside our lands have spiralled slowly towards war across the Heartlands. I'm not sure how much you are aware of (I assume Kiana is good at her job and hope you have a damn good grasp of this). As things stand now Our Friends the Gryphons, the Dragons, and the Harts (bless their pompous little socks) all report war with The Empire. The Gryphons are, I believe, having their arse kicked, the Dragons suffer much and other factions look to walk in blindly. If I understand correctly the Empire is managing to handle things quite well with a minor part of it's strength. It is with this and the voice of others I have herd that I have to agree that the only way to defeat The Emperor is by all the Factions declaring war.

So what happens then, Total war across the Heartlands of Erdreja? The death and destruction that would bring even to those not fighting and the disruption to trade would leave everyone in a weakened state that may as well place us back at the same point as the collapse of the Empire after the cataclysm. There are as most know other forces out in Erdreja that would look with glee at such things. The Conclave seem to be biding their time with what for them are only minor displays of power. Over the last few years with the destruction of 4 or 5 circles and elemental tomes on 3 occasions I worry that a cataclysm grows ever easier for them to accomplish. Even Void now appears and admits the destruction of the Circle of Caer Danon helped him to enter this world.

Sapphire, to get to the point, what I am asking is that you and the faction take a look at all the destruction going on in Erdreja. The Lions have ever had influence in one way or another and I ask that we use that this year to help bring peace. Verspacion for all his words has mentioned compromise and while he is the consummate ambassador for the Empire it does look like pride is the main reasons the Factions war with The Empire. I know we have lost to the Empire ourselves, the Armengar more than any of the other groups. Yet I would ask all Lions to bear this burden for the sake of the lives of thousands if not millions across Erdreja. Let's face facts here, we're no strangers to sacrifice and saving the day.

Sapphire I could rant all day as many know but for a change I won't. I don't know how you will feel about what I have said but please. Pass this letter on to dispatches so that the people know. I stand by my words and thoughts and ask you and the faction to stand behind them.

Runt McEwan

A Reply from Camelot

Camelot, 1104

Runt,

I have been asked by Her Majesty, Sapphire Carrigana Khazad to reply on her behalf. Firstly, she asks that I apologise that she has not the time to write in person, but with the Moot forthcoming on Akamon, the demands on her time are considerable. I fear that she has not dictated her precise reply but has asked me to respond in the following manner.

She has expressed to me that she finds it most encouraging that, even through all the troubles that currently plague our faction, still there

are those willing to look to the outside world and see that we do not lose sight of the bigger picture. Her Majesty appreciates that you took the time to compose a letter to her, as she is aware that you are more comfortable with the spoken word. In this spirit, she believes it would be best to continue consideration of this topic in person at the Heartland Games, were all such matters can be discussed at length and in comfort.

Roderick

Scribe to the Lantian Court

So You Want a Ritual?

Lions,

As we prepare for this year's Games, the Moots, and the Gathering, it's time to think of how we can best use our ritual resources to aid our different groups and the faction. This is the responsibility of the LRC (Lions Ritualist Conclave) but we can do a far better job with the ideas and enthusiasm that come from you.

If anyone has a ritual in mind that they'd like to see done, we'd like to hear about it. If you have only the seeds of an idea, let us know and we can help you develop it. If you have a brilliant plan on what a ritual should be and should achieve but lack a ritualist - that's what we're here for. And if you have a ritual fully planned with a ritualist and contributors ready and waiting, then let us know so you can be considered for one of the faction ritual slots.

Your faction ritualists at present are Samuel of the One, Rua of Armengar, Prince Bishop Lemming, Adara of the Prince Bishop's Men, and Robin of the Naval Volunteers. We're happy to help with any and all of your ritual needs to the benefit of the faction and can be reached at Irc@sprucemoose.net. Feel free to speak to any of us in person at the upcoming Games.

We would also like to hear from anyone with any amount of ritual power who would consider taking on the responsibility of wardenship of one of our circles. Full training and support will be provided. If you are already warden to a circle, we would appreciate if you could let us know which circle is under your care.

This year we would like to improve on last year's performance as regards rituals. No small part of this is having a complete ritual team fully prepared for each of our allocated slots. This means we need to start going through our ideas and planning rituals as soon as possible. The sooner you can start discussing your group's needs with us and continue to work with us, the more likely it is we will be able to give

you the best support we can in seeing that ritual take place successfully. We're here to help so please don't feel shy in letting us know your ideas. They may go a long way toward saving Lion lives one day.

Rua Ní Dhairmuid, faction master ritualist and LRC member.

An OOC Announcement

As most of you are probably aware, there are no formal camps at the Heartland Games. Technically, the factions mingle in one nice big group. The truth of the matter is though, that this usually just means there are no faction walls but the factions find their way into groups anyway.

The upshot of this is that people spend a long time looking for the right place to pitch their tent so they can be amongst their friends. So, to save a bit of confusion, we are announcing right now that the main Lions camp will be in the same place as last year - near the top of the field. Given the lack of land marks, we can't really give you much more information than that, but remember to seek up the hill. **Peace**

At Last?

By Vincenzo Sangrado

To all Lions

The officers of the Legions have requested that I take the unusual step of clarifying the status of the Isle of Orlagnon to the general populace due to the distressingly large number of ill-informed visits that have been made to the Isle by civilians.

To put it bluntly, the Isle is still a war zone and largely in enemy hands, despite rumours circulating to the contrary.

Lions forces currently control the Isle north of the central hills

and west of the marshes. Anywhere outside of this area is still in enemy hands and extremely hazardous. The Legions and Navy will take a dim view of anyone trying to venture into enemy held territory at this time.

The Legion-held areas are (comparatively speaking) safe but you would be ill-advised to travel alone and/or unarmed. Should you have a burning desire to visit, then the False Ossuary has a Sherriffs station established within it and I would suggest you seek accommodation here. I would also strongly suggest you bring some means of identifying yourself and your purpose to the rather twitchy soldiery garrisoning this corner of the Isle.

The Ritual Circle is still in enemy hands. Under no circumstances is transport to be attempted to the Circle of Opal for any reason. Your chances of survival should you venture there are almost exactly nil. The transport circle is in Lions hands and remains usable, although frivolous transits will be frowned upon as they disrupt the flow of transportation from the Isle and hence disrupt communications. I hope this information proves to be helpful.

In Service,
Vincenzo Sangrado

Council Letter 3 - Officers

In order to ensure that all are aware of who is who, the following list of office holders within the Faction has been compiled. Be aware that, owing to death, resignations and dismissals, the list is liable to change. All those listed have earned their positions, and the respect due to them, and continue so to do. Incidentally, some names may have been missed off or mis-spelt, in which case I apologise. Some people may be offended by the order in which their name is placed on the list - that I don't apologise for:

The Crowns.

Her Majesty Sapphire Carrigana Kazad, Queen of Lantia, Lord General of the Lions, Lord Marshall of Armies etc etc etc etc.

Her Royal Highness Tope Shoshoni, Crown Princess of Lantia, and 2IC of the Lions etc etc etc.

His Highness Bison. Prince of Lantia, 3 IC of the Lions etc etc.

The Council

Sir Oliver FitzOliver, Head of the Council, Hammer of Justice, etc.

Ki'ana, Deputy Head of the Council, High Ambassador, etc.

Fillipe D'arcy, Magister Indices etc.

Inquisitor Nathaniel Tremayne, Warlord, etc.

Lucas Fairbank Sena R'Ios, Sealord, etc.

Ignatus, High Sheriff etc.

Footnote, Viceroy to the Guilds, etc.

Crystal, Arcane Primus, High Mage, etc.

High Arcanes

His Grace the Prince Bishop Sir Lemming Demetus McYokel, etc, etc, etc, etc, High Incantor,.

Sheyna Darkleaf Darkendale, High Healer.

Sir Samuel S*** Magnet Danger etc, High Ritualist.

Other Officers, Not High Arcanes and Not on the Council, Although Some May Sit On The Arcane Council.

Collum Trowbridge, Master Artisan.

Auriol Henbane Spinesplitter, Quartermaster
Thalla anl' Ash, Wavesinger
Baloo, Commander of the Guard.
Rua etc, Master Ritualist
Cuthbert, Master Shipwright.

Liaisons to the Guilds not elsewhere mentioned:

Aldous Trevelyan, Deputy High Sheriff and Liaison to the Militia,
Coicre, Master Archer,
Wynne Tatton, Master Healer,
Madra etc, Master Mage
Fuildubh, Master Incantor
Ivory Darkendale, Master Alchemist
Althea, Master Bard.

(Current Master Armourer is the Master Artisan, the posts of Master Scout and Master of Commerce lie vacant).

Officers of the Military

High Admiral Sebastian Du Pont
Commodore Dryden
Admiral Samuel Wagstaff
Tribune Alanna
Tribune Caoimhe
Tribune Fist
Tribune Mirrith
Knight Captain Aquilla Talmor,
Knight Captain Rayvek.

There also exist Ambassadors to the Factions whose names I know

not, but who are equally worthy of respect.

Given at Camelot, this day, the fourteenth of the fifth month, of the year 1104 AF,
For and on behalf of the Council of the Lions and Lantia,

Sir Oliver FitzOliver,
Head of the Council,
Hammer of Justice,
Lion.

Obituaries

Alvar - Armengar, Lions Bank Rep

Born of the land, Alvar was one of the first Fae to emerge on Amnor. Bright, friendly and above all curious, he took to the wider world with a smile on his face (and a hammer over his shoulder). His natural inquisitiveness took him far in the faction in a short time, and he became the first liaison to the Bank/Guild of Commerce. Unfortunately, his forthright and often garrulous nature earned him enemies as well as friends. Alvar died at a festival in Armengar, killed by Armengarian blades over what can only be assumed to be a tragic misunderstanding.

He will be missed.

Deatach - Armengar/Na Láimh sna Tine

Deatach suffered much in his life, as many Armengarians did. However, while many lost their loved ones to the Calebii, Deatach lost them after peace arrived on Armengar to a wild animal out on the plateau. Regardless, Deatach dedicated his life to keeping others alive, both as a member of the Order of Suileamhain and later taking a position within the Delalarian church which by all reports focused on taking care of the flock. It is perhaps then doubly tragic that a gross misunderstanding led to him taking the life of Alvar.

Deatach confessed to his crime and was executed publicly. May he find peace.

Trooper Azakell of ARSE and Rom Re de Ordo

Trooper Azakell of ARSE and Rom Re de Ordo were taken down while out scouting for information on 2 missing Lions on the first night of the Spring Parliament on Orlagnon. They were then presented by a

group of unliving and Epimania to the Lions ranks obviously bleeding and very close to death before being given the fatal blow by Epimania herself. They were raised immediately as unliving and attacked us. They were brought down and their bodies recovered. Their patterns were laid to rest by the 'Sword of Sun's dawning' and their bodies cremated and scattered on the battlefield.

Trooper Azakell was Inquisitor Tremayne's personal bodyguard at the time and had severed in this position on several main occasions. He was always up front and never one to step away from a fight. He was honored in song in a lament written by an 'echo' in Auriol. He shall be missed.

Rom Re was new to the Lions, a visiting mercenary, looking for those with similar views to him and a bit of money to pay him. He appeared to find some of what he was looking for in the Lions and the ARSE troopers. His 'luck' had held for over 70 years and he fought beside us on this occasion without his pay.

Conner McCormick - Freeman of Galfrese

Conner McCormick spent a large part of his life looking for ways to serve his people. For years he laboured as a Praetorian, catering to the security of the Crowns. Then, after that organisation disbanded, he laboured with Baloo to form the new Council Guard, while also taking up a position as a community leader in New Galfrese following the death of Moses Navarre.

Conner's death is as curious as it is tragic - eaten alive by rats while on official business in Fort Nox.