

Lions Faction Pack Up January 2005

Contents

Letter from the Editor
Notes from Plot and the NPCs
Orphanage
Retirement from the Sea
OOO Party
Fragments

Acknowledgements

This PackUp is brought to you by the vague feeling that I should be doing something worthwhile while sitting around ill. That, and some people who found stuff to write about in the fallow period between events. These folk are Dave Rimmer, Kaz Williams and Gordon McCormick.

Contact

If you want to get something published in PackUp, you can either email it to fergal@lionsfaction.com, or post it to Fergal O'Brien, 70 Seapark, Malahide, Co. Dublin, Ireland.

If you want to get in touch with the Lions Plot Team, we can be contacted at plot@lionsfaction.com (for plot queries/feedback) or downtime@lionsfaction.com (for downtime, strangely enough. Please note that plot is not resolved in downtime, merely prodded slightly to allow uptime events a context).

January 2005

Bleugh,

That, for those who do not speak basic mumble, is the sound made by an ill editor as he tries to put together the PackUp while the cat who insists on sitting on his lap constantly tries to get in the way. Why am I telling you this? Any suggestion that it's a desperate attempt to fill space in a somewhat sparsely populated PackUp is thoroughly unfounded. In fact, we are somewhat proud of the new and improved PackUp Lite and think more issues should be like this. Or something.

Anyway, hopefully after Christmas people should be rested, recuperated and full of the kind of pent up aggression that only extended periods spent with one's family can inspire. Fortunately, with our next event being so far away, you'll have had plenty of chance to find somewhere else to take it out. In the mean time, there are myriad other people's events you can attend. Who knows, you may catch sight of a member of the Plot Team actually playing. Crazy.

For now though, we bring you a few announcements simply so we can later say 'I don't say we didn't tell you' and the odd 'I missive. No obituaries though. Just thought I'd mention that. Not that I'd feel bad if my character died and no-one seemed to care . . .

Fergal

Group Leaders Meeting

It's been a while since we had one (Spring 2003 I believe) so we are once again going to hold a group leaders meeting. For those of you not familiar with the concept, what happens is that you send along a representative to the meeting, where we will discuss what people are enjoying, what they are not enjoying, what they would like to see more of and what they would like to see less of. This year, the meeting will be held in the afternoon of Saturday 12th March in Nottingham. Yes, this does mean people can head on to the OOC party afterwards. Cunning, huh? More information to follow.

Spring Event

There have been a number of queries already this year regarding accommodation for the Spring Event. We want to clarify here that, with the exception of staff, monsters and those with medical needs, Choices will be a 100% camping event. Yes, we know how cold the last event was, but this one is in April and should be significantly warmer. If you have a medical reason why you need indoor accommodation, indicate this on your booking form or (if you have already sent in your form) contact the plot team.

Party!

As most of you know, Kate stepped down as IIC of the Faction at the Gathering following four years of hard work as Queen, and several years as 3IC before that. Circumstances meant the farewell party that was planned never happened, so

OOO Party! Come along for a chance to say a proper farewell to Kate, drink, have fun and meet other Lions you might never have the time to talk to at events. Chill, enjoy yourself, and have a good time with good people! Food will be provided and late license has been applied for so the bar should be open until midnight.

The Date: Saturday March 12th, 2005

The Time: 6pm onwards

The Venue: Bugman's Bar, Games Workshop HQ, Willow Road, Nottingham NG7 2WS

Cost: £5 (to cover food and late license) (if in Ireland, please **DO NOT** send Euro, either paying in person on the night or sending a postal order will do). If you wish to attend, please fill out the form opposite and send it to me before February 13th so I can give numbers to Bugmans.

OOO PARTY BOOKING FORM

Name:

Contact Details (either / or)

.....

Email:

Phone (inc. code if Irish please):

I am a: Vegetarian / Omnivore / other

Please give details of any specific allergies:

.....

Signed: **Date:**

Please make out cheques to **“LightBringer LRP”** And send completed form *before February 13th* to:

Kirsten Williams

6 Warwick Street

Dunkirk

Nottingham NG7 2PJ

IC Information

The Holy Compassionate Blodwyn's Asylum for Children

War has raged on Lantia ever since the Lions arrived at the newly raised isles. Now, for the first time, peace has descended and we can look for ways to better the lives of our people. As one who has often followed the ways of Delalaria I have made it my duty to protect the children of Armengar from harm. This has not been an easy task and we have too often failed the next generation.

It will always be the case that we need warriors to protect the children, and everyone else, from unliving hordes, marauding Benedicts and evil Satunic rituals. But in these times of peace we should also look to those children who are not given a chance at life due to circumstances we can control in ways other than fighting. There are many children who are unwanted, or at the least wanted but unable to be looked after. Rather than allow some more desperate course of action to be contemplated we will offer the mothers of such children an alternative.

The Holy Compassionate Blodwyn's Asylum for Children will allow women who are either pregnant, or who have just given birth, a place to come anonymously and receive care for both themselves and their children. The children will be looked after at the Asylum until someone is able to adopt them or they are old enough to go to one of the fine Lantian orphanages.

This worthwhile project needs help to get started. The first Asylum is being built on Rysarius, we are converting one of the large buildings that was built for Armengarian refugees. For those who wish to offer aid we will be grateful. Donations to the Asylum will be tax-exempt. It's for the children. Give generously.

Midir

Retirement from the Sea

Lions,

A short update (I promise).

As of the 10th of this, the first month of 1105, I am stepping down as the faction's Sealord. Admiral Primus Sebastian Du Pont will be taking over my duties as head of the Lions navies, and it is my hope that the Lions council will confirm him in the position of Sealord at the spring parliament. He has my full confidence and support, and that of the other serving men and women of the navy. I will be continuing to serve as an advisor to Sebastian until the Parliament - or until he is happy for me to step down fully, whichever happens first.

I leave the Lions fleets intact, and established as the most disciplined and strongest naval force on the face of Erdreja. The unliving hulks of Benedict and Sengool now lie on the ocean floor in pieces, their foul magics vanquished. The Elysium is in friendly hands. Fisherfolk can ply their trade once more without fear of attack or of pod infection (though if someone wants to get rid of the Dark One's winter, we'd all welcome it). The Kraken has successfully been used to counter frithen threats and to clear the way for military operations on Orlagnon, Fort Hatfield, Tamarus and Pardulon. The Steel Sea is once again safe.

As Prince Nathaniel The First and Warlord Alahna will hopefully confirm, the two branches of the Lions military have coordinated smoothly and the communication between the two arms has resulted in great martial success. Even the far flung islands of Arrakech, Amnor and more recently DuPre have benefited from the strength of the Lions navy.

It has been an honour to serve as the faction's Sealord, and also as a member of your council. I am proud of where this faction now stands, and the strength it shows.

If anyone has anything for me to do with my newfound spare time, I can be reached on the leystone described below. See you all at the Parliament.

Lucas Fairbank Sena R'Ios.

Fragments

Through the cold winter months, the isles of Lantia have stayed quiet for the most part. The forces of the League have mostly scattered, the sorcerer Sengool remains comatose in Lions' custody and Benedict Darkendale has not been seen for months. But even without the accustomed military manoeuvres, activity bustles on some of the isles.

Rysarius is one such isle, where works are underway to construct a new orphanage, and those Armengarians who chose to make a permanent home there continue to work on their new abodes. Not even the occasional (and unusual) plume of ash from the volcano in the isles centre can dim their optimism, although the newly arrived men wearing the symbol of the Mages Guild seem somewhat more concerned. Despite the long absence of the Flame, travellers still roam the wilderness on occasion, and the dark of night is often broken by the sight of a lone bonfire out on the moors.

Andulus receives its share of visitors as well, though not all are given access to those they have come to see. The cells play host to a number of prisoners these days – some bitter enemies of the Lions, some criminals and some the cause of disagreement over where they truly stand.

Rumours of further disagreements abound from Fort Orientale. Never the most welcoming of visitors, the word is that communications with the Siege Engineers have been more curt than usual, and that there is a foul atmosphere brewing over the small isle. For those who listen closely, the terms *ireligious intolerance* and *imegalomania* can be heard to bubble repeatedly to the surface.

Traders receive a far warmer welcome in the long established port of New Galfrese on Akamon. Having long held a reputation for the place where anything can be bought, one of the stranger rumours of late suggests that one interest may be moving into the area of merchandising, as of late a modest trade in heraldic items has emerged. Ever the first place to see any influx from foreign lands, Akamon has recently been visited by a large number of elves reported to have travelled no small distance.

Pardulon is still adapting to its new population in the wake of the unliving assault which wiped away its previous way of life. Volatile and aggressive, the new tenants have brought an entirely new feel to the island of creation, which is fast stealing Sammerix's previous reputation as *iparty isle*.

Things are not so positive on Orlagnon, where the valley of unliving persists, and of late a well trained eye can discern that there is more movement within its bounds than has been seen since the dying days of summer. On the rest of the isle, doorways are often found with scratch-marks on their lintels in the morning and even the hardest soldier is considered a fool to venture forth on his own after dark.

Meanwhile on Holy Isle, the palace staff continue to adapt to the new regime under Tope and Tremayne, and speculation abounds as to who will join them to fill the thrones once again.