

***Lions Faction Pack Up
March 2005***

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Acknowledgements

A number of people contributed writing to this PackUp. They are Barney Smart, Dan Osbaldeston, Karen Fishwick, Lee Heath, Gareth Marklew and, er, me.

Contact

If you want to get something published in PackUp, you can either email it to fergal@armengar.org, 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 lionsplotteam@yahogroups.com.

March 2005

From the Head of the Council

And we're back,

With this being the March PackUp, I'm going to start by addressing a question that people have asked me a lot over the past while. That question is usually "when can we expect the next PackUp". My answer for this is invariably the same - "as soon as people give me content for it".

In case you are wondering, this is not a humorous response. PackUp is a purely contribution driven publication, and is open for contributions from any member of the Faction. You don't have to be a member of the Council to put something in these pages (even if some Council members are conspicuously conscientious in their constant supply of articles). All you need is an issue you want to address to the faction.

Now, obviously, in the long haul over the winter, there tends to be very little to discuss, so people don't have much to contribute. That's ok. It means we don't have a February PackUp - once again showing that it is the month which should not be. You see, it all works out.

Erm, yeah and actually on topic - we have an event in just over a fortnight. See you there. The Group Leader Meeting minutes are available from the Lions website, and the party for Katie was a great night. Hmm, maybe these items should have been given priority. Nah.

Fergal

PS - Don't forget to read the important OOC stuff at the back of this issue.

Lions,

Whilst some pockets of resistance remain, and some work remains undone, it seems that our war with the forces of the League is slowly drawing to a close. Now, having lived where others have fallen, we must ensure that our colleagues, friends and family did not die in vain - we must face the future, and whatever challenges, in peace or in war, that may bring.

As we seek to build anew, the time has come where we must look to our resources, not only to our stores, and our finances, but to our people and to our land. For four years we have dwelt in Lantia - that is as long as those of us from Albion spent in Avalon, and yet we are still but barely established here. That must change, we must build, and grow, and take root in these lands, and we must seek, whilst ever remembering Albion and Avalon, to learn more and discover more about Lantia if these islands are ever truly to be our home.

This is not a small task, and may be accomplished in many ways. Some will help the Lions by working hard at their crafts, or by tilling the fields. The soldier or Sheriff can stand to their post or walk their rounds safe in the knowledge that by their actions the people and Land are stronger and safer. Others 'though may lack direction or employment, or not know how best they can help in this time of need. Rebuilding a land and people is not an easy task, but as is often said the longest journey starts with but a small step, so I will suggest one possible step:

The Wonders.

We know that each island has, or had a Wonder. Some we know of, or are in our possession. Others we know by name alone, and the identities of others remain hidden from us. I think it's time we found them, or at the least

discovered more about them. Which is where you come in.

Our historians tell us that in days past the knights of Arthur's court were sent off on quests to aid the good of the people and of the land. I fear, however, that even if all the Knights of Devot, and the Queen's Knights, were to quest for years, so few are their numbers that accounting for fourteen wonders might be too great a task. So the challenge of this quest is made not just to the Knightly orders, but to the peoples of the Lions:

Go find us some Wonders.

Your rewards for success in this quest? The acclaim of your fellows, and the knowledge that you have helped your people and your land in their hour of need.

The rules for the conduct of the missions:

- 1) This is a quest, not a competition. Anybody found inhibiting or injuring other questers in anyway, will be dealt with as severely as the Law allows.
- 2) Any items, wonders or information found will be passed freely to the Lions' Faction without expectation of reward or favour.
- 3) Show respect to, and seek permission of, those whose lands you travel over in your search. Most particularly:
 - a) Nobody shall travel outside the walls of Emerix. We know The Beast's there already.
 - b) Nobody but a Soul Elf, or one travelling with a Soul Elf, goes to Ceryphus.
 - c) Search on Orlagnon only with the explicit permission of the local authorities - applications should be made to the Sherrif's Office, Orlagnon in the first instance.

To those who work the fields, who build the cities, drive the trades, and sail the fleets, who walk the rounds and ward the ways, you have my thanks, and those of the Council, Crowns and people of Lantia. Know that your contributions are seen, and noted, and treasured. To those who would seek new knowledge, of the Wonders or of Lantia, I wish you good hunting.

Signed this the iii day of the v month, of the v year of the reign of HM Queen Sapphire, at Andulus, Isle of Justice,

Sir Oliver FitzOliver,
Head of the Council,
Malleus Aequitas.
Lion.

In-Character Notices

Lions of Lantia,

I herby inform you that a contingent of the Avalonian Royal Siege Engineers has departed from Fort Oriental aboard the ASV Bardot and Emmanuelle. This contingent will henceforth revert back to original structure and regimental name - "The 116th Inquisitorial Auxiliary".

The regiment will enter into negotiations with Crowns at the next parliament with the aim of gaining a new home and a place within the Lantian/Lions nation.

Commander 116th
Colonel Scroateous.
AVS Bardot.

Lions,

Being the Sherrif appointed to act as Crown Prosecution, I hereby invite the submission of statements, affidavits, accounts, testimonies, and other evidence etc relevant to the upcoming trial of Sheyna Darkleaf Darkendale for charges of Treason, Negligence and Desecration.

Such material should be submitted in writing and marked for my attention to either the Sheriffs HQ at Wardhelm on Andulus or to the Sheriff station at False Ossuary on Orlagnon. If you cannot write or cannot afford a scribe then an independent scribe will be appointed to you by the Sheriffs Department.

Corrigan Macrombi

Sheriffs Dept.

Lions,

I have been assigned to defend Sheyna Darkleaf Darkendale in her forthcoming trial. I shall, at most times, be available on Rysarius if anyone has a matter pertinent to this case to bring to my attention.

Cosaint

For Vixen, from your sister

Pain, Anger, Loss,

Grief, Despair, Sadness

Sister, Guide, Friend,

Strong, Loyal, Steadfast

Those I love slip though my fingers like sand through time.

I need you with me to keep me strong,

I need you here.

You watched my back from the shadows,

Protected me from harm.

You let me see into the dark,

But kept me safe.

How can you leave me now?

Always a Lion in your heart,

You would deny it if I asked,

But your actions made a lie

Of your words

Those who walk in the light

Innocent of what needs to be done,

Never realise you paid the price

For their conscience.

How can I Hunt if there is no-one left?

How can I do what you asked of me

Without you there to help?

You once asked me if you should leave

I said to you

"We are weaker without You."

Fragments

There is a sense of unease spreading across Orlagon. The dead seem to have new guidance and purpose - or so it would seem. It would not be so bad, except for the fact that no one has yet been able to scrye into the valley without terror gripping their heart and the overwhelming feeling that all is not as it should be with the fabric of the world.

On Gallathrix, the local economy continues to recover. As the walls of the gargantuan compound of the Armourers Guild grow, so too does the quantity of coinage flowing to the local labourers. With the promise of training for all in the arts of war and crafting once the Guildhouse is complete, the locals labour just a little harder in practice. Nothing provides a spur like the promise of a little friendly competition.

Rysarius is an isle in a state of flux. Those capable of sensing the flows of magic say that something is realigning these and that fire is not as strong as it once was within them. The representatives of the Mages guild, many of whom have been present for the past few months, merely repeat their mantra that everything is fine and then go about their business as before.

Meanwhile, back on Holy Isle, the Court is abuzz with the news that a new Crown has been chosen. Expectant eyes have turned to Princess Tope, who is back in action following the birth of her son. Surely the announcement will be made any day now...

Notes on Downtime Policy

The Lorien Trust has a simple policy on so-called 'Downtime' activity. The policy is that this is a 'Live' hobby, hence it being called LARP.

The world does not stop in downtime. Armies fight, children are born and artisans create. However, your character has no immediate ability to affect the world between events on a reactive basis. You can have your character undertake various actions in downtime, but they will not resolve quickly nor will you be able to change what your character is doing on a week by week basis.

If you request information at an event, task people to a long term project or want to do something that is impossible to phys-rep (e.g. scouting an entire army thoroughly) then the Plot Team will give you the results at the start of the next event. The key points here are that the request should happen at an event (though the NPCs or plot team can agree in principle at the event and you can email specifics in afterwards) and that the reply comes back at the next event (be it Lions or Main LT). This also holds true of co-ordinated activities involving a lot of NPCs, such as building construction or military action - a long action of this type may result in more than one update and last the course of many events.

This kind of activity between events needs to be kept to a minimum. It is only done as a last resort if what you want to do is not possible to phys-rep at an event. If you wanted to scout a strange sighting with some comrades then that will generally become a linear at your next event rather than report at the start of it. As you generally cannot die in between events you should also not expect fantastic results from whatever activities you undertake. If you are investigating things at main LT events then fill out a Research request and it will be passed onto your plot team.

'What does this mean?', I hear you cry. Here's an example:

Notes on Plot Submission

If a military commander wants his troops to embark upon a campaign of conquest, he should submit his battle plan IC at an event. The results of the campaigning thus far are then relayed to him at the start of the next events. Based on this, he decides that his troops have fought the enemy to a stalemate and wants to fortify their positions. During the event, he goes and finds the master artisan, and they agree on building a small keep. The artisan informs the NPCs and after the event, he emails the plans to the plot team. At the start of the next event, the plot team tell him how its going.

As a general rule of thumb - if you have an activity you want to perform between events, it involves more than just your character and some buddies engaging in some light social activity on their home turf and you want it to have tangible results, then you need to initiate it in character at an event and let the NPCs or plot team know.

Obviously, keep a sense of proportion - dropping by New Durholme for a cuppa when the PBs have invited you, going to sword practice on Armengar or having a picnic at your estate on Andulus is probably not worth telling the plot team about. An expedition outside Lantia to New Tebronia or to the middle of Orlagon, on the other hand, is. You can still discuss matters as much as you like between events. You just can't act on the discussions until an event.

If you want to request plot, then we are more than happy to hear your ideas. Send them to LionsPlotTeam@Yahoo.com, and we'll give them the once over. Ideally, they should contain the following:

Your contact details - chances are we will have questions

A Background - If you have a relevant character or group background, please include it. Although the plot team may have a copy, it may be out of date or not contain the required information.

A Summary - Just a quick line to say what the general idea behind the plot is and what you are looking to get out of it, roleplay wise. This should be the core of the idea, the bit that you really want, so that we know which part of the plot request is the least flexible. If you just want to get more involved in an existing plot, then you need this bit to tell us how you would like to get involved but you don't need to include much in the way of details.

The Details - any further information, aims, objectives, background or in fact any other gubbins you feel may be useful. This includes (but is not limited to) NPC backgrounds, wardrobe ideas, plot hooks for others, symbols, markings, warpaint, drawings, fighting styles - whatever may be useful. Try and give us a feel for how important the detail is - from 'thought this might be interesting' to 'It absolutely, positively has to be this way because of X'. Don't feel compelled to go overboard - we can work with just a summary, so this bit is optional.

A few hints:

Open ended is good - whilst we like a plot submission to have a definite aim in mind, what we don't need is the whole plot line mapped out in minute detail from end to end. This is LARP, not theatre, and subject to the vaguaries of player action.

Affectability - we want to give you plot you can play with, and other people can

play with too. A request which revolves around a nigh indestructable NPC turning up and talking to your character whilst ignoring everyone else isn't really a lot of fun for anyone but the target. Equally, plot where your character (or indeed, you the player) knows everything about it and merely has to walk through and connect the dots whilst everyone else scratches their heads in confusion isn't a lot of fun for them either.

Impress us - Its sad but true that plots which attract the attention of the plot team will tend to get more encounters than those that don't. If your plot is something new and original, then its more likely to enthuse the plot team into doing something with it.

Be flexible - there are quite a lot of things going backstage. Whether due to *OOO* constraints such as the number of monsters available or *IC* constraints such as the way magic works, we may need to change details of plot submissions. Please bear that in mind with your submission - the more minute detail you include that you definitely want, the less room you leave us to work with. And bear in mind that we can't guarantee not having to make changes to the plot to make it feasible.

Kit - If you can provide us with kit, people to play NPCs or props for the plot, then thats always helpful. Let us know what you can do to help us make the plot happen.

and finally:

Plot is like a large ship. It doesn't have brakes and it takes a long while to turn. Plot submissions can take more than one event to work their way into actuation so please - be patient.