

***Lions Faction Pack Up
May 2006***

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Acknowledgements

This PackUp is brought to you by a Tree that never grew, a Bird that never flew, a Fish that never swam, and a Bell that never rang.

That, and submissions from the following people: Vikiy Myers, Gareth Marklew, Fergal O'Brien, Laura Pearson, Hayden Grimley, Andrew (Fozzy) Forrest, Warren Foat, Jen Phillips, Dorian Grey, Tim Packer, Russ Phillips, Stuart Maher

Contact

If you want to get something published in PackUp, you can either email it to Dessie@armengar.org or post it to Derek McAllister, 0/2 6 Kendal Avenue, Glasgow. G12 0DL

If you want to get in touch with the Lions Plot Team, we can be contacted at lionsplotteam@yahoo.com

Letter from the Editor

So begins another season. I trust everyone has recovered from the Winter Parliament and that you are buoyed up and ready for what is shaping up to be a cracking season. If you haven't done so already I strongly recommend booking for the Heartland Games, it promises to be a good event, and quite different, I suspect, from those that have gone before it.

Last weekend was our plot meeting for the games, and the early part of the season, and the entire crew came away from it with a very positive and upbeat feeling, there was much hilarity and joking, and not even fuelled by alcohol (possibly cos I had a killer hangover from the night before.... These damned women forcing me to drink more wine... oh the horror) I think we've got a good plan for these events, and I hope you enjoy playing them, as much as we enjoy thinking up new ways of making your IC lives a total misery.

I'd like to take a moment to say thank you to Stu Hodges, who is the newest member of our plot team and worked his socks off at Responsibilities, he very much hit the ground running, came up with some fantastic ideas and, whilst somewhat daunted by the scale of running an event came up trumps every time.

The rest of the team were absolutely knackered by the end of it, and all of them did a fantastic job in trying to keep you guys entertained for the weekend, judging by the feedback we got, I think there were very successful. So cheers guys, much appreciated for the hard work.

Well, as I say, Heartland Games next, personally it is my intention to spend as much time there IC as I can get away with, but it looks like it will be a doozy, so for now I'm going to go and make sure my tent is actually usable and sort all my kit out... (yay I get to play) See you all in about 4 weeks.

Ta

Dessie

Words from the Grand Poobah herself

OOO – from a desk somewhere in the deepest depths of Lancashire

Hi all

Well, it's been a good start to the season. You seem to have enjoyed the Lions Spring event and have been having a merry time at other Faction and Guild events, so here's to a good year ahead. Thank you for all the work and help given to Burning Ambitions for our event (through the 'interesting' week we had before it) and my thanks also go out to your wonderful plot team and command group – their work and effort makes everything come together and it is very much appreciated.

I've got a couple of things for the coming year:

Faction & Main Setup

We need a Faction setup crew for the Heartlands, our Moot (Moot Two this year) and the Gathering. Faction setup involves laying out our faction camp and making sure people camp within set areas and safely so that we adhere to security and fire safety rules. It also involves assisting in setting up the command tent and then, once the fun is all over, taking it all down again so we can pack it all back away ready for next time.

Setup crew can turn up from the 2pm of the day before the rest of the players (so Wednesday 2pm) and do not need to pay the extra fee for being on site on the Thursday.

Main setup involves creating the central area that you see at main events – the set-piece, the marquees, site layout and many more things besides. As ever, if people are able to come down and do main setup for the week before an event, it means that the jobs get done faster and the setup crew are less stressed when Time-In is called. If you're unable to do the week before an event, several of us are going down to Locko Park on the weekend before each of the events (Sat 20/Sun 21 May for the Heartlands, Sat 17/Sun 18 June for the Moots and Sat 19/Sun 20 August for the Gathering). If you're free on these days and can spare some hours, please do come to site and help us out. An extra pair of hands can go a long way to getting things done and signed off.

Again, please let us know if you're able to come down so that we can run your names past the office and they know who's planning to come to site (for insurance purposes).

For those who wish to volunteer for Heartland Games and Moot setup – please contact me ASAP on either 07747 842308 or littlemisscowboy@yahoo.co.uk

Heartland Games 2006

This year there is a new system in place for camping at the Games. For a long time, it has been requested that the camping field have better security and safety cover, in the use of radios and ambulance runs. Previous years have seen problems with camping areas being too haphazard and unsafe for fire safety guidelines and ambulance access, and there has been no 24 hour radio cover for emergencies and security. This year, all the factions are in camps. It was originally suggested that each faction have their own camp, but the size of the camping field meant that 10 separate camps would be unfeasible, so all the factions have been paired up. We are therefore hosting a camp, with the Jackals as our guests. Hey, it'll make the weekend interesting!

Moot One 2006 (Lions' Off Moot)

So you know where to camp - we are guests of the Unicorns at this weekend and they will be our guests at our Moot the following weekend. The Unicorns are also hosting the Moot on their lands (IC location to be revealed in later pickups), so it should make for interesting entertainment in a spectator kind-of-way.

Moot One is also the On Moot for the Gryphons, Jackals, Tarantulas and Wolves.

Moot Two 2006 (Lions' On Moot)

The Dragons are hosting our On Moot this year – IC location again to be revealed in later pickups. Moot Two is also the On Moot for the Bears, Harts and Vipers.

Lions Winter Parliament – October 2006

As forward notice, the Parliament this year will be Friday, October 20 to Sunday, October 22 at Barnswood Scout Camp, Byrons Lane, Macclesfield, Cheshire SK11 0HA (for those that like to plan their routes with plenty of warning!). Following the issues we had at this year's Spring event, we're, sadly, having to increase the event price. Early price will now be £35, with post-cutoff-date and on-the-gate now being £40. It's only the second price rise in Lions sanctioned events in more than six years and, we believe, it's still one of the cheapest (but bestest) sanctioned events in the system. We're letting you know now so that you can put a couple of shiny pound coins away during the season so you're not caught short at event booking time. Fliers should be available at the Gathering, so the race is on again to see who gets their booking in first and gets to be Player 001 on the database!

Cataclysm

In order to clarify some points, there are a couple of things about the upcoming Cataclysm that I want tell you all.

The Cataclysm is the OOC mechanic for Rules Version 3 to be implemented (the Cadre fight is dealing with IC issues of resources and land etc). The new Rules should be in place for the start of the sanctioned event season of 2007. There will also be other, bigger, changes taking place and they will take 3 years to implement, so the 2007/8/9 seasons are envisaged to be different on very many levels.

Sorry it's not more exciting stuff to read, but hey, that's what our IC lives are for! Hope you're all well and have dusted all the dried mud off of your armour and boots ready for the Games – it's shaping up to be an interesting year, what with the Cadre fight and the ikkle matter of a Cataclysm in August. Here's to keeping on our toes and enjoying our game,

hugz to all

Vikiy

A letter from Her Royal Highness, Queen Tope Shoshoni

Dear fellow Lions,

We are all faced with a big choice, a choice we must all make for ourselves very soon. I wanted to talk to you all about this choice when we met a couple of months ago, but the troubles and issues we faced on Holy Isle/Lapis Lazuli overtook the time.

I have a question to ask each of you – could you live your life, as you do now, with no Ancestor(s), with no access to or knowledge of your Ancestor(s) or anyone else's?

The current choice offered by Existence of War, Peace, Feast or Famine takes no account of your Ancestors. It takes no account of what they want or how they would like the world to be. Can you accept a world where your Ancestors have been given no direct vote into how that world should be?

There is now a realistic fifth option (it is not a Cadre and I won't refer to it as such). It is the option of Faith – Faith in your Ancestor(s), Faith in yourselves. This option isn't saying that you won't choose between the four Cadres – it is saying that you believe that your Ancestor(s) should have the chance to create the world as place that they believe would be the best for you – their followers, the people who keep them in mind and who, essentially, give them their Existence. It is a rejection of having to choose one of the four Cadres and an acceptance that this world that we live in needs the Ancestor(s) and that they need us. That statement may be deemed as blasphemous by some of you, but I know the majority understand what I am trying to say.

I began this letter as your Queen, as Queen of the Lions. I am still and I am very proud to be so. But, in my choice in this Cadre fight, I must choose for me, Tope Shoshoni, and not as your Queen. My personal choice must be for me and

what I believe would be the best path to follow for me and my family. And with a clear heart and head, and a belief that I can do what is necessary to achieve a world that my Ancestors believe is the best place for me and mine to live in, I now declare that I am walking, with my head held high, into the camp of Faith and will join those who already stand beneath that banner and are already fighting for that cause.

I will never tell you what choice you must make in this upcoming fight and I will never try to sway you from your decision, but I will say that I hope to be standing alongside many of you under the banner of Faith. For those of you who wish to choose other paths, I hold no grudge and I bear no ill will. If it comes to facing you on the field, I will not fight you directly. I will face up to those stood around you who are not Lions, but I, personally, will not fight you.

May your Ancestors guide you and watch you in all your endeavours, wherever they may take you.

Tope

*Lord General
Child Of Malar
Lion*

Regarding the Heartland 'Games'

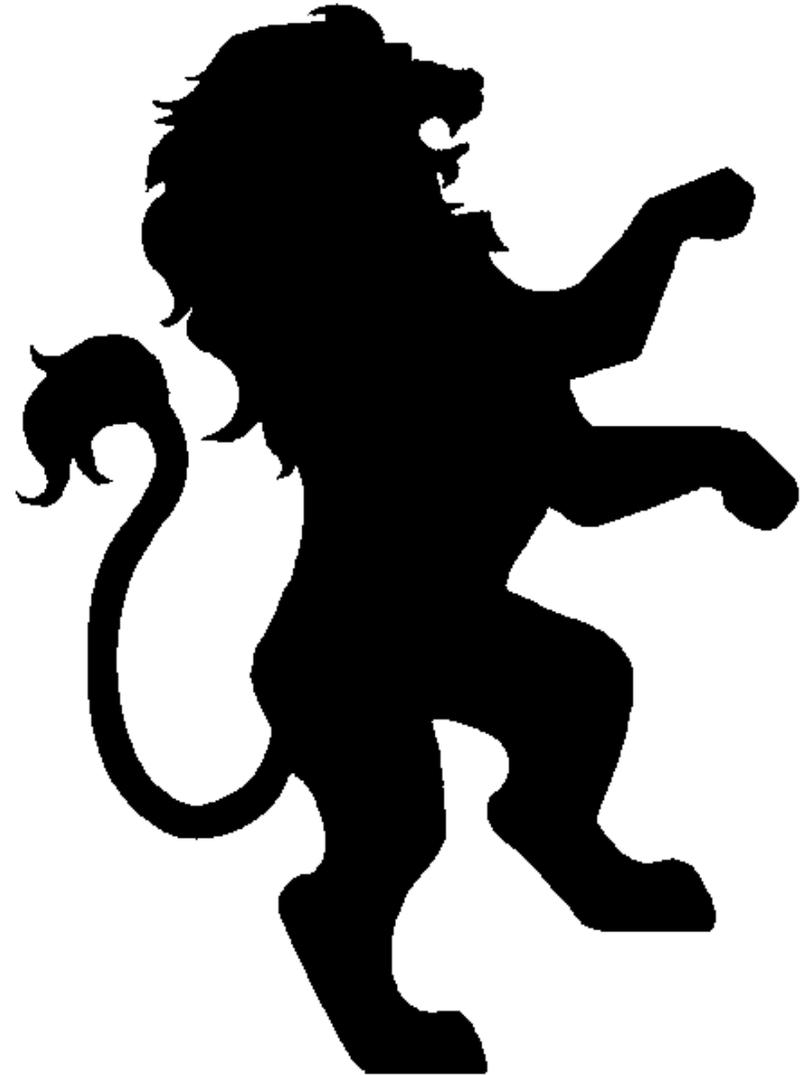
At this year's Heartland Games, the Lions will be hosting a faction camp, with the Jackals as 'guests'. We, your command, are sure that the Lions will be careful, considerate and courteous hosts to them during the course of the weekend.

Needless to say, this will mean a little more care and attention to camp security and safety – please do your bit to ensure that your fellow Lions are safe in their travels through the shared gate and surrounding areas. None of us wish any accidents to befall any of our people through misunderstandings or over-zealous actions by individuals.

The Jackals are not entirely perceived as a being a threat to the Lions during the Games – our bigger concerns lie outside of our shared wall and across to others, who perceive the Lions to be a faction to watch and take note of instead of one to be disregarded and ignored. Threats have already been made to us by the Tarantulas and the Cadre of Famine (and the Vipers are no doubt involved with that), and we feel it would wise to make plans about guarding ourselves while we have time to spare. We hope that our 'guests' would wholeheartedly agree that being attacked in one's own faction camp is a little unnerving, if not a little worrying when the people you were just talking to now lie on the floor in a dire and very troubled state. And we hope that they would be of service in protecting those who host them, as, for example, a de-militarized zone, in the face of any attack or threat against the said hosts.

The Heartland Games should be that – games. But bigger matters are overtaking our games of Trollball and musical chairs in importance, and we know that the Lions will be ready for whatever transpires.

Tope



A Missive from the Consul Primus

Lions,

We face a time of un-imaginable challenges. Not even when the accursed Nosta Kar were sweeping all before them did we face struggles as great as those we must overcome in this next year – the threat of the Conclave, the clash of immortal patterns, and the on-rushing Cataclysm. When faced with such adversity, it is easy to feel almost swamped by the scale of it all, it is easy to wonder what any one individual, or any one Faction, could do to stand against the on-rushing tide. I must confess that these are thoughts that have occupied my mind increasingly in recent months, as I've sought to lead the Council, advise the Crowns, and guide the Faction in our preparations for what is to come.

It seems to me that we err if we let thoughts and fears of the immensity of forthcoming events dwell too heavily upon our minds, for in troubling ourselves about imminent dooms, or about the rights and wrongs of the argument of one cadre against another, we forget about what's important. – the well being of our people, and of those people in Erdreja who need our protection, and the maintenance of those principles we hold most dear, truth, honour and justice. If the well being of the people and our principles are preserved, then so will be the Lions, and through the Lions, so will be Erdreja.

It is the duty of all of us to look to our fellows, and the duty of the Council to support the Crowns in ensuring the well being of the Lions. It is to my eternal shame that, at the Gathering, some were so worried about the safety of their comrades that they were driven to treason. Had the Lions really become so distracted by the troubles of these times, that we were unable to notice the desperation of other members of our faction? Now that such distractions loom even larger, we cannot allow such a situation to occur again, for if we do, we have all failed in our duty to our fellow Lions. So, I make this appeal now. Do not allow thoughts of Cataclysms, or Cadres, or Conclaves, to distract you from paying attention to what may, at first, seem to be matters of smaller import. Talk to your colleagues. Find out who they are and how they are, and how you can help them. And if you need help, or information, or advice, or have any problems, then, I beg you, let us know. You can talk to any of the Faction, but most especially you can talk to myself, or to any member of the Council, or to your Crowns. We can't always promise that we'll solve your problems immediately, or that we can give you the answers that you want to hear, but

we will listen, and, if need be, we'll raise up the full strength of the Lions, and of our allies, to give you the help you need.

And that is how we'll survive the Cataclysm, smash Satun, and put paid to the Conclave, by looking to, and supporting, our strongest and best asset – each other.

May the Ancestors Light Your Rounds

Given at Watchtown on Andulus, this day, the twenty fifth of the sixth month of the reign of Her Majesty the Queen Tope,

Sir Oliver FitzOliver, Consul Primus,
Hammer of Justice,
Lion.

Journal Entry from Lt Col. Jarid, Lions Expeditionary Forces

Have, at last, made contact with citadel of Camelot, it is in a sorry state, whilst the citadel itself still stands, all it's internal walls, not to mention outlying buildings have been destroyed. Still she stands and for that I am thankful. Trying to find the citadel was a daunting task, all of our existing maps of the region are now quite useless, whilst much of the topography remains the same, it is jumbled and disorganised. The Island of Holy Isle has been broken and fragmented and has now formed many smaller islands. There is something else as well though, land that does not look as though it should be here. In many ways it is as though the land has risen up from the sea bed, a thick layer of sludge and seaweed lies over this new land, obscuring most of it from sight, nonetheless there are still obvious signs of houses, shops, and what appears to be an old temple. My people have tried drawing new maps of the area, but the shifting mists make this task nigh impossible; additionally, my mapping crews advise me that these islets are not maintaining position relative to one another, though this is as yet unconfirmed.

It was only through the assistance of the local populace that we located the Citadel, she stands alone atop a separate island though the journey is not easy, and required the use of the landing craft from the Zelbineon. Most of the population of the citadel will survive, though there have been some deaths, mostly the very young, and the very old. There has been some sickness but it seems it will pass; finally there have been a few stories regarding some of the citizens of Camelot succumbing to ghoulish behaviour and feasting upon the cadavers of those who have passed away; that is however only based on anecdotal evidence, my people have not yet found any sign of trouble. We have now brought the foodstocks to the citadel, and expect things to return to a semblance of normality.

In other news we were approached by an angry mob from one of the villages, it was like something out of a penny-dreadful. Torches and Pitchforks, shouting and roaring for no obvious reason. It took careful handling not to turn into a bloodbath, as these people were, in many cases, intoxicated and spoiling for a fight. The long and the short of it was that the Lions Elite came to Holy Isle as saviours, coming to bring respite and succour to their people, but instead ended up killing hundreds of civilians. We managed to divert their attentions for now, and they left the encampment somewhat mollified, however I cannot help but feel that there will be repercussions yet to come.

J

A Letter from Master Cosaint of the Bard's Guild

Lions,

It has been some weeks now since the incidents on Holy Isle. I doubt not that the depravity witnessed there will haunt many of you for months to come and that you wish to put it behind you.

But it isn't over. It is true that you have dealt the Cult a major blow in denying them of so many unwilling converts, but as I explained to a number of you over that weekend not all of the Cult's advocates are unwilling. Very many have turned to the Cult of their own free will, and will still be at large. One in particular, Thrydwulf, is still out there and at this time of all times he has the greatest of weapons at his disposal. These weapons are despair, disillusionment and disaffection.

Consider it thusly – we are currently in a time of great uncertainty, for the Cataclysm weighs heavily on the minds of all. The famine the Conclave wrought on your lands has left many without and in such conditions is it not natural to wonder if others have more? And even beyond such world-wide concerns, the deprivations inflicted by Benedict and his League still show themselves in the form of scars both on the landscape and in the minds of their victims.

Given this state of affairs, is it any wonder that someone might jump at the chance to cast off all their concerns and live in the now? Is it so hard to conceive how one so bereft might be brought to strike back at those they perceive as having failed them? Is it such a stretch to imagine that a resourceful antagonist might use this to throw more than one stone in your paths?

I can not predict what Thrydwulf will do next, nor even if his next target will be the Lions, but I can show you the fields where he would sow his crop. Without specific knowledge of his plans, it may be impossible to wholly counter them, but this I would say to you – despair can only be countered by hope. Look to those around you who may be suffering now and remember the ideals of unity which you, as a Faction, cling so strongly to. The right words and deeds now may prevent a fight no side wants later.

Should there be any aid the Guild may render, I may be found via the Guildhouse on Rysarius.

Cosaint

An Essay on the Cadres and the Cataclysm

Dear Lions

We are quickly approach a time of great change and we must all make a choice. With the cataclysm due to occur this summer we must all be aware of what is happening in Erdreja as a whole and what part we play in that. With this in mind I have agreed to write down some of the basic information relating to the Elements, the Cadres and the oncoming changes.

There are sixteen basic Elements that make up Erdreja. These Elements are grouped into four groups of four and balance by one central Element. These are listed below. Each Element is (potentially) represented by an embodiment, a champion and an item of power. Some of the Elements do not currently have an embodiment and / or and champion.

Fire opposes Water, Earth opposes Air. Balance = Creation. Items are the tomes.
Evil opposes Good, Chaos opposes Law. Balance = Neutrality. Items are the helms.
Knowledge opposes Spirit, Time opposes Magic. Balance = Void. The items are the orbs.
Fate opposes Fortune, Reality opposes Illusion. Balance = Existence. The items are the runes.

These elements are then allied into Cadres based on the way they believe the world should develop. These Cadres are not fixed but do no often change. During a cataclysm one of these Cadres becomes dominate for each of the 4 areas of Erdreja. The Cadres are as follows:

Famine - Fire, Evil, Time and Fate

Under the rule of Famine the few will have all the power and the many will have nothing. The strong will feed off the weak. There will be a few, very powerful magic items in the hands of a few people.

Feast - Water, Good, Spirit and Fortune

Under feast there will be something for everyone but not many things that are notably better than any others. There will be plenty of items available, lasting for a reasonable length of time, but not a great power.

Peace - Earth, Law, Knowledge and Reality

Under peace it will be a time of stability, progress will come slowly but in a very controlled fashion. A lot of research, learning, time and planning will be required in order to create items and but once made they will last a very long time.

War - Air, Chaos, Magic and Illusion

Under war it will be a time of constant change, nothing will stay the same for very long. Magic items will be ok to create but nothing will last very long, 6 months or a year at most for example.

Cataclysms are part of the natural growth cycle of Erdreja and contribute to the development of the Dragon inside the egg on which we all live. Once enough time has past and the Dragon is fully developed the egg will hatch and the Dragon that is born at the end will have been influenced by which Cadres won dominance during the cataclysms that have occurred. Normally a cataclysm is a time of upheaval and change but not of great destruction. The last cataclysm was so destructive due to the interference of the Conclave.

The last cataclysm was a cataclysm of water as the cadre of feast was in ascendance in the Heartlands at the time, hence all the flooding. The actual effects were made much more extreme by the Conclaves interference in a linked ritual the Empire were doing to attempt to elevate the drought preceding the cataclysm. Currently Famine seems to be winning so we are building to a cataclysm of fire, therefore we should be having increased flooding etc. for a while whilst elemental fire builds in the void. This will then be released into Erdreja and probably result in drought and the like. In theory this should not be too severe unless the Conclave get involved again.

Currently three of the four areas of Erdreja have been decided and the Heartlands are the only area that has remained undecided.

Cathy is held by Famine

Irisia is held by War

Telluria is held by Peace

Existence's re-emergence and various other disruptions tell us that the cataclysm is very close and it is believed that the outcome must be decided this year. Existence has been wandering Erdreja since his release encouraging people to make this choice. How this outcome is to be decided varies depending which version of Existence you speak to (there have been at four versions seen).

One version says that you must collect and hold all of the items of power.
One version says a fight must settle it.
One version says factions must decide on behalf of their people.
One version says that individuals must make their own choice.

Each of these methods of choosing seems to be aligned to one of that cadres (the first to famine, the second to War, the third to Pease and the final to Peace) but I believe the that true method of choice will be a balance between all four.

The outcome of the cataclysm will set how the world as a whole will work on a large scale. The growth of crops, the creation of magical items and so on. It will not change individuals and how they chose to act though it may make it easier or harder. Peace will not stop wars happening and War does not preclude times of Peace. Individuals will still have their own free will but a decision has to occur to set the pattern of the world as a whole.

Now is the time we must make a choice and act to support that choice. Times is running Short and soon everything must change.

Althea

From the Office of the Knight Captain of the Prince Bishops Men

Let it be known that there is to be an inquiry into the death of the former Knight Captain, Lochlan Douglas.
This will be undertaken by the High Sheriff of the Palatinate, with the assistance of the High Sheriff of the Lions, Sir Aldous, and the Hammer of Justice, Sir Oliver FitzOliver.

All Palatinate civilians who attended the Spring Parliament are requested to contact the Office of the Knight Captain at hayden@oldman.co.uk, providing their impressions of the circumstances.
All Ranks who were in attendance will be required to attend the Office for debriefing in the next week.

Any members of the Lions who believe they may have pertinent information, are also invited to submit this to the Office of the Knight Captain, at the above ley address.

All ranks, please note. I am promoting Lance Corporal Navarre to Lance Sgt, Tartan Lance, effective immediately.

Lochlan now rests with both his ancestors and his Ancestors.

I will be returning to Fort Hatfield after the McAylywyns gathering in a couple of weeks time. My thanks to those of you who have offered support over the last few weeks. It has been most appreciated.

Knight Captain Dalziel Douglas.

A Letter from the Consul Primus Relating to Matters in Orst

Following events and happenings that occurred during our mission to Holy Isle, I thought it best to clarify our Faction's position towards the warring Factions of Orst, so that all may understand where we stand, and why we're standing there.

Put simply, there is a struggle for dominance between the Fotia, who are aligned to the element of fire, and the Yfos, who are aligned to the element of Air. Added to the mixture you have the Watery fey, the Nero, who so far seem to take an observers view point of all of this. And you have the Choma, a slave race, oppressed, and repressed by all.

Who, then, do the Lions side with? I would hope that the answer is obvious to all. We're for the Choma. We will see them free.

This is not an easy task, and involves negotiating with, and opposing various of the other factions of Orst in order. So far, we have supported the Yfos, against Fotia aggression, and have in exchange, gained a commitment from them to review the position of their Choma. Personally I don't think that commitment is worth the breath it took them to give it, but it's a start – the Yfos know of our interest in the Choma,. And, from our confrontations with the Fotia, they know that we would make a grim foe should they seek to play games with us. We have told both the Fotia and the Yfos that, should one side move against the other, we will side against the aggressors, and we have made it clear that we will continue to work for the well being of the Choma.

Now, there is a difficulty in all this. When they march to war, the races of Orst use Choma as fodder to fall before arrows and swords. Thus, as we push for their freedom, the Choma may be sent against us. If this happens, fight as you need to fight – but be aware to that every Choma who lives is one who can be free – and be aware that the Choma are less likely to fight if the Fotia (or Yfos) officers commanding them have been dealt with.

Ultimately, I wish to see free Choma in their homes in Orst. Until that happens however, as more are freed, more may arrive in Lantia, as some already have. Having been bred for a life of slavery, liberty may well be a hard thing for them to adjust to. In order to help them adjust, I am establishing a village, in north-western Andulus. At this place, which for now I will call Chomaholme, but which I hope one day the Choma will find their own name for, the Choma will establish farms and

workplaces. At first, they will work under the care, instruction and management of specially selected farm managers, who will be settled, in the same area with their families. Gradually, as they become more used to their surroundings, and more accustomed to the nature and duties of freedom, the supervision of the managers will be relaxed, and the Choma will experience more liberty, until such a time as the farm managers can be withdrawn altogether, leaving the Choma in peace.

I have selected the site for Chomaholme, bearing in mind the need for its people to remain undisturbed, as they come to terms with their new life. I trust it is clear that anyone seeking to take advantage of their breeding or slavery will be dealt with most severely, Finally, if any doubt why we should work thus, and give such time to those who are not by birth Lions, when so many troubles do us assail, then the answer is simple. It is because we are Lions.

May the Ancestors Light Your Rounds

Given at Watchtown on Andulus, this day, the twenty seventh day of the eighth month of the first year, of the reign of Her Majesty the Queen Tope,

Sir Oliver FitzOliver, Consul Primus,
Hammer of Justice,
Lion.

A Message from The Lions Faction Songbook Distribution Office

People of Lantia, reserve your copy of the Lions Faction Songbook now to avoid missing out on what will hopefully be a regular publication of artistic talent from within the Jewelled Isles.

Artists from all over the Isles have contributed freely, their material and inspired songs for the good of the faction - help your faction and enjoy this one in a lifetime offer.

The first run of this book will be a Limited and numbered Edition so act now to avoid disappointment! The price will be 2 silver, and all money will go to the Faction to be spent as the Crowns see fit.

To reserve your copy for the Heartland Games, Moots or Gathering - contact the distribution office on the leystone below. Don't forget to include how many you would like to reserve, where you will be collecting them, we regret that lower numbered versions for those who order in advance will not be an option - in the interests of fairness books will be selected and distributed using a random system. You will receive a leystone message within 5 days confirming your order.

Send your leystone order to: lionsfactionsongbook@mac.com

Thankyou - The Lions Faction Songbook Distribution Office

OOO

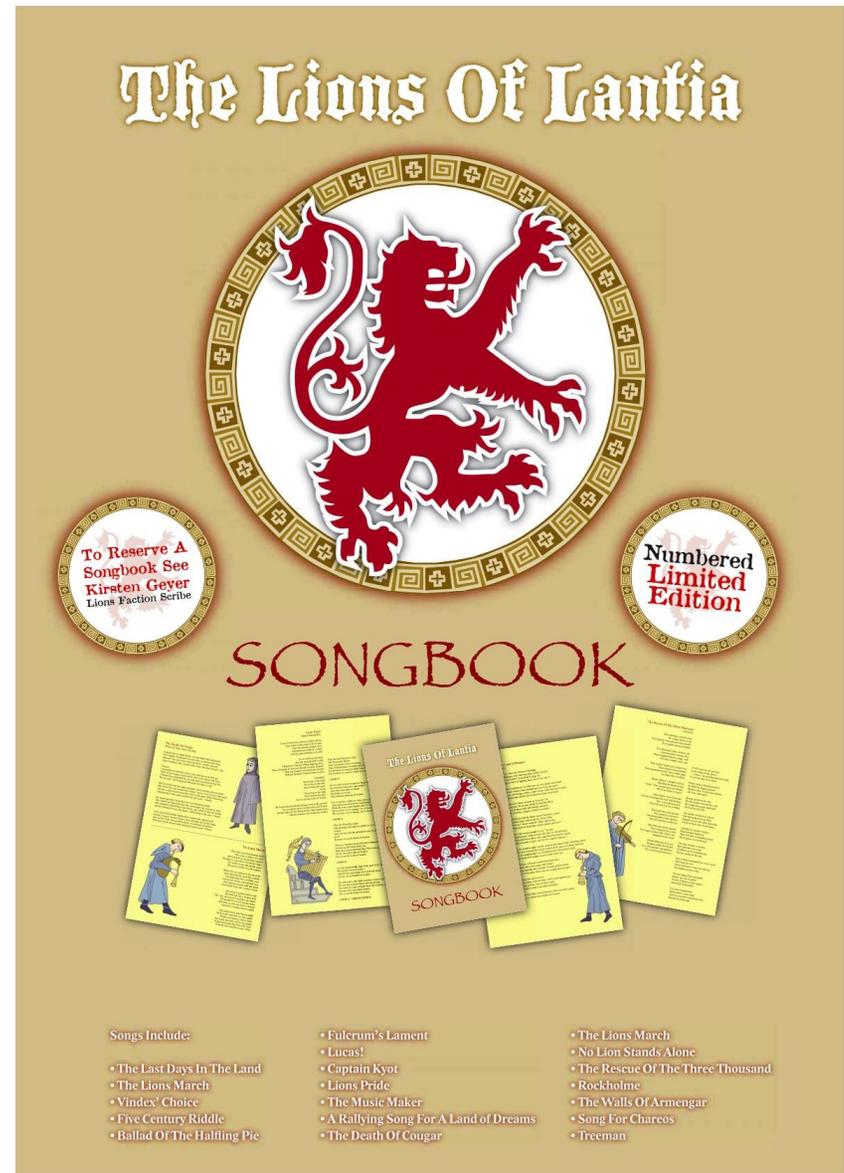
If you have any questions regarding the above, contact andrewforrest@mac.com

One last thing - no one gets a free copy. No one. Not me, not you, not the Grand Poo Bah, Not the Crowns. Not contributors, not Andy King.

All copies of this book will be sold for IC cash or at the Crowns discretion, items or other IC currency. No OOC cash, favours, sweets, food, bog roll or any other type of payment will be accepted.

Thanks for your help in helping your faction :-)

Fozzy



Lions Faction Packup May 2006



Despatch: 0669-D
To: 116th Personnel
From: Knight Captain Raphael Aziriah.
Clearance Code: CloverLeaf
Security level: AMBER

Missive to all Personnel.

As you may be aware I have returned from the spear-head mission on Holy Isle some weeks back now. The senior-staff have been debriefed and feel it necessary to make all personnel aware of certain issues. Please memorise and destroy this document. All-Father Protects.

1. A new enemy has been encountered and engaged on Holy Isle:

This is a cult that worships a beast like ancestor whose aim is to corrupt the mind of men and reduce them to a bestial state. Perhaps an aspect of one of the All-Father's enemies! Be on the look out for odd behaviour such as cannibalism, guttural grunting (not applicable to Ogryn's) and states of paranoia leading to aggressive or cowardly behaviour. Many of the spear-head troops and marines were affected while on Holy Isle. I, with my steadfast faith in the All-Father, was completely unaffected in any way, what so ever. It enabled me to keep a calm eye on those (suffering the madness) planning to depose Tremayne in a coup, until their madness had passed. Stay vigilant and report any suspicious behaviour to your commanding officer or High Inquisitor Prince Tremayne.

2. Armengar:

Very good relations are being built up between our selves and the Armengarian military but our personnel should be wary around a sub-group of Armengar known as "Firinne". Though their loyalty is not in question, they should be treated with care. There are many parallels between them and our own penal legion and death commando units. They are quick to anger and always ready for a fight. One individual nearly fought with my self and High Inquisitor Prince Tremayne. I later sat drinking with this individual as

we smoothed over many misconceptions and misunderstandings! Exercise caution when dealing with them.

- 3. A new group, exiled from Jackal lands has been granted stay on Orlagnon:**
They are trying to make a new home with the Lions but their social ways are different from ours and all attempts are being made to ensure no diplomatic incidents or misunderstandings occur. I suggest that the Ogryn, Sgt. Fugg Ugli should be appointed as diplomatic liaison between our peoples. Please make contact with iVad y'Mam y'b'Astid.
- 4. Blue Caution:**
As many are aware, we have had medical aid from Blue Merliwen on many occasions. Please treat her as a friend of our unit. However she is not of military training and troops should be wary while on duty! Blue carries several "medicinal" beverages.
- 5. Heartland Games:**
Medic Zharko will be attending the heartland games. Any personnel interested in going, please report to him.
- 6. Remember:**
We live in dangerous times with a great many changes occurring. The price of freedom is eternal vigilance! May the All-Father protect us all.

A Brief Missive from the Arcane Primus

Lions,

Making use of what we have.

There are many among our ranks who have the talent and training for the production of powerful or just plain useful items. There are many among our ranks who can make good use of what we can produce. Yet often these two are not brought together to their fullest potential.

Therefore, this is my call to all those who have need of any item that may be manufactured. Do not sit and wish for such things - come and ask for them. If you are unsure who would be the best person to fulfil a given request, myself and others will be able to point you in the right direction.

For my own part, I can produce a variety of concoctions, elixirs and antidotes. But I need to know what you need. I shall be at the Heartland Games, and I may well see some of you before then. I look forward to being kept busy in the labs all summer.

Ivory Du Bois
Arcane Primus

The Question of Unliving in the Incantors' Guild

Last winter, Ornesis, second in command of the Incantors' Guild, made the suggestion that sentient unliving should be admitted to the Guild. Not surprisingly, this gave rise to a great deal of discussion, with various people arguing for and against the idea. The head of the Guild, Azik-Ramun, then stated that he would listen to arguments up to the Convocation of Guilds, at which point he would make a decision on the matter.

A meeting was duly held at the Convocation of Guilds. At this meeting, the Dragons' representative conveyed a message from his command, to the effect that if the Incantors' Guild chose to admit unliving, the Guild would be banned from its motherhouse at Caer Dannon. The Harts also spoke against the admission of unliving to the Guild, as did Sister Bethanie and I for the Lions. Quite a lot of people

spoke in favour of the idea, though none of them identified themselves or their factions; I believe many of them to have been Vipers and Tarantulas, however.

At the end of this discussion, Azik gave his decision, and announced that for the next year, unliving would be allowed to join the Guild, under guidelines to be drawn up. He said he would review the question at the Convocation of Guilds next year, and intimated that he felt the Incantors' Guild was being "picked upon" and that those with objections were not extending their objections to other guilds that admit unliving.

Subsequent to the Convocation of Guilds, the Light Incantors (a group within the Incantors' Guild of which I am a member) have had some discussion, and plan to meet early at the Heartland Games to decide what action to take against Azik's decision. I have also learned that the Dragons faction has indeed decided to eject the Incantors' Guild from Caer Dannon and to ban the Guild from Dragons lands.

The Dragons will support the Light Incantors against unliving in the Incantors' Guild. I trust the Lions will, too.

-Fionnuala Ni Ríain,
Lions' Liaison to the Incantors' Guild.

A Report on the Meeting from the Bastellus' Citadel

On the 18th day, on the Second month 1106 the Bastellus open their Citadel for the first time and invited the people of Erdreja to witness and participate in some of their activities. The basic purpose of the evening was to judge some of the unliving patterns that were held in the Citadel and decide if they were ready to be released into the cycle of life. If the patterns are released to early, without removing some of the taint they hold, when they are reborn they will once again follow the same paths they did before and end up corrupted once again. So the people who took up the Bastellus' invitation had to speak with the patterns that had been bought up for possible release and decide if they had learnt or were likely to just repeat the same actions again.

The evening began at Norholt where we were to meet our guide and be taken to the planes of unlife. This is where we had our first surprise. Lady Eikara of the Bards Guild, current host to the Bastellus Torment, was supposed to be our host. Unfortunately it seemed she had been struck by a bout of the Lantian flu and could not be moved so the duties of host had fallen to Betrayal. He performed the introductions, explained the basics of what would be happening that evening and the rules of conduct for ourselves and the petitioners. There were a variety of penalties to the unliving if they attempted bribery, theft and the like with immediate condemnation if they killed anyone. The main rule of conduct for the visitors was that we were not to interfere with the unliving without the permission on the Bastellus and that their word should be followed for our own safety. There were some slightly complicated rules about how long each petitioner had to put there case etc. but they are not worth going into here. We were informed that the Bastellus' word was final in all matters.

Each of the visitors was placed in one of 4 groups and each group was given a host and protector. Myself and the other healers present were placed under the protection of the Qual, Lament, who was there as a member of the panel to represent the other side of the cycle and take away those patterns it had been judged were ready for release. We were given an amulet to represent our group that would also protect us when we were on the planes of unlife. The Bastellus that would be escorting and protecting the other people travelling that evening were Betrayal, Horror and Terror.

After being transported into the citadel we had a short time to settle in and say hello to the other visitors before the unliving began to make there presentations for release. There were seven patterns being considered.

The first was a Death Knight called Sir Duncan from Albion. He began by stating that he did not recognise the authority of the Bastellus to hold him, the validity of the proceedings and that we had better vote for his release or he would remember each of us, track us down and kill us and all our families. He was apparently an Albion knight who had been raised by a necromancer around 200 years ago. He managed to break free of the necromancers control and had decided to "go on fighting for his land", he had killed a few people doing this but that didn't matter because "they were only Caledonians".

Secondly we were presented with a dwarf Sulevi. He was a berserker who had started a vicious war between his clan and the local human population after his family had been killed. He eventually gave up his life in wergild for the people he had killed but he become unliving. He wanted release as he had been there for over 200 years and it was long enough.

Thirdly we were presented with Judge Martin. He had been an imperial judge in life particularly renowned for his harsh judgements. His ancestor had cursed him to become a wight due to the zealousness of judgement but he felt he was due for release back into the cycle as he had recently discovered that his ancestor would now grant him incantation.

Next there was a elven druid Miori. She stood out amongst the others as she did not shout about how unfair it all was or how she should be released but instead said she should remain. That she had a debt that was still to be paid and she should remain in the citadel.

Next we met Jarred Sunfall. In his own words, in life he had been a trusted member of the college of darkness who had been tempted and fallen into the evil practices of necromancy. He claimed he should be released back into the cycle of life so the knowledge he had could not be forced from him by others.

Next was a young lady called Elisa VonBatten. She told us how she had been a poor innocent young girl, seduced by a rich Teutonian nobleman who turned out to be a Vampire. He had bitten her and made a Vampire as well. She wish release as she had never intended to become unliving.

Finally we met Frederich. He was a lich and wished release back into the cycle as he had been tormented and experimented on by the Bastellus Malice for years. He did not wish to be subjected to that again.

The evening then broke into more informal discussions and there was the opportunity for everyone present to discuss the cases and ask questions of the petitioners. Various things became clearer during the evening. For example Elisa was less innocent than she claimed as she tried to seduce everyone present to gain her release and Sir Duncan tried many and various methods to escape including attempting to acquire as many weapons as he could.

Personally I took an interest in a couple of the cases in particular. After speaking to Miori it became clear that she was a revenant held in unlife due to her own guilt. She had been a defender of an area of Loresti forest during the race war which fell to the Empire. She felt she had not done enough to hold them back and was responsible for the deaths caused. As a revenant she could not rest until she had dealt with what held her back regardless of the outcome of the evening. We therefore set about trying to convince her that she had done what she could and deserved rest. Eventually she was persuaded to ask the Bastellus for release and her pattern was immediately freed.

I had some previous knowledge of one of the petitioners, Jared Sunfall. He was responsible for the fall for the darkness college during the race wars. He had repeatedly tried to find ways to learn necromancy and had been stopped by the college. He then left and travelled the dwarves and the elves and convinced them that the college was actually practicing necromancy themselves. The college was then destroyed by 3 elder armies. I want to ensure that people new this so it was clear that he had been lying when he made his case early in the evening.

Toward the end of the evening, just before the votes were about to be cast, Sir Duncan provided us with some of the best entertainment of the evening. Scullion was about to cast out the Qual Requiem from his current host Kyle and replaced it with something else. This was being done at both Kyle and Requiem's request as it was time for them to part way. Just as Scullion was building to the big moment Sir Duncan decided to interfere. He began to heckle the proceedings and phrases such as "whole tribes of people can live in my beard" and "wavy, wavy, wavy, look at me I'm so important I am" were heard. He refused to be quite until controlled to do so and told not to speak. It provided a welcome moment of levity in an otherwise dark and serious evening. Scullion was even seen to smile and hug Sir Duncan saying all he needed was some hugs to realise the error of his ways.

After the votes were cast and were being counted Betrayal made an announcement. Two of the petitioners, Sir Duncan and the Judge, had escaped onto the planes of unlife. The only way for them to do this would be if someone had removed the amulets which held them as they could not do so themselves. He stated that until the culprit or culprits were caught no one would be allowed to leave and investigations began.

Unfortunately it was discovered that the person responsible for allowing Sir Duncan to leave was Lexandro of House Soulsplitter. I'm sure he had his reasons for doing this but that is up to him to explain. Betrayal froze him and ordered Driftwood to remove his amulet. As the amulets were symbols of our protection on the plane of unlife we were not sure exactly what would happen if one was removed but were fairly certain it would lead to his death. Driftwood, as you would expect, was extremely reluctant to do this but Betrayal said that unless she did everyone else present would be killed. Eventually Betrayal agreed to let someone else do it rather than Driftwood. The other members of House Soulsplitter present agreed to all remove it at once so that no single person was responsible for his death. At the last moment Betrayal relented, deciding that Lexandro and the House has suffered enough and told them not to remove it. At some point during this incident, though I'm not sure exactly when, Lexandro had suffered a pattern corruption wound to the head. I managed to heal this wound (not an easy or pleasant task whilst on the plane of unlife) but as Lexandro regained consciousness he began laying about him with his knife in a rage. Eventually he was calmed down and those he had hit were patched up and all remained safe to return home.

At the end of the evening the votes were counted, Miori had been removed from the voting as she had already been freed. The people present voted to hold the Judge and Sir Duncan but voted to release Sulevi, Jarred Sunfall, Elisa VonBatten and Frederich. Lament left to take these patterns away to be healed and then be released into the cycle of life and we returned home. All in all it was an interesting evening with some rather unpleasant moments. I found the outcome of the voting quite interesting and in some ways unexpected. It was a unique opportunity to observe the Bastellus in the home environment and learn more about what they do.

Obituaries

Lochlan Douglas

How can I describe what it felt like?

It was like waking in the middle of the night not knowing why, but that something was wrong.

It was like listening to a storyteller reach for the words and forget the run of the tale. It was like someone had muted all the strings and the drummers had stumbled from the beat to eventually fall silent in confusion.

It was the slow, creeping, realisation that Lochlan Douglas was gone and would never be with us again.

How do you describe what it feels like when somebody who means so much to so many dies? Or do you not try? Do you just stop to bow your head and allow what tears will come to fall?

And then start again.

The voice was never meant to be silent, nor the hand that works the loom still. What fitting remembrance would it be to cast away all he laboured so hard to give?

Lochlan Douglas is gone from us, but the memories yet remain. For my own part, I will remember a great heart open to all who needed solace; strong but gentle hands that held me while the Flame tore at my mind; a feeling of calm and reassurance that he brought to any gathering and an impudent grin from an upstart who insisted on calling me Master.

I'll remember joy, I'll remember friendship and I'll remember hope, because my life is better for having known him and no grief can take that from me.

Go síorraí beó a chara dhílis.

Gone but not forgotten.

Cosaint

Lochlan Douglas, Knight Captain of the Prince Bishops Men, was taken from us all at the recent Parliament. His untimely death robbed us of his immeasurable wit, charm and presence.

Much has already been said of his sense of humour, his ability to lead, and his almost ancestor like degree of smugness.

He had a deep joy for life, grown all the greater these last few months through his love of Ivory Darkendale, and the reappearance of Siobhan, our little sister.

His mentor and friend, Cosaint, said of him "For my part...for my part I will remember a great heart open to all who needed solace. Strong but gentle hands that held me while the Flame tore at my mind. And an impudent grin from an upstart who insisted on calling me master."

He was the best of us, loved by many, admired by all. He helped hold the Palatinate together after the murder of His Grace Lemming Demetus, and under his leadership we were beginning to regain some of that which we had lost.

We owe it to his memory to hold together again. One unit, one Palatinate, one people. The Prince Bishops Men will stand firm, and will go on.

Lance Sergeant Steel put it the best, I think. "My order, for everyone willing to follow it, is simple. Don't just remember Lochlan Douglas - do better, and learn from him."

For my part, I will remember a brother, a friend, and a truly great commanding officer. And I will try to follow his example, and lead these men as well as he did.

Dalziel Douglas
Knight Captain, Prince Bishops Men.

In memory of Knight Captain Lochlan Douglas.

A great man and a great leader.

You came to the Lions from a far-off land; and we didn't always treat you well. But you repaid our distrust with trust, and our shackles with forgiveness.

You gave your all to the Palatinate. You were someone we could always look to for wisdom, for protection. You were a father and a brother to us. When a leader was needed, you led; and whoever led, you held us together.

As long as there is Blue and Gold, you will be remembered; and whenever two men fight side by side under St Cuthbert's cross, their courage is your legacy. I pray that we do not waste it.

May the Morrigan protect you, and the Blodwyn keep you; and the Cerridwen take you to where you would go. Sleep well, my friend; you have earned your rest.

Prince Bishop Fizaratan Sena R'ios

Martin Hetherington

Though still a squire, you went ahead of the main force. In battle, you faced the danger with courage. In peace, you looked after your kin with love. Although we didn't realise it at the time, I now believe that Celestial was watching over you.

The order is poorer for your loss.

Grand Master Elrood Brond

Balor MacCecht

There are many ways to view him, many words to describe him. Some say arrogant, ruthless or disobedient. I would say not arrogant, but dedicated, not ruthless but resourceful. Disobedient? Of course he was! That came with his other traits as a package and was a small price to pay for a man who has saved me from enemies more times than I can remember and saved me from my self once or twice as well. We come from a creed where it is our way to die young and die fighting. Forming the walls to protect our people from any who would threaten us. Willing to raise sword against any foe, no matter their size and strength and to gladly give our lives if just one child of our people was to be saved. And so on holy isle, with an impudent smirk on his face and genuine mirth in his eyes he stood first amongst na firinne as we braced for a charge from the enemy who outnumbered us more than 3 to 1 in a fight that we went looking for as it would keep the enemy off of the lions column. There the night fell on his bravery and the last cry of his valour was heard as the life slipped from Balor MacCecht's Sword arm. Climb home old friend. The rest are waiting for you.

Cormac of Armengar

Feedback from Responsibilities

Once again I would like to thank you for filling in the feedback forms, it makes my life a helluva lot easier in that I can move away from anecdotal response and actually get a genuine view of what people thought. I got a much bigger response this event than I had previously. I don't mind saying that I was nervous as all hell in the lead up to this one, I figured it could either work really well, or fall flat on it's face..... well I'll let the scores do the talking

Food

Did you use the food provided on site?

| | |
|-----|----|
| Yes | 44 |
| No | 5 |

What was your opinion of the catering services?

| | |
|-----------|----|
| Excellent | 17 |
| Good | 20 |
| Adequate | 7 |
| Bad | 0 |
| Appalling | 0 |
| Blank | 5 |

Did you partake of the Saturday night banquet?

| | |
|-----|----|
| Yes | 47 |
| No | 2 |

Bearing in mind that we are under the effects of famine, what was your opinion of the Saturday night banquet?

| | |
|-----------|----|
| Excellent | 12 |
| Good | 20 |
| Adequate | 8 |
| Bad | 6 |
| Appalling | 3 |

Analysis Food was possibly the biggest bugbear plaguing this event; and wasn't quite up to scratch. Most of the problems with it were down to conditions imposed upon us by the awful state of the site; but there were also some organisational issue e.g. layout for the banquet, which I've got to hold my hand up to. Sorry about that.

Site / Props / Set Dressing

How would you rate the decoration and set dressing of the event

| | |
|-----------|----|
| Excellent | 10 |
| Good | 31 |
| Adequate | 8 |

How would you rate the site (i.e Cuffley Outdoor Activity Centre)

| | |
|-----------|----|
| Excellent | 3 |
| Good | 10 |
| Adequate | 17 |
| Bad | 15 |
| Appalling | 4 |

Would you be happy using this site again for a future event

| | |
|-----|----|
| Yes | 29 |
| No | 19 |

Circumstances at this event caused us to use IC tents instead of Indoor Space, would you like to see this done for future events.

| | |
|-----|----|
| Yes | 41 |
| No | 8 |

Analysis Wow, did that site suck? Actually it's a gorgeous site, absolutely ideal for what we wanted to do, but is being systematically destroyed. I don't think we'll be going back there until well after it's been repaired. The IC tents worked quite well, and people seem up for using them again, I think coupled with either a little indoor space, or possibly a space heater in case the weather turns bad.

Plot / Marshalling / Monstering

How would you rate the quality of refereeing and battle marshalling over the course of the event

| | |
|-----------|----|
| Excellent | 24 |
| Good | 21 |
| Adequate | 2 |
| Bad | 1 |
| Appalling | 0 |
| Blank | 1 |

How would you rate the quality of monstering over the event?

| | |
|-----------|----|
| Excellent | 29 |
| Good | 16 |
| Adequate | 2 |
| Bad | 1 |
| Appalling | 0 |
| Blank | 1 |

How would you rate the quality of plot which you encountered over the event

| | |
|-----------|----|
| Excellent | 32 |
| Good | 13 |
| Adequate | 3 |
| Bad | 0 |
| Appalling | 0 |
| Blank | 1 |

Part of the point of this event was to induce fear, specifically fear of something other than character death, was it successful in doing so?

| | |
|-----|----|
| Yes | 38 |
| No | 11 |

Analysis For the most part everything seems to have gone well here, plot was pretty well received all over. The monster crew were pretty good, though there were a few exceptions to that. There was some good feedback after the last event about having the Refs out and amongst the player base for quick reference; this seems to have

work, and barring one notable exception you seemed to think the referee & actuation teams were pretty goo.

Combat

How would you rate the quality of the fights during this event?

| | |
|-----------|----|
| Excellent | 17 |
| Good | 28 |
| Adequate | 2 |
| Bad | 0 |
| Appalling | 0 |
| Blank | 2 |

How would you rate the Sunday Fight of this event?

| | |
|-----------|----|
| Excellent | 26 |
| Good | 18 |
| Adequate | 3 |
| Bad | 0 |
| Appalling | 0 |
| Blank | 2 |

Analysis Combat seems to have been fast and enjoyable, you will likely have noticed that there were very few “no effect” calls out there, and I hope those that were made logical sense. One of the best bits of qualitative feedback I received on this matter was.

“Personally, if I consider combat to be 'good' then it was done properly. 'Excellent' combat doesn't really exist, unless it involves me not being hit as I stride majestically over the blood-stained fields of victory.”

Possibly combat could have been a bit harder and a bit more bloody, however the aim of this event was not to provide a massive body-count, but to un-nerve instead

Group Leader's Meeting

There will be a Group Leaders Meeting on Saturday 16th September 2006 at 14:00 at the White Hart in Lenton, Nottingham. All groups are invited to send their Group Leader or another representative. We would appreciate knowing in advance if you are attending, please rsvp to Dessie@armengar.org.

Finally

Did your Character die during this event

| | |
|-----|----|
| Yes | 3 |
| No | 46 |

Overall how would you rate this event?

| | |
|-----------|----|
| Excellent | 27 |
| Good | 20 |
| Adequate | 2 |

Analysis I was somewhat unsure about this event, and there was a great deal of discussion at both a plot & NPC level about whether it would work. We weren't sure if the directed roleplay (envelopes) aspect would raise people's hackles, or if the faction would turn upon itself as Soulsplitter and the PB's disappeared inside a bloody melee cloud, never to re-emerge.

We knew when we ran it that this event was not going to be to everyone's taste, I'm not sure even if it is possible to have one that appeals to everyone's preference. We became even more nervous as we began to hear about the state of the camp. However, be that as it may, the feedback speaks for itself, I think that's the highest "overall" score that I've received since I started doing these feedback forms. It is a testament to the hard work from the plot guys, and also to the fantastic roleplaying from the player base. I find this pleases me more than a little ☺