

Lions Faction Pack Up August 2006

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Acknowledgements

This packup has been brought to you Ron, the unliving. A summoned Lich which takes the form of an electric crab monkey. Fear his mighty power lest he smite you with the power of his undead claw.

That and wonderful work by the following people.

Vikiy Myers, Gareth Marklew, Laura Pearson, Jake Riddoch, Dave (I've no idea what your surname is Dave) aka William K Dupree, Russ Philips, Wozzi Foat, Paul Wardman, Steve Mather, Sam Bragg, Jojo Cameron, Lucy Meech, Dave Hail and Jay (whose surname I also don't know.. sorry)

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@yahoogroups.com

Letter from the Editor

Before I get into this letter I would like to state, from the outset, that I had absolutely nothing whatsoever to do with the personal ads section. I didn't write any of them. All I can say is that some of you have some very very strange ways of thinking.

However, moving swiftly on.

This is it folks, the big one.

LT main plot has been building up to this Gathering for years, and from all I am told it promises to be kick ass. I'm hoping I might get a little bit of time to play... (hah).

The Cadre debate is now in full swing, scores have been getting tallied up for all the sides involved over the course of this entire season. There is everything still to play for though. I have no idea at this stage who is going to come out on top, I know who I'd like to win.... we can but see.

Of course we will still be hitting you with as much plot as we can lay our hands on, and your plot team have been working like the dirty dogs they are trying to produce new and exciting encounters with which to stove in your head, confuddle your brain and tug on your heartstrings. Buy them lots of beer. Don't buy me any beer... I just get to stand back and poke them all with sharpened sticks until they are inspired enough to write an encounter.... It's terribly cathartic.

Once again I would like to mention the Group Leaders Meeting that will be taking part on the 16th September in Nottingham. So far I think I've only had 2 positive confirmations for that. (116th and CK's I believe). So if you are intending to come along please get in contact with me at Dessie@armengar.org, cos if I don't get enough people saying they'll come I'll have to cancel it.

Plans are now afoot for the Lions Winter Parliament in October, I think ye will like it, certainly so far it seems to be taking shape nicely. Booking forms for this will be available at the Gathering (final muster) and will be hosted up on the Lions Faction website shortly thereafter (essentially as soon as I can get the energy to do so after the G.)

I received an email just the other day, advising me that a new group will be joining the Lions at the Gathering, they are called The Magpies and they are joining us from

the Harts; I would hope that you will all take the time to welcome them into the faction, and show them that they've joined the best side of the civil war ☺

Unfortunately it's now late, I really cannot think of anything else to put into this so I'll pass the whole shebang onto these much more eloquent people.

See ya at the Gathering

D

A Letter from Tope Shoshoni

Lions

The Gathering approaches. As does the Cataclysm: the great historical landmark of our era. What should I say?

We, the people of Erdreja, have been blamed for bringing about this event. Fine. Let it happen, let it come and we will face up to this thing that we have brought on our world and do what is necessary to overcome and survive it. It doesn't matter how this Cataclysm came into being. Remember how, but leave that irrelevance until after it is done. Blame achieves nothing when our existence (and not the being known as Existence) is threatened with extinction.

The Lions have been through hard times these past few years. We have had to move home, uproot our lives, families, work, knowledge, our existence and start over. Twice. We survived. We rebuilt. We created. We are part of a faction reborn. We are strong again. Throw it at us and we still come out roaring.

Our history is long and it is worth fighting for. Our history is when Corvus fought against the tyrants, when Edmund was taken by the black demon, when Jadvor led the Lions in defiance of the usurpers, when Rhino gave the faction a sense of unity and identity, when Sapphire made the faction a nation of the Heartlands, and when I, well, I have my hopes, my dreams and my faith.

Bring the Cadre fight to us. Every one of you, every Lion has a free choice and free will to fight on the side that you choose for yourself. Your choice, not mine, not the choice of the other Crowns, nor of the Council and not what side your best mate told you would be the best. It's your choice and you must make it. The Lions faction has not, and will not, 'choose' a Cadre. The Lions faction will be carried on the shoulders of every Lion on that field. Every Lion on that field IS the Lions faction. The faction and future, under whichever Cadre reigns victorious at the end of the day, rests with each and every one of you. We have made an anti-Famine stance in the knowledge that you did not want that Cadre

to come out victorious. Other factions are moving as single units, playing what may be perceived as political games, but all dressed under the information that they fighting on the side that they have been told to fight on, not the side that they, the individuals, have chosen to fight on.

Bring the Cataclysm fight to us. We have said that we will stand by the Draknor and fight whatever comes through that void rip when the world starts to tear itself apart. Remember your worst nightmares, the worst enemies and factional foes you have faced. The Draknor have said that our worst fears will evolve and appear through that void rip. We will face them. Confront your fears, pummel them into the dust under your feet and make sure that they never darken the face of our world again.

The Cadre fight will decide how the world will be after this great event of our time.

The Cataclysm and the subsequent fight will decide IF the world will be after this time.

Fight both and understand that one outcome cannot survive without the other. Fight to preserve the right of the common man to live his life in peace.

I want to stand shoulder-to-shoulder with every single one of you on those fields of battle, beside all of you, fighting alongside you, protecting you, supporting you, looking out for you. I cannot. I am only one person and there hundreds of you. So take what has become a motto and four words of guidance for our faction and use them as an extra arm to shield you as you step towards Erdreja's future.

No Lion stands alone

Tope Shoshoni

Lion

Missive from the Hammer of Justice

Lions

So we face the on-rush of cataclysm. At the end of this month, the representatives of this Faction will travel to the Isles of Hellenica, not only to ensure the well being of our lands and peoples, but to ensure, by our work, and our sweat, aye and if it needs it by our blood, that all the peoples of Erdreja will live to see another year. To those of you who will be joining the Crowns and Council on Hellenica, know that the thanks and hopes of our Faction will go with you. Make no mistake, it won't be easy for any of us, and if truth be told, we all know that many who go will not return to Lantia. But no Faction could hope for finer representatives, we all know our duties, and if all hold to their posts and play their parts, then I have no doubt that the Lions and our allies will prevail, and that some will return from Hellenica with tales of feats of arms and magic, of valorous acts, and deeds of wisdom, compassion, honour and bravery.

Greater bravery by far, however, will be needed by those left behind on Lantia. Not only will they face the cataclysm, the threats of the void, and the results of the wars of patterns, knowing that their ultimate fates may rest in the hands of those of us many leagues away in Hellenica, they will also have to contend with the threats and plottings of our enemies within Lantia.

We have taken actions to try and ensure their well-being. I have consulted with the pattern Spirit as to the physical effects of the cataclysm, and it assures me that we should not face the flooding and physical destruction that followed the last cataclysm. This is fortunate, but none the less we do well to be prepared. Supplies have been laid in and the local Sheriffs' offices and the Legions and fleets will be briefed to ensure that, at any signs of danger, civilian populations are directed, transported and escorted to secure sites, to those places – high mountains, strong and ancient fortresses, ships at sea and so forth that have the best hope of weathering a cataclysm. In response to good intelligence detailing threats to certain of our isles, units of militia, legions and fleets have been mobilised and are ready to raise the alarm in case of danger. Because of reports of problems with food supplies to parts of Akamon, supplies have been diverted from the military to the civilian population. This may of course lead to some hunger amongst the Legions, but they are tough and well trained and I am sure they will weather it well, in the finest traditions of the Lions military.

It saddens me greatly to hear that some have listened to evil whispers and dark rumours. For it seems that the enemies of the Lions move amongst the islands and whisper vile calumnies into our peoples ears. These people would have you believe that the leaders of this faction are oppressors and tyrants, they spread lies of murders and massacres, hoping to infect the people of the Lions with a cancer of uncertainty, doubt and mistrust, that will lead to misdirected anger and rage, and from their to mutiny and treason. I ask those of you hearing these whispers merely to think on this – who do you trust more – Queen Tope, under whose gracious leadership the Lions have grown and flourished, or some un-named figure, who nails bad doggerel to doors? Who has done more for your peace and well being – a stranger you just met in the pub who mutters slanders into your ear, or the Crown Prince, who has led the Lions to countless victories, always risking his own body and pattern for the good of the people? Who deserves your anger more – Prince Hengist, the last of the Gateguard who stood so valiantly against the Nosta Kar, or those people who murdered the Sheriffs and watchmen on Sammerix? Who was the real enemy – those Sheriffs and Watchmen slaughtered at their posts – men and women who had grown up with you, wept and laughed with you, protected and sheltered you, or those who massacred them? Those who would spread these lies have made a great mistake. They act as if they believe that the people of Lantia are stupid enough to be taken in. I don't believe that for a minute.

May the ancestors light your rounds, and your duty guide you through the times ahead.

Given this day, the first of the twelfth month of the reign of Queen Tope at my seat at Watchtown, Andulus, by I

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

An Essay on the Nature of Entropy

During the Heartlands Games this year rifts into the void began appearing and creature began pouring out and dragging people back into the void with them. Below is a brief description of what we have managed to learn of these creatures and how to combat them.

These rifts appear to lead directly to the inner void that is extremely hostile to unprotected patterns. Given that no pattern can travel very far into the inner void, the chances are that they were completely destroyed within a short space of time. This would indicate that the creatures that poured forth were not demons but manifestations of the inner void, or elementals of the entopic forces within the place. There have been two types of creatures sighted, the basic elements that appear in great numbers and three others who have all been wearing masks. These masks each bore a different symbol that seem to be of a higher order than would naturally exist within the void, this presumably came from somewhere to enable it to manifest. The symbols seem to be part of a set pattern of fundamental concepts, strong enough to survive in the void. That there are four distinct primal symbols, and at least 2 must be present on a mask for it to manifest. Each will have very different attributes.

These masks appear to be a manifestation of entropy, an immense force based in the void. It has been formed from the remnants of the ancient dragons of the elements of the Cadre of Famine: Evil, Time, Fate and Fire. The Ancients were the dragons of the 16 elements and originally served a similar purpose to that currently fulfilled by the Embodiments. When the four Ancients of Evil, Time, Fate and Fire died during the Race Wars - during which they were called upon by both Elder and Younger races - their patterns, which were magical and therefore not wholly capable of death were lost into the Void. They were no longer part of the weave and therefore could not re-enter the cycle of life as a mortal pattern can. Within the Void, we find 4 'pillars' of power - life, death, unlife and one we thought empty until now. The first 3 all feed the egg, or in the case of unlife is limited by Satun who might wish to corrupt the egg but does not wish it destroyed. The remains of the 4 Ancients now fill the fourth column.

Entropy is sucking energy from Erdreja. It wants to destroy Erdreja, in order to consume all the energy. The battles on the demi-planes in the void (plane of fire, plane of fortune etc) have ceased as all the aspects stand against entropy. This is managing to hold back entropy for a while but it seems likely that there will be a major massing to attack during the upcoming Gathering. Emissaries have visited the

Heartland nations from the island of Hellenic to ask us to come there, as they believe that the first attacks will happen there. These emissaries are known as the Dracnor, and are apparently ancient creatures that are somehow linked to the Dragon that grows within Erdreja.

The entropy elementals that have appeared so far appear to be combinations of two other elements that are powering them and this may be related which embodiments have been recently disembodied. At the Heartland Games the elementals were a combination of Reality and Illusion and at the first Moot they were a combination of Magic and Knowledge but the elementals sighted at the second Moot were not aligned to a particular elemental combination. Someone with the ability to detect demonic interactions can tell what elements are combined within the elementals.

Three of the "masks" have been sighted so far.

At the Heartland Games one appeared in the form of Spittle and was linked to Evil.

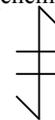
The symbol on the mask was



At the first Moot a second one appeared in the body of an Abyssal (and old enemy of the Unicorns) and was linked to Fate. It was referred to as Oath breaker and the symbol on the mask was



At the second Moot a third one appeared in the body of a Cathon (enemies of the Dragons) and was linked to Time. The symbol on the mask was



It seems likely that the last one to appear will be linked to Fire and the symbol may be



Other names that have been associated with these powers are Glory Seeker, Kin Slayer and Promise Breaker though I am not sure which manifestation each of these names is associated with.

Each mask appears to be more powerful than the ones that have come before. They are immune to most forms of damage excepting ancient weapons and silver, though this may be related to the forms they have taken as this is also the strengths / weaknesses of the creature they have been inhabiting. The damage they have been wielding can cut through the ritual of peace and they have the ability to inspire great fear. The elementals themselves appear to be immune to spell casting and incantation and it may even heal or empower them. It is worth noting though that the people being snatched by these creatures are not immune and can still be repelled from their arms.

The elementals are taking people back through the void gates, these patterns are then being broken down into individual elements and used to make more elementals. The elementals also seem to be targeting specific powerful people. It is believed that these powerful beings are being used to create the 'masks'. The 'masks' are apparently feeding off the negative emotions of those they are made from.

They have shown a particular interest in Archangel, herald for the aspects. They want her to be their herald, to start the cataclysm for them. They are talking in her head and trying to convince her that she is theirs. If the cataclysm is interfered with by entropy, there will be no re-making. The world will be unmade and then the energy consumed.

The 'masks' have just discovered how to communicate with the ancestors due to watching the people of Erdreja. The ancestors are shrinking back away from the entropy, and speak to ancestor may not be working because of this. They also seem to be working in conjunction (or possibly controlling) all those powers and entities that have been banished into the Void and forgotten. This include the Cthon and the Abyssals who forms they have used to embody and is likely to include others such as the 14th Drakken of Lantia.

When these rips or rifts into the void appear it is imperative to close them as soon as possible as the elementals will immediately begin dragging anyone they can into the void. Once a person has passed though their pattern is lost to the cycle and is not return to their ancestors. It is dismantled and used to continue to power this force.

The Void Rifts may be closed through Ritual magic. This may take the form either of a Rite performed in the field or a Ritual performed in the usual way in a Circle. Both Rites and Rituals operate according to the usual rules of Ritual Magic - a Ritualist of power must lead with the requisite number of Contributors. The form of the

Ritual/Rite is up to the individual Ritualist, but given the magical nature of the rifts and creatures, a Mage-based Ritual/Rite is recommended. A further note - the performance of a Rite will still use one of the Ritualists'/Contributors' "slots" for the day (i.e., once the Rite is performed, the Ritualist/Contributor may perform no further Rituals/Rites that day unless they have been trained to do so). A Rite must be performed for the normal 15 minutes of a Ritual.

Some tips for Rift closing formulae:

- Invoke the physical Elements and Creation, to symbolise the egg.
- The Rifts seem to be held open by the power of the corrupted elements that are being used to form the elementals and therefore the ritualist should resist that power and use their own to banish the corruption.
- Call upon Existence and Creation stabilise the fabric of Erdreja and close the Rift.
- Use the power of the Ritual/Rite to 'mend the weave' of the fabric of the world (Existence can be invoked to aid in this).
- Call upon the power of the True Balance. This will put all the Elements back in their proper order and stabilise the forces that are allowing the Rifts to form.

If in doubt, or you think you may be called upon to close a Rift, consult the Mages' Guild for further advice.

Finally, following various discussions it appears that these creatures can be fought conceptually as well as physically; Erdreja shall be reformed by Existence following the Cataclysm in the form that the people of Erdreja wish. If people do not back one of the Cadres to win, they are in turn not caring for the future of themselves, their people or their land. This weakens the Cadres, as without support they are lessened – this in turn makes Entropy's task a lot easier.

I have used many people's thoughts and research to compile this information but I would like to particularly thank Adara Darkendale and Frax for their invaluable contributions.

Althea

Regarding Vigilance and Caution

On the Saturday evening of Moot 2, an individual was seen climbing over the walls of the faction. He was challenged and identified as being from the Unicorns by one of their number. The Unicorn in question has since said he was mistaken... In any case, the person was taken to the gate and scanned and showed up as not being under Conclave influence.

After this, he came to see House Soulsplitter to ask about our ancestors, claiming to be from the incantor's guild. I walked off to do something else at this point and the next time I saw him was in the Soulsplitter tent with Auriol and a few others as I walked in. Moments later, everyone started looking ill and someone yelled out that there was poison in the tent.

Obviously, everyone left the tent and the healers and mages went into action. I have to say that it was probably the quickest movement by healers ever and not a single person who was poisoned died, other than the stranger. Fairly soon after, I started feeling ill as well, but was quickly healed as well (as I'd entered later, I felt the effects later).

Backtracking slightly, people who were in the tent with the assassin (as it was now clear what he was) stated that as everyone had sat down, he'd done something to a pouch on his person; this seems to have activated a poison held in the pouch.

Investigation of the remains of the poison by Ivory and Petal have revealed little about the source of the poison. It was very complex and required the mixing of two compounds to activate, so could only be made by a rogue master alchemist or someone of equivalent skill. The glass used in the mechanism told us more, the compounds of the glass not coming from the Heartlands.

An incantor was able to talk to his pattern afterwards and revealed the following facts:

- the assassin was hired by the Duergar, a nasty subset of the Dwarven race who dwell in the underdark.
- his target was the entire house, not an individual member of the house
- the assassin had drunk what he thought was an antidote; obviously this wasn't effective and was probably used to ensure the assassin's compliance and death

Finally, the body had a trap placed on it which meant that if someone unskilled examined the body, they would likely get poisoned as well.

Based on the evidence of the poison container and the skill levels required to make it, it seems the likely source of the assassination attempt would be the conclave, most likely as revenge for Dorn's involvement in the killing of one of the eight Conclave leaders at the Heartland Games. After that mission, we had heard that Conclave assassins were targeting Soulsplitters and Prince Bishop's men due to Dorn and Lanceman White having been killed on the mission. Our best guess is that the Conclave made the poison and paid the Duergar to hire an assassin to deliver it.

So, what do we learn from this? Firstly, if anyone you don't recognize is asking for House Soulsplitter or the Prince Bishop's men, be very cautious. Do not sit in an enclosed space with these people and have those with knowledge of poisons around to check for poisons. Also, the wand used at the gate does not guarantee that Conclave agents, or at least those working indirectly for them, cannot get through. Finally, do not search the bodies of any assassins if you do not have knowledge of traps. There are those within the faction who can check them and they should be first to check the bodies with healers on standby just in case.

The quick thinking of a number of people saved everyone's life this time. Next time, we may not be so lucky if we are not vigilant.

Tristan Mallory
House Soulsplitter

Naval Despatches

Dr. Nicholas Aetherson Born in Albion in 1080 - member of the Naval Volunteers and recently appointed College Head of Midwifery for the Healers Guild - Died 1106 whilst attempting to heal a group of fallen 'Prince Bishops Men' during a conclave attack at the Heartland Games.

Buried at sea June 2nd 1106 in the presence of Admiral Dupree, Captain Albany Foxwhelp, Life Master Sol Tempus, Life Master Treacle and the crew of Her Majesty's Ship

Also lost in the same engagement was Commodore John Ciall of the Prince Bishops Men who had recently completed Naval duties for the Royal Fleet.

Samuel L. Cod, First Mate of the Amorous Boyle (LoM) lost to the void whilst fighting in an engagement, holding the line as a Ritual Group attempted to close a void gate. Life long friend to his Captain, Stabass.

All men will be added to the Naval Honors Roll of Distinguished Service.

Other Business

Would all those of Naval disposition who would like to be considered for service in the Royal Navy or a position within the Admiralty or those who currently hold positions please make time to make yourselves known to me either by ley-imp or in person at the Gathering.

Admiral of the Fleets William K. Dupree

A Message from the High Healer's Office

I wish to make it known that those healers present at our recent moot worked remarkably well. Despite a large number of creatures inflicting diseases, we did not lose a single Lion to disease, and that is entirely due to their efforts. That we only lost one Lion over the entire weekend is a better testimony to their skill and hard work than anything that I could say. The entire faction owes them a debt of gratitude. I am proud to be the High Healer of a faction with such dedicated, hard working and competent healers.

Every day, at midday and midnight, I collect some magical bandages. I can't use them, so I then have to find people that can. If you can use bandages, and especially if you do not have a link to the plane of life, please come and find me at or just after midday and midnight. If I have any left, then you will get at least one.

There will be a factional healers' meeting at the upcoming Gathering of Nations, probably after a muster on the Saturday. Among other things, we will be deciding who will benefit from Cara's apprenticeships to the Healers Guild. If you wish to train with the Healers Guild, make sure you attend the meeting. If you cannot attend, talk to Cara or myself and let us know what you wish to learn. Preference will be given to people that do not wish to learn advanced channelling techniques.

In Celestial's sight,

Elrood Brond
High Healer of the Lions Faction
Grand Master of the Celestial Knights

Excerpt from a Trooper's Diary

July 2nd 1106

...The weather has been unnaturally hot. Not good for building fortifications or digging trenches. There have been mutterings by some of the troops about, the "end of the world". The work will keep us busy and minds diverted from fearful thoughts.

We got word from the away team that we may be facing an attack from the north. Some beast like creatures obviously the work of the dark gods! Their influence seems to be ever present recently, may the All-Father protect us....

...it's past midday and we're all taking a rest and some water. Everyone is sitting around looking at the floor or diligently picking at non-existent fluff on an item of clothing. No one is speaking. We are all ill at ease after what just happened to Larkin. All-Father! Say it was just the heat or that he's just snapped but not the other alternative...Not heresy!

Larkin was digging in trench 5 just along from us when he started shouting. He looked sunburnt and was sweating heavily. His eyes were wild and stared right through you. He started raving that we were forsaken, that we were doing not the work of the All-Father but of something else. "We are the lost company" he shouted, "We will be burned as heretics", "Our Patterns go not to the All-Father but will be tormented in the Eye of Terror for eternity", "We are beasts" and on and on he screamed. Hopper and Mkteirnan tried to grapple him to the ground. But still he kept ranting. One of the local village boys, who came to watch us work, started to cry. Hopper finally punched Larkin unconscious. We all stood about. Everyone looked distinctly pale.

We all know Larkin is odd but this was beyond him. He's been taken back to barracks and incarcerated until Inquisitor Tremayne can deal with him....

...I vomited this evening unexpectedly. Hope I'm not coming down with anything. Perhaps it's just the heat...

July 3rd 1106

...This morning's patrol was uneventful which was fine by me after a bad nights sleep. A lot of the troops are looking tired. Strange, we fought in greater heat at the battle of Armageddon. I don't know why this climate is bothering us so much...

...Had the afternoon off and went to the transport circle, to welcome back the away team. They came through looking strangely sombre. I pressed them for details but they would give none. They looked to be suffering from the heat too.

I asked where Inquisitor Tremayne was, explaining the incident with Larkin. They looked at each other before Gabriel said Tremayne was on other business. They asked for the Colonel's location and all went straight to report. Only later did I think it odd that they referred to the Inquisitor by his name and not title!..

...We usually get a debriefing after the away team return but not this time. They don't seem to be talking to anybody and ate dinner with the Colonel rather than with the rest of us. Something is not right!...

Request for Information from the High Ritualist

CAN YOU CONTRIBUTE?

Maybe even twice per day! (Fionnuala, I'm looking at you!)

Then tell us, please. And if you can't contribute, but are reading here anyway, and have any knowledge of Healing, Incanting or Spellcasting (to any degree!) then, please, seriously contemplate taking contribute. It doesn't take much of your time, and can really do a lot for the faction.

We are aiming to get a system together where I can tell all our contributors about the rituals for the up-coming event, so that we can more easily get people together, and don't have a mad scramble like this last event (admittedly, void rifts interfere with this, but if people KNOW what rituals they are contributing to, this is less of a problem).

So please, PLEASE, tell us if you can contribute.

While a ritualist may provide most of the power in a circle, not even the most powerful of us can work without at least one hand's worth of contributors (however many that is, I think it's five). So the contributors are the most important part of a ritual (yes, even more important than a script!).

My ley imp's address is paul (DOT) wardman (AT) gmail (DOT) com. Please use it for this

.

Yours,

Rhapsody

Regarding Training from the Guilds.

Ok, as some of you will know I'm covering the Viceroy position at the moment since our former Viceroy Footnote stepped down for personal reasons. As such there are a few things I would like to attempt to better organise in order to make things a little easier for the Guild Ambassadors / Liaisons and faction members.

Most urgently is the matter of training from the guilds through Lions holding rank deeds in the guilds. How I am looking at doing this is collecting names and details of people wanting Apprenticeships and the same for those who hold rank in the guild to help people decide who will get what training.

No decision will be made from people putting themselves forward until the factions gather together towards the end of next month to allow all faction members attending a chance at training. However lists like these take time to sort and I would like to start now if possible.

What I would like to know is as follows.

For ranking Lions in the Guilds

Name - Guild - Level of Rank Deed

For faction members looking for training

Name - Group Allegiance

Skill you would like to be apprenticed for

I will note that it cannot be guaranteed that everyone will get what they want however you are less likely to miss an opportunity to improve your skills if we are aware you want an Apprenticeship.

If you wish to be added to these lists I will be taking messages up until The Gathering and then taking people's details on site. I look forward to hearing from you all.

Runt Spinesplitter McEwan - Viceroy to the Guilds (acting)

OOO my email is logicus@lrp.demon.co.uk

Full details on the OSP system can be found here

<http://www.lorientrust.com/realworld/system/osp/osp1.htm>

Requests for Information from Annabell Goodram

Renovation work is going well at the library and we now have room for quite a bit more information. My priority at the moment is to collect together all information I can find on the varied icky things of the lands. Races, names, places of residence, any known history, likes, dislikes, how to help move them on and suchlike. If anyone feels that they are able to help me with this little task please do get in touch.

Also, any news on Thadd's whereabouts would be greatly appreciated. For anyone who hasn't met Thadd, he's very tall, not at all skinny and will probably either be carrying a book or asking lots of questions.

Annabelle Goodram

Happy Birthday

As most of you are aware it was Prince Tremayne's birthday at the moots, he turned 55 not 50 as was stated in the Testaments. We as a faction appreciate all that he has done even though we understand that he is limited by the on set of very old age.

His son seemed more than happy to help his ageing father in some of his duties as the Crown Prince of Lantia, so that the prince could have his afternoon naps and I am sure his son's help will continue. As long as we as a faction pull together the Crown Prince's old age should not be too much of a hardship and we will continue to be strong.

Anonymous.

Blatant Rumour

Apparantly not only does Tremayne have a son.... But supposedly he's about to be a granddaddy too.

Someone's Idea of a Joke



Personal Ads

WANTED

El Nino looky-likey as escort to Lions. Great pay, quick job.

Contact: Queen Rattlesnake.

WANTED

Drow, preferably from Estragales or southern Tuetonia.

Wanted for dog walking.

Large dog but very playful. Tends to vomit occasionally.

Contact: Prince Badger Toucher.

PERSONAL

Every aid will be given to the Mission that

Proposes the Eradication of the Rogue agent, who has

Operated under their own Rules without due faith and Piety.

Standing by to Rally the men if needed to Overthrow he who has Transgressed against Edicts set for their position.

Contact can be made,

The faithful await Salvation.

Contact: Unknown

WANTED

El Nino...NOW!

Contact: Queen Slipperywhenwet

PERSONAL

Dashing plot writer seeks pack-up submissions. Serious entries only!

Contact: S. Darkendale, boy what a name to pick.

ANNOUNCEMENT

Blue Merilwen to Marry Prince Tremayne

Sunday 1106, Gathering.

PERSONAL

Lonely warlord seeks friend who doesn't die when in close proximity.

Contact: Caramac

Faction Weapons Trainers

My position of weapons master was announced at the Moot, the job of the WM is to teach, promote and ensure good and combat at the LT events. It's an OC/IC position and we need a number of experienced people to help complete a 5 man team (who will be vetted by the LT). Listed below are my credentials, I don't want to boast but you won't find many people with the experience that I have.

- 21 years LRP
- 4 years as IIC of the Wolves
- 20 years learning Iaido and Iaijutsu (Japanese sword fighting techniques)
- 11 years teaching and running my own Iaido and Iaijutsu school
- 5 years with the Company of the Hawk (steel weapons) re-enactment group

I want everyone to use this experience so we can all have better and safer events. ANYONE who wants to improve their abilities can talk to me IC or OC and we can arrange training sessions.

Dave Hail / i'Vad y'Mam y'b'Astid

Obituaries

Halad Ap Risca 1042-1106

First General of The Protectors of Lantia Noble warrior of the Drousinad Beloved father

Halad died as he lived, selflessly in the defence of another. He was taken from us prematurely by the cruel nothing of he void, whilst coming to the aid of another Lion. He gave his life valiantly staying true to the oath of the protectors, and the beliefs of his people. All his life, my father has lived for the protection of others, and his self sacrifice has done nothing but prove that. I owe him everything, I shall miss you sir, as will the protectors. None shall ever grow to be half the man you where. Such sacrifice beyond the course of duty, should hopefully show all you who did not meet him what type of man he was

By Freedriks beard you shall be avenged, and may Aeglos find you and take you to our sacred lands. Father, Friend, Fighter, Protector, and always a noble man

-Bjornolf Olfsbayne son of Halad son of Risca Shield master