

Lions Faction Despatches

May 1107



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EDITORIAL

- LIONS PACK-UP MAY 2007 -

It's the start of the world as we're about to know it. For those of us who leave learning new rules to the last minute, it's about time we opened those envelopes. How will the new and (slightly tweaked) old heroes of a new Lantia deal with all that post-cataclysm Erdreja has to offer? Who'll strike first - the light or the dark? And who will be the first Juggler champions of Erdreja? The time has finally come to find out. Welcome to the main event season and our first hastily compiled last minute pack-up of the year! Although I've wisely outsourced the compiling to a man of exceeding patience and fonts. No, really. If anyone has a font to exceed (or be excessive) in any situation, it's Dave. I mean, I wrote this in Arial. The Outlook default at work. See how much prettier it looks now?

To go along with all the new stuff, and to accommodate some of the submissions received, this issue features a new Bardic corner. See what you think.

Enough talk. Go play!

Amanda

(The latest editor to not say no fast enough. But that's ok. I said no to the 'other' thing faster than Steve. Ha-ha!)

Acknowledgements

Layout and actual editing by David Heaton. Lions logo design by Bruce Myers. Submissions by Vikiy Myers, Russ Phillips, Marianne Wells, Allen Stroud, Steve Mather, David Heaton, Derek McAllister, Amanda Hill. Be secure in the knowledge of your ruleage.

Event Feedback - Ceremony of Innocence

Well then, well then it's that time of the packup where I collate all the feedback you send us for The Ceremony of Innocence and see where it ends up in the grand scheme of sanctioned events. Thank-you very much to all of the 39 people who took the time to send the feedback in. Raspberries and other indications of abuse to those of you who decided that it was too much effort to do. :p

So without any further ado here are the results.

Did you use the food provided on site?

Yes	30
No	9

What was your opinion of the catering services?

Excellent	3
Good	14
Adequate	11
Bad	2

Finances dictated that the Saturday night banquet was not possible this event. Would you be willing to have the ticket price increased (+£5 for example) if the event included the Saturday Banquet?

Yes	29
No	10

Analysis: Food wasn't bad, but not brilliant by any measure of means. Choice of foods was very restricted. However almost 75% of you were in favour of a banquet meal, even if it involved raising the ticket price for the events

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

Excellent	7
Good	19
Adequate	13

How would you rate the site (i.e John's Lee Wood)?

Excellent	16
Good	19
Adequate	4

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

Yes 39

No 0

Analysis: JLW is always a pretty good site. It's one downside being that we're not able to use staples in the main hall, and Gaffa just isn't as good. Good combination of open areas and glades.

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

Excellent 18

Good 21

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

Excellent 24

Good 13

Adequate 1

Bad 0

Appalling 1

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

Excellent 5

Good 21

Adequate 11

Bad 2

Analysis: Ref standard seemed up to the high levels now expected of a Lions event, for the most part monstering was also of a very high standard. Obviously one feedback was very disappointed with the quality of the monsters, but this seems in sharp contrast to everyone else. Plot was regarded as pretty solid. This was designed to be a hub event where you could pick and choose what threads you wanted to follow up on, and to give a chance for the faction to sit down and talk. For the most part it seemed to accomplish these goals. A few of you really liked this style, however it was also apparent that a good few wished to have a more structured event.

Couple of bits of bad feedback regarding plot, which were not so much to do with the plot being bad but more about it being inaccessible; in that certain people were grabbing everything and preventing anyone else from taking part. Obviously this is not a situation which I wish to continue and have already spoken to the Group Leaders on this matter.

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

Excellent	10
Good	23
Adequate	3
Bad	0
Appalling	1
N/A	2

How would you rate the Sunday Fight of this event?

Excellent	19
Good	16
Adequate	1
Bad	1
Appalling	0
N/A	2

Analysis: Fighting again pretty well received, several people mentioned that it was good to have fights wherein you had to go out from the site and attack or retrieve an objective rather than the traditional “hold the line” approach. Couple of comments about the fights being too easy, this reflected in the solo “appalling” and “Bad” results that we got. Death Knights and Liches next time I think :). Sunday fight went down very well, the novelty of having fights that you could actually talk your way out of was very popular. Not something for everytime though. Bad guys with black hats and implacable natures are always fun to beat into the ground :).

Did you use the online booking system?

Yes	34
No	5

Analysis: Couple of glitches and problems with the online system but for the most part it was well used, well received and ran smoothly. Very happy with the way that went. Not least cos it cut the (literally) 20 hour job down to about 2 hours instead. Better co-ordination required for processing payments, but unfortunately that’s real life interfering. Feedback will be passed onto the designers ready for the Rules 3 version for the Winter event.

Overall how would you rate this event?

Excellent	11
Good	21
Adequate	6
Bad	1

Analysis: Another solid event, and a particularly excellent job done by Mr Spencer (To whom I passed the reigns of evil this event) and his team . Couple of glitches to be worked out and a good few comments again about plot being held by a select few people, which obviously no-one wants and perhaps in increase in the overall danger levels. Overall however pretty good.

FROM QUEEN TOPE

Holy Isle
Fifth Month, 1107

Lions

The world has changed and we must change with it, else we will be lost to a era that no longer exists. Or maybe with words, we can change the new world to our satisfaction. Our words supplement our deeds with cause and reason.

Our words serve to unite us. Our words can divide others and cause unrest where maybe no bad intent was meant, or can divide those who stand against us and all that we stand for. Weaponry is all well and good, likewise the arts of magic in all its forms, but without words, then much of it disappears into nothing.

We have weathered a hard winter, waiting to see what the Cataclysm has brought upon us. We have had cause to celebrate with the reclamation of Holy Isle back into our guard and protection from those who sought to undermine us.

The Great Edejan Fayre is almost upon us and with it comes much responsibility on us all to understand how we can best use our words and our powers and our unity to stand for a better life for all.

Stand together at the Fayre, enter the games and tourneys that have been arranged, rediscover alliances face-to-face and work towards a future that every Lion who is and will be can be proud to be a part of.

May your ancestors and your words guide you safely,

Tope

Tope Sheshoni
Queen of Lantia
Lion forever



FROM the Office of the High Healer

As you all know, we currently enjoy a strong alliance with the Dragons and the Bears. As you should also know, we have the best healers in Edreja. It has been suggested that the healers of our faction should meet those from the Dragons and Bears, so that we can share ideas and information, as well as get to know each other better. It is my hope that this will make us all stronger, as well as improving our already good relations with these fine factions.

I have spoken to my opposite number in the Bears, who suggested that we should have a party at the Great Edrejan Fayre. I have not yet had a chance to talk to the Dragons, but I hope that they will also join us. Currently, we have no firm plans regarding time, but it will be held in one of the faction camps.

If you attend the Fayre, please make yourself known to me as soon as possible after you arrive. As soon as arrangements are in place, I shall communicate them to you.

Elrood Brond

High Healer of the Lions Faction

Grand Master, Order of Celestial

From the Viceroy to the Guilds

So, the Great Erdrejan Fare is coming...

Will this be a time to shrink into the shadows as the corrupted & deluded Harts seek to eliminate us on some bull-ox excuse with the help of their dark alliance friends? As we say in House Soulsplitter F*%k that!! The Lions have a proud heritage of courage and hard work in the face of adversity and as with any other year this one should be no exception. Existence is changing Erdreja and with reports coming in from all over the Heartlands & Southlands so the Guilds have a lot of work ahead of them as the centres of knowledge and learning to understand these changes and help guide the factions in the times to come. As such I am putting the call out to each and every one of you to help our friends at the Guilds as much as you can.

The Militia will need help maintaining order; the Mages will need to explore changes to Erdreja's Ritual magic. How will the Incantors cope with the emergence of new incantations of light? Can we help the Armourers complete the tasks Waylund has set them? What deals can we make with the Commerce Guild? With war declared will the Healers be able to cope with the casualties? Information will undoubtedly pass through the Bards & Scouts Guilds that we cannot afford to miss. So with all the issues we face post-Cataclysm I ask you to spend time helping our friends, the Guilds.

If any of you don't know who to approach to help out feel free to speak to me or any of my Liaison staff and we can help explain the Guilds and their work to you. We can be found at The Guilds at most times.

The staff of the Office of The Viceroy to the Guilds are as follows:

Viceroy to the Guilds - Runt S McEwan (Acting)

Alchemists liason - Lithowey D'el

Archers liason - Odessa Thorn

Armourers liason - Runt S McEwan, 2nd Prophet

Bards liason - * Vacant, I am inviting applicants to step forward. *

Commerce liason - Pygmalion

Healers liason – Cara
Incantors liason – Fionnuala
Mages liason – Curala
Militia liason – Dante Childe
Scouts liason – Blanc

Additionally:

Recruitment – anyone interested in joining the staff of the Office of the Viceroy should contact me personally. I am always on the lookout for those with an active interest in the Guilds that can help build on the excellent relationships we have in place.

Guild Training For The Year Ahead – As with last year I intend to run lists to help my Liaison staff match applicants to Masters however with the changes to Erdreja I would like to check with the Guilds on how they wish to handle training before I offer this service. As such I will not be starting this until the fare itself.

Liaison Staff to Report In – We all know it can be a nightmare to get together or for us to track each other down at times so I intend to hold semi formal daily meetings in the mornings to allow us to discuss issues in a relaxed manner and get a good start to the day ahead. These meetings are pencilled in to be held at the establishment known as The Cauldron at 10.30 am. Please note that hangovers are *not* a valid excuse for non-attendance.

Runt S McEwan
Viceroy to the Guilds (Acting)

OOO – if anyone wants to contact me please use my email: logicus@lrp.demon.co.uk

Steve Mather

BARDS Guildhouse Re-opened

The Bardic Guildhouse on Rysarius – that had been destroyed during the Cataclysm – has been rebuilt and recently reopened. The events of the evening are described by Lance-Sergeant Iolanthe Swan.

The Lions present at the bardic meet were myself, Lancesergeant Tirell Dreamstruck, Lancesergeant Nazareth Sparkel, Lanceman Scathán, Lanceman Alf-hildir, Footnote, Artanis Sallirna, Sheyna and Elidra Darkleaf, Althea, and Tirell's new “pet”, a beastkin fae appropriately named Beasty. There were also representatives of the Dragons, Harts, Bears, Unicorns, Jackals and Vipers present. I understand that there were no Wolves nor Tarantulas, and I do not know regarding the other factions.

Precious few documents had been recovered from Thrydwulf's arson attack upon the guildhouse, though those which were I was able to sort through and give some form of order. Guildmasters Cosaint and Saracen welcomed us to the meet, and also asked that if any of us had seen Guildmistresses Eikara and Anghared to report any sightings to them, as both ladies had been absent some time. Sadly neither was in attendance over the course of the evening.

One who was, however, was the Gamesmaster whom Eikara had invited, who approached to issue us a challenge. Guildmaster Cosaint charged Footnote with negotiating with him, and a gentleman of the Harts with setting terms and challenges. Sadly the Hart gentleman was unwilling to complete such a weighty task without discussion, which gave the Gamesmaster opportunity to seize advantage. The stage was set, and so for the rest of the evening every game which was played against him or one of his four constructs would be tallied, and the overall winner declared at the end of the evening. If we won he was to depart forever, I do not know what was agreed were he the winner. Guildmaster Saracen warned us that the Gamesmaster oft cheated, as an additional challenge to the evening.

The trials began poorly, with the Gamesmaster taking an early lead of 5–2. Some careful scheming, particularly from the Company of the Blackened Staff and from Nazareth, Footnote, Elenor McAylwyn and Tirell allowed us to bring the score back to 5–4 with a logic puzzle and then 5–5 with a performance competition, entering a well-crafted song by Footnote.

At this point I took opportunity to question the Gamesmaster about his motivations. He denied ever cheating and declared himself a good loser, as one learns from every game one plays. I described to him Saracen's accusations against him, but he laughed and simply said that hadn't happened. Further questioning was put aside as one of his constructs began to attack all around it. It was put down and then later repaired by the Gamesmaster, but the reason for its attack was never confirmed.

Minutes later one of the 14's constructs, with a black sigil on its face, entered and was destroyed by Artanis and Tirell. Five minutes later another appeared, asking what had happened to the first. I struck it down and, with enthusiastic assistance, it was destroyed. Cosaint took me to task as that was precisely what had happened to the first (save that Artanis had cast the spell, not I) and Queen Tope had given order that the constructs' questions were not to be answered. I had not been on the mission at which the order was given, but ignorance is no defence and I apologise for the error. Artanis and I assisted the Company of the Blackened Staff in tracking the construct to the ritual circle.

The third one which appeared was questioned and explained that the 14 was upset that there were constructs on Lantia which didn't belong to it. Those involved decided to release it after informing it of the Gamesmaster, that the 14th could also oppose him: there was debate as to whether this was a good idea or otherwise.

The Gamesmaster issued a logic puzzle which was answered by Althea and Solstice of the Harts. He proved their answer was incorrect but they then proved his was also, and so the score continued to be tied.

Frustrated now, the Gamesmaster issued a challenge of single combat, for which Tirell was volunteered.

The first opponent, a construct shaped like a ninja, was a poor opponent indeed and had Tirell lost that bout I fear the Sergeant Major would have been justified in despairing of us all. The second however was against the Gamesmaster himself, a far more worthy opponent. It was a close-fought match and the Gamesmaster may have been triumphant, had he not made two tactical errors: firstly, he used only a two-handed blade rather than giving himself options; and secondly, he quickly attacked Tirell's legs, leaving himself fighting a lanceman behind a tower shield. These factors worked in Tirell's favour and, added to his own not-inconsiderable skill, left the bards victorious and the wounded Gamesmaster was carried from the field by a dryad of some form. This may have made more sense to those more au fait with the situation.

A poem amidst the documents recovered spoke of three challengers to the guild: the Treeman, the Gamesmaster, and another not yet encountered. We await his interest.

Possible conclusions:

—As the 14's constructs had to transport from elsewhere in Lantia, this suggests that there is not a construction pit on Rhysarius, or if there is it is far enough from the ritual circle area that sending one from another isle is faster. As no other tracks were found it also would suggest that the black sigil ones are capable of ritual transport and by extension, magecraft or incantation. However, they have never been observed to cast or counter magics.

—It has been theorised that the Gamesmaster's construct attacked us as the 14th attempted, but ultimately failed, to wrest control of it from the Gamesmaster. However, this is merely conjecture and further study may be advised.

—The Treeman was defeated by music and emotion, the Gamesmaster by puzzles and knowledge. By this progression it has been theorised that the third will attack the third branch of the guild, the cartographers and scribes.

This is the truth as I saw it.

Lance sergeant Isolathe Swan
Steel Lance

OBITUARIES

In remembrance for those who fell on Rysarius over the spring.

Imogen & Limpet

You are not forgotten by those who count.

FROM the HEARTH

For poems of greatness, songs of despair, and all the chords in between.

We Are the Lions

By Nazareth Sparkel

Written April 1107 - We've come through some rough times and it's time to make the best of what we've got and sing happier songs. And Ki challenged me to write something more hopeful and cheerful!

Nazareth Sparkel

The roar of the Lion echoes in times
Of joy and of pain, always to say
No darkness defeats us
No army can beat us
For we are the Lions of wherever we reign

We sing our song through nights dark and long
To let our hearts know we stand not alone
Our voices to warm us
Our words to console us
For we are the Lions and this is our home

We stand with our friends to the bitter end
If that is what's right for good is our side
Shared shields to protect us
Shared prayers to prepare us
For we are the Lions and our faith provides

This is our Pride in darkness and light
Of legend and lore, forever and more
Our family part of us
Our people the heart of us
For we are the Lions in Truth, Justice, Honour.

On Lapis Lazuli

By Elrood Brond, with help and advice from Karen Aldain

Fellow Lions,

It has been suggested that we should fight Thrydwulf with words and song. It has also been suggested that we need songs that can be sung by large groups, such as Prince Bishop's Men, House Soulsplitter, or just in the taverns of Lantia. Back in my days on Albion, I learned a song called "Ilkley Moor", which was frequently sung in the taverns where I grew up. I have altered the words slightly, to create a new song, called "On Lapis Lazuli", below.

In the original, there are no lyrics where mine has "('cos you're such a twat)" and "(where y'killed nine hundred)". However, in the taverns where I originally learned Ilkley Moor, it was common to add "without yer trousers on" and "where the ducks fly backwards" in those places. I mention this because I'm not sure how widely spread that practice was, so people who know Ilkley Moor may get confused when they try to set the following to the same tune.

For those who dislike swearing, "twat" can be replaced with "fool".

Elrood Brond

Where hast tha been since I saw thee, I saw thee?

On Lapis Lazuli

Where hast tha been since I saw thee, I saw thee?

Where hast tha been since I saw thee? ('cos you're such a twat)

On Lapis Lazuli

On Lapis Lazuli

On Lapis Lazuli (where y'killed nine hundred)

Tha's been getting people killed, people killed

On Lapis Lazuli

Tha's been getting people killed, people killed

Tha's been getting people killed ('cos you're such a twat)

On Lapis Lazuli

On Lapis Lazuli

On Lapis Lazuli (where y'killed nine hundred)

Tha's been spreading dirty lies, dirty lies

On Lapis Lazuli

Tha's been spreading dirty lies, dirty lies

Tha's been spreading dirty lies ('cos you're such a twat)

On Lapis Lazuli

On Lapis Lazuli

On Lapis Lazuli (where y'killed nine hundred)

Then Lions surely will catch thee, will catch thee

On Lapis Lazuli

Then Lions surely will catch thee, will catch thee

Then Lions surely will catch thee ('cos you're such a twat)

On Lapis Lazuli

On Lapis Lazuli

On Lapis Lazuli (where y'killed nine hundred)

Tha knows how angry they will be, they will be

On Lapis Lazuli

Tha knows how angry they will be, they will be

Tha knows how angry they will be ('cos you're such a twat)

On Lapis Lazuli

On Lapis Lazuli

On Lapis Lazuli (where y'killed nine hundred)

Queen Tope'll order you be killed, you be killed

On Lapis Lazuli

Queen Tope'll order you be killed, you be killed

Queen Tope'll order you be killed ('cos you're such a twat)

On Lapis Lazuli

On Lapis Lazuli

On Lapis Lazuli (where y'killed nine hundred)

Then tha'll be sent to join the dead, join the dead

On Lapis Lazuli

Then tha'll be sent to join the dead, join the dead

Then tha'll be sent to join the dead ('cos you're such a twat)

On Lapis Lazuli

On Lapis Lazuli

On Lapis Lazuli (where y'killed nine hundred)

Then all the dead will have justice, have justice

On Lapis Lazuli

Then all the dead will have justice, have justice

Then all the dead will have justice ('cos you're such a twat)

On Lapis Lazuli

On Lapis Lazuli

On Lapis Lazuli (where y'killed nine hundred)

Lantia Will Echo

By Footnote

The Lions have been dispossessed twice now – first we left Albion, marching through the Vale into Avalon and then, when the Nosta Ka overwhelmed us, we woke the Dreamers, and landed in Lantia. Whilst it is only right – vital, in fact – to remember our history, I believe that we also need to look to our future. That future is in Lantia, and that future will be built as the Lions work together, as one. If we can manage that, then Lantia – and all of the Heartlands – will echo once more to the Lions’ roar.

– Footnote

Verse:

We fell to these islands in grief for our homeland,
But Camelot stood and we rallied once more,
It didn’t take long for our old foes to find us,
We unfurled the banner, set our shield to the fore,

Chorus:

For we stand yet unbroken,
And we shall never fall,
All of Lantia will echo,
When they hear the Lions’ roar

Verse:

A search for new allies saw the island of Amnor,
Freed at last from five centuries of war,
They stood with us; fought with us; bled with us; died with us,
When danger sought us they gave us their all,

Chorus.

Verse:

The island of Knowledge now isle of the Fallen,
When Benedict struck with no mercy at all,
But Lions take courage, with faith and with fury,
The villain lies vanquished and yet we stand tall.

Chorus.

Verse:

Now as we step through the gates of a new world,
We gaze for the first time on landscapes unsure,
We've new foes to fight but we'll face them together,
For the Lions united will always endure.

Chorus.

Verse:

Out from the shadows now steps a dark wordsmith,
Poisoning minds with his anger and hate,
And beasts from the old land now stalk the great forests,
Waging war on the new home we've fought to create.

Chorus.

Verse:

Hard-pressed and battered and bloodied and tattered,
We'll hold and stand firm till the victory's won,
None shall take from us what we've won in battle,
This freedom bought dear with the lives of our own.

Chorus (twice)