

Lions Faction Despatches

JUNE 1107



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EDITORIAL

- LIONS PACK-UP JUNE 2007 -

No sooner are the tents wiped down and packed away from the Fay-re, but it's time to dig them back out and pack up the car for the Moots. That's if they ever left the boot in the first place. Gotta love event season!

Here's the packup. And here's hoping for not too many obits in the next one!

Have fun.

Amanda

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On Behalf of the Crowns of Lantia

Camelot

9th day, 6th Month 1107

If there are two aspects of history that would define the Lions they must be change and adversity. The journey from Albion to Avalon, the fights against the Nosta Kar and the destruction of Valinor Kai; The migration to Lantia; The constant feuding against Xivantal, Benedict, and our more mundane opponents. The life of a Lion's citizen is one of constant challenge, constant fight and constant change.

Yet through it all there comes great strength and unity and purpose.

At no time since I have been amongst the faction has it been so strong in will.

Though we may mourn their loss to the Tarantulas we can take comfort in the fact that as House Soulsplitter left, so they have galvanised the faction to act as one cohesive unit. When a nation stands with singularity of purpose and vision it is an awe-inspiring thing to behold.

So the season of the factional moots beckons once again and the Jackals nation bids us welcome. This is, ostensibly, a gentle meeting for us. Many of our allies are there, and we are offering hospitality to any of the Unicorn nation who may wish to attend the first moot. Make no mistake however this will be an event as deadly as any that have preceded it. The Tarantulan forces were wounded at the Fayre, the death of the Warden, Ezekiel, will have them clamouring for vengeance. The only trouble will be that they will have no formal camp. Instead they will hide in amongst others waiting for the moment to strike. We must be vigilant, we must be careful. Security must be of utmost importance. Security of Her Majesty Queen Tope, and security of the Lions faction. Each life is important, and I do not wish to lose another Lion to Tarantulan blade or venom ever again.

If they strike they will strike from the shadows and from the night. They are too scared to face us in honest conflict so hide with the worms and the snakes picking off the unwary. Let us deny them this opportunity. Let us deny them the night. Let us teach them to fear the darkness.

Change and Adversity. It follows us everywhere. Always nipping at our heels, never allowing a moment of rest; but think on this.

Kick over an anthill, the ants will rebuild it. They will make it better, stronger, more durable. Kick it again and they will do the same. So the cycle continues until

suddenly the anthill is too strong to kick over. Change and Adversity are not pains to be avoided but challenges to be faced and overcome. Through each struggle we become something more than we were before. Something better!

This is the Lions faction, we are not afraid of the dark, we are not afraid of any faction or foe, we will stand shoulder to shoulder with our allies in defence of what is right. Let our enemies hear our roar, and let them tremble.

Seraphim Darkendale
Royal Hand



FROM THE OFFICE OF THE HIGH HEALER: A REPORT FROM THE FIRST GREAT EDRÉJAN FAYRE

This was the first large meeting of factions since the cataclysm, and many changes were evident. The ritual of peace now works in a different way – most damage will not break the skin, as before, but anyone that is not unconscious will not be healed by the ritual of peace. For this reason, we now have the bizarre situation where healers knock people unconscious in order to heal them as effectively as possible. Note that, if you have sufficient skill with bandages, you can use your skill to bring the injured party back to a state of consciousness, and the ritual of peace will still heal them. If anyone requires any clarification on this rather odd state of affairs, see me.

I am pleased to announce that, with immediate effect, Asteria is now my second. She will take on my duties when the faction meets or goes on campaign and I am unable to attend.

Healers from the Lions, Bears, Dragons, Unicorns and Gryphons attended a party in the Lions/Bears camp. I am pleased to say that the bonds of friendship were strengthened, and those of us in attendance now have a better idea of who we can call on for healing from allied factions.

The Lions presence in the Healer's guild appears to be rather low at present. What is more, the Vipers appear to have a stronger presence. I therefore ask all Lions healers and physicians to join the guild, and do what you can to increase our influence there.

Finally, I am very pleased to say that I have heard no reports of casualties at the Fayre. I did, however, receive praise for the dedication and competence of the Lions healers, from both inside and outside the faction. My thanks to you all for your hard work.

Elrood Brond

High Healer of the Lions Faction
Grand Master, Order of Celestial

FROM THE OFFICE OF THE HIGH SHERIFF

It doesn't take a lot to become a sheriff. Just the courage to stand up for the right of all Lions to live in freedom, peace and without fear in their homeland.

Sometimes there's not a lot to gain from being a sheriff. Just the knowledge that people rest easy to know you are there.

If you have the head and the heart for law and compassion then the Sheriffs' Department of Lantia would like to talk to you.

Please speak to Lord Aldous Trevelyan or Lance Sergeant Nazareth Sparkel in the first instance.

FROM THE GATE GUARD

I would like to request as many people help out over the moot even if only for an hour or two here or there on the gate. This is a way not only to get to know those members of your faction that you would not ordinarily meet but also so we can have a strong contingency on the gate to perform patrols and ensure the safety of all members of the faction and their guests.

Please report to Meggido Stone or Asteria who will be on the gate most of the event.

Many thanks in advance

Asteria Talthor

FROM THE ARCAINE COUNCIL

WE all know that our Sirene, and those who have previously held the position, have been marked. We also know that if they use their arcane powers, whether by spellcasting, incanting or channelling, they suffer a good deal of pain; similarly engaging in rituals, channelling as it does more power, causes a greater amount of pain, often beyond the ability of the afflicted to withstand.

This is not about that.

We would ask the marked ones not to use their arcane powers, except in a dire emergency. You know we can't tell you why, and we ask you to take this on trust.

Yours in faith and hope,
Rhapsody, Ezekial, Adara and Elrood.

FROM THE LIONS' RITUALISTS

LIONS! The services of the Lions Ritualists are yours. We have many ideas and plans for rituals that may benefit you, but without your feedback and ideas we do not know if we're doing the things you would most appreciate. To this end, we are asking for your ideas for rituals. Be advised, though, that free places are limited, and that while we do not work on a 'first come, first served' basis, those ideas that have the most merit, the widest applicability, the most complete workable scripts and the most contributors will receive greater attention.

So be creative!

Yours,
Rhapsody, Pericles and Talinuriel

FROM THE MASTER INCANTOR

The Light Incantors

Some of the Lions' Incantors may have heard of the Light Incantors before. Whether you all know what we are, what we do, what we believe in ... is another matter. In the wake of the Cataclysm, with new powers appearing and the Light and Dark Trees walking the world, I thought it appropriate to provide some more information about the Light Incantors.

The Light Incantors are a group within the Incantors' Guild – though it is not necessary to be a member of the Guild to join the group. We are Incantors who abide by certain tenets, certain ideals:

1. Follow our Ancestors faithfully;
2. Stand against Corruption;
3. Protect those who cannot protect themselves;
4. Propagate and continue the Light Incantation path.

If these ideals are ones you hold or are drawn to, perhaps you should consider joining the Light Incantors.

Currently, within the Light Incantors, there are two groups, who support one another in following our ideals.

The Priests of the Light are those who follow the Light Path on the caring, nurturing side and so have been granted skills more suited to their calling. Priests of the Light cope with the effects of Corruption.

The Soldiers of the Light follow the Light Path, but the nature of the action they are called to take is best suited to keep the incantations that they already have. Soldiers of the Light fight actively against Corruption and the Corrupted.

If you feel drawn to this path, please come and talk to me or to our High Incantor, Ezekial Crane.

Fionnuala Ni Riain

Fionnuala Ni Riain

Master Incantor

FROM the Office of the Knight Defender: Faction Appointments

In reorganising the Office of the Knight Defender, I have divided the Office into three parts - namely, Camp Security, Faction Security and Gate Security. To that end, I have appointed the following Lions to the noted positions of authority and responsibility within the Office of the Knight Defender;

Captain of the Camp: Ardeth Villyan, Leader of the Protectors of Lantia. As Captain of the Camp, Ardeth is responsible for all aspects of Camp Security, including patrols of the perimeter and sweeps of the camp.

Captain of the Gate: Asteria Talthor. All matters of Gate Security are the responsibilities of Asteria in this role, and any Lion performing their duty guarding the gate will report to her.

Captain of Regulators: Belenus of Armengar. All Regulators (the correct name for our Factions' Bodyguards) report to Belenus, and anyone wishing to be assigned a Regulator should speak with him.

I hope you will join me in congratulating Ardeth, Asteria and Belenus, and wish them the blessings of their ancestors. I have every faith that the Faction will support them in their service.

In Faith and Duty

Sir Megiddo Darkendale Stone

Knight Defender of the Lions

Knight of Lantia

Lion

FROM THE HIGH BARD: AUDITIONS FOR THE WAVESINGER

We will be holding auditions for the position of Wavesinger at the Moot. The Wavesinger fulfils two important functions in Lantia. Firstly, they are responsible for bonding with and leading the Kraken in defense of Lantia when needed. Secondly we are searching for someone to keep music and song alive within the faction. This can be done through encouraging and leading the faction in song when we gather together but also hopefully through helping chronicle the history of the faction by creating new songs and stories.

Therefore on Saturday night of Lions moot I will be asking anyone interested in the position of Wavesinger to perform a piece round the campfire at nightfall. If possible this should be something new you have created yourself but this is not absolute required. Then any of the council or crowns available will decide one who should be given the position. I would also ask any member of the faction who are available at the time to please come and watch the performances and provide an audience.

If you are interested the Wavesinger position or have any questions please contact me.

Athea
High Bard

FURTHER ANALYSIS OF THE GEOGRAPHY OF LANTIA

Commander Jermaine Hunter
HMS Minotaur: Fleet Primus
Eighth Day, Sixth Month, Eleven Hundred and Seven
1 Day's Sail North of Emmerix

WE have now completed our first full navigation of the Steel Sea and the Lantian Archipelago. In line with my earlier reports I can confirm that existing navigational guides are now of no use whatsoever. As we lacked a true cartographer I am unable to provide detailed maps of the Archipelago, however I am advised that Admiral DuPree has arranged for some mapping to be undertaken. Nonetheless I can now give something approximating a detailed report of the Archipelago.

Longitudinally, at its widest point, the Lantian Archipelago is now some Four Hundred and Eighty-Five Leagues.

Latitudinally, at its widest point, the Lantian Archipelago is now some Two Hundred and Fifty-Eight Leagues

The following islands appear to have undergone no apparent change in land-mass.

Emmerix
Fort Borealis
Fort Australis
Fort Orientale
Halia
Stormwatch

As well as each island increasing in size markedly, the floating islands have drifted further apart. Therefore, as you will correctly surmise, the sea wall effectively no longer exists. Remnants of the walls remain on the islands, but the walls themselves have been destroyed.

The island of Amnor now rests within the confines of the archipelago. Its actual position does not appear to have changed, it seems more that the rest of the islands have floated around the outside of it. Having referenced charts of the area it seems that Armengar has undergone perhaps the greatest changes of any of the islands.

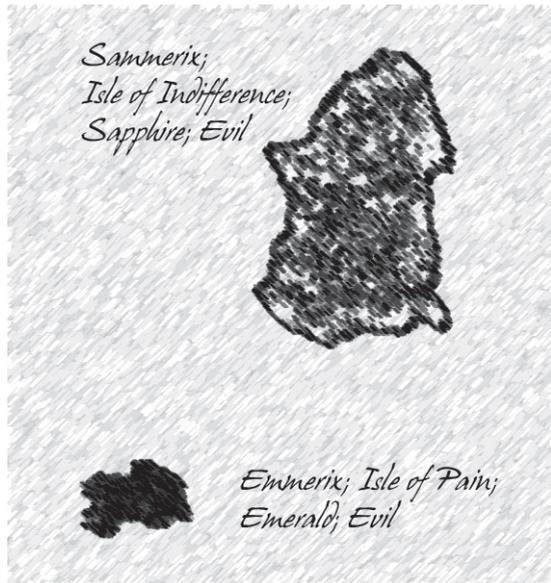
It has vastly grown in size, and appears to have been shrouded by two other large islands.

Most of the other islands appear to have grown vastly in size. I estimate roughly a sevenfold increase in landmass. The islands which appear to have undergone the most radical changes are Pardulon, Azurlon and Akamon, as these have brought forth large satellite islands.

We have made several stops along the way, and the crew has taken out the small-boats to some of the villages. I must, I regret, recourse to conjecture as the changes to Lantian geography are so far removed from my sphere of expertise as to defy comparison. What appears to have happened is this. Anywhere where there is a sizeable concentration of people has remained the same. That is there is no extra land in the middle of New Galfrese, or Watchtown; even villages are much the same as they were. However in those parts of the land where there are few people then the land has undergone enormous change. Again, by example, whilst two villages may not have changed at all, the one league walk between them has now become a ten league walk filled with unusual terrain and the Ancestors alone knows what else.

Study of the Sunset Shipyards has been cursory at best, it's fair to say that there is an unpleasant feeling about being so close to it. It now appears to be a single large landmass measuring some seventy-five leagues longitudinally by sixty-one in latitude. There is a lot of movement on the island, initially we considered it to be the survivors of the disaster in the shipyards, however a slightly closer look reveals to a sharp eye that whatever it is moving atop the reformed island it is not human.

Once again our navigator has taken some sketches, as I've mentioned before he is no cartographer but we do try. As you will note from above Emmerix does not appear to have changed in any notable fashion. He has put together,



as best he can, an approximation of scale and coastline of Emmerix compared to that of Sammerix, which has changed substantially. Hopefully it will be of some use.

Holy Isle is of course still surrounded by mists, we were unable to provide any more detail on that situation.

One last thing before I end this despatch. Last week we were patrolling some way west of Fort Orientale, roughly over the area where we believe the great trench will still lie when we encountered a small boat, crewed maybe by 50 men or so. Its sails were furled and no oars were out, so it was holding as close to a steady position as one can. The weird thing was there was no work being done on the boat, no painting, scrubbing, not even fishing. In fact the only thing that was going on was a man standing atop the fo'csle singing to the water. Very strange

Commander Jermaine Hunter

THE LIGHTNING SQUAD

Got to get that package somewhere fast?
Got to get it there despite new geographical obstacles?

You need the *New Galfrese Lightning Squad*.

Our squaddies will get your message where it needs to be,
no matter what. All we will ask is a fair price.

All enquiries should be directed to:

New Galfrese Lightning Squad,
New Galfrese,
Circle of Amethyst,
Akamon.

Songs FROM the HEARTH

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

Coming Home

by Karen Aldain

For those of you present at the fight to reclaim Holy Isle, I hope you find this fairly accurate retelling of those events, because whilst I know we did what we needed to do, and I stand by those actions, I think we need to always remember that there was another side to that story. See myself or Footnote for the tune.

Karen Aldain
of the Order of Celestial

She told me that we were forgotten
She told me that we were alone
She said we should stand to protect our own land.
The Lions would never come home.

We were alone.

And so we all gathered around her,
The Lions forgotten and gone.
A new people formed 'gainst the wraiths and the storms
Our loyalty lost and undone.

Coming home, coming home
Will the Lions ever come home?
Coming home, coming home
The Lions will never come home.

Great Camelot's throne she did claim,
A tyrant sat masked by a queen.
Her laws were enforced without doubt or remorse
And our liberty lost with our dreams.

Still we are alone

How cheaply we sold her our freedom:
We had not the strength left to fight,
And we all closed our ears to the screams and the tears
And the sound of the knives in the night.

Coming home, coming home
Will the Lions ever come home?
Coming home, coming home
The Lions will never come home.

In the wake of the land's shifts and changes
The Lions returned to the Isle.
The wraiths were dismissed as they marched from the mists
And once more the Lion did fly.

No Lion alone.

I can only imagine the sorrow
To face your own people in war,
To fight for a home which you knew as your own
And a people that need you once more.

Coming home, coming home
Will the Lions ever come home?
Coming home, coming home
The Lions will never come home.

The queen's forces formed up against them,
Each side defending their home.
It's so hard not to kill when your enemy will
To fight without killing your own.

Will we be alone?

They saved all they could in the battle,
No blood that was shed was in vain.
For freedom they fought 'til the false queen was caught
And Camelot claimed once again.

Coming home, coming home
Will the Lions ever come home?
Coming home, coming home
The Lions will never come home.

We stood on that field as one people
And the false queen was brought to her knees.
By the weight of our reason, condemned for her treason
She died at the hands of her Queen.

She was alone

I think that she thought that she loved us,
To her death she still felt betrayed.
But our freedom was lost, safety came at a cost
It was not worth the price that we paid.

Coming home, coming home
Will the Lions ever come home?
Coming home, coming home
The Lions have truly come home.

Pride of the Lions: A Lantian Dream

by Nethanial

A friend of mine wrote this, but is a little shy. I feel that it's good enough that other people should see it, because it speaks to something in all of us about who the Lions are and what they stand for, something we need to hold to in the year that lies ahead.

Karen Aldain

O, Avalon has fallen and we grieve her,
But now we stand, on Lantia's bounteous shores.
We stand with pride, for justice, truth and honour,
We stand as one, a wall against our foes.

A Lion's pride grants strength against the darkness,
That strength we'll use to strive and not give in.
Our strength is greatest when we stand together,
Stand with your Pride, and you shall always win.

Now as we go, to walk within the Heartlands,
Beset by war, by evil and despair.
We shall fight on, no matter what opposes us
Because our strength, our Pride is always there!

We must stand firm, our loyal Pride together,
Against those foes that wish to see us fall.
For justice, honour and the truth shall save us,
Because we are the Lions, one and all.

(to the tune of *Danny Boy*)