

Lions Faction Despatches

July 1109



- No Lion Stands Alone -

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EDITORIAL

– LIONS PACK-UP JULY 2009 –

No one really knows when LRP really began. The act of changing who you are not only in appearance, but in the way you act, think and feel in the company and presence of so many others doing the same, only for enjoyment, is something truly marvelous.

It is said that Neandethals used to pretend to be Mammoths before hunts in order to truly understand the nature of the colossal animal they were to face down and kill. To represent a mammoth in this manner was considered a great honour, as the mammoth was a sign of great strength, vitality, and virility. This could arguably be said to be the origins of LRP. However, this practice soon died out, as those who played the Mammoths got Quadruple Body Development, Natural Armour (5), Innate Mass Fear, did 'Crush', and only took damage from 'Through' attacks, and that would be before they got to spend their character points. They were generally considered overpowered and the real Mammoth species was quickly made extinct in order to stop the cheating power gamer twats. Let this be a lesson to the fact that racial bonuses are not always a good idea.

"But Gavin, you luminous Tiger of a man", I hear you cry, "what has this to do with the new Lions pack up?"

Well, you fantasmic people, when better a time to recount the LRP of the past when the Moot and the Gathering are upon us! Yes indeedly, we're now in full swing of the biggest LI events of the year, and they will no doubt cause just as much of a stir as the ones that preceeded it. These events bring out the best (and the worst!) in our characters, and every bit of it is pure gold. No Main Event goes along quietly, be it the huge and epic combats, the dark, secretive dealings or the general flow of "Beer? Meat? Mates? Banter? Sorted!"

So what's been happening? Well, lots, quite frankly. We've been toiling away in the infamous Plot mines and struck some lovely veins of delicious story weaving, which we have been chipping away at with delerious abandon. Also, we've got a new member of the Lions Plot Team, in the form of Conan, who we found living in the shadowy corners of the Forbidden Caves. We're very excited to have him aboard, he will no doubt cause you much happiness and grief in equal measures, which, to be honest, is just the way we like it!

We've also gained many new allies and groups in the Lions faction, and we're more than happy to have each and every one of them with us. New faces and new friends are a huge and loved part of what we all do, and it's fantastic to welcome new family to the fold. If you can all come and find me at the Gathering, I'll be more than happy to buy you a drink. (Bear in mind, money, time, sleep, and sanity may cause issues with this offer actually taking place, but hey, it's the thought that counts!)

We have, conversely, lost friends. It's a testament to the enjoyment and love of LRP that when a character passes on, everyone is affected in their own way. However, it makes us all stronger in the face of the future, and goads us to great things.

So, what have we got going on in this here pack up?

We've got reports, letters, songs and tributes to the proud fallen, as well as all the little bits and pieces you all wanted to put out there.

Many thanks to all that gave their submissions as always. Each and every one of them is appreciated and included.

So, without further ado, and little in the way of subtlety, I give you the Lions pack up.

Enjoy it; I know I do!

Cheers,

Gav

A LIONS OF LANTIA PRODUCTION

WRANGLER BY: GAV FOLENS, DAVE HEATON, DESSIE MacALLISTER, BARRY HOLLIDAY, PAUL FELDWICK, AND ADAM SULLIVAN

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SPECIAL THANKS TO BRUCE MYERS FOR PERMISSION TO USE THE LIONS LOGO. IT'S AWESOME-SAUCE. EVER WONDER WHY THINGS ACTUALLY HAPPEN AT EVENTS? IT'S THE SECURITY TEAM, THE MARSHALS, THE REFS, ADMINISTRATIVE TEAM, THE PLOT TEAMS, THE SITE CREWS, ALL THE NPC'S AND COUNTLESS OTHERS. GIVE 'EM A PAT ON THE BACK IF YOU SPOT THEM, THEY DO IT ALL FOR Y'ALL! ;)

REPORTS FROM THE MILITARY

Army:

The Veteran's Legion – Currently located: on standby on Fort Hatfield to regain unit strength. After intensive training and recruitment, are expected to be back at full strength by the Gathering.

Legio Borealis – Currently located: In Jackal lands, assisting with the defence of Al Qua'far against the Akari attacks on that city. As yet we have received no reports back regarding this situation there but the understanding is that they will be pressed hard.

Legio Orientale – Currently located: On Amnor, defending the Armengarians against hate-based constructs. There are no recent reports from this legion following the explosion and damage to the ritual circle.

Expeditionary Forces – Currently located: At Fort Orientale, recovering from the damage inflicted by the Akari during the recent assault on Andelus.

Watchguard – Currently located: Some on each island (barring Sunset Shipyards), assisting local sheriffs and maintaining vigilance against Breed and other such incoming threats. The force on Emmerix reported on actions of the Akari at the Spring Parliament and informed us that by all evidence they were able to perform a rite to give them control of the Beast. The Beast has not been reported seen or heard since this rite was performed and the Watchguard continue to be alert for Akari incursions.

Navy:

Fleet Royal, Fleet Primus, Marines and Kraken – Currently located: around Andelus maintaining blockade against the Akari. Unlike the Akari's unliving forces, the Lions' troops are capable of fatigue and so the larger number of ships involved allows us to rest crews occasionally and thus maintain the blockade for longer. All reports show the Kraken to be undiminished in its enthusiasm for eating Akari and it appears to have become something of a mascot for the sailors involved.

Shadow Fleets 1 & 2: Patrolling the inside and outside of the Steel Sea on guard against further incursions by Akari, Kallisto Company or other threat.

We have received report that the Akari on Arrakesh have sent a large fleet of ships towards Lantia and as a result the fleets are on high alert. We also took the precaution

of speaking with The Dark One and persuading Him to increase and intensify the storms around Lantia in order to make progress more difficult for the Akari and so if you have been bothered by the bad weather we apologise but be assured it is better than being bothered by an Akari warfleet.

Regarding the war against the Akari in Lantia, we have lost the islands of Andelus and Arrakesh to the Akari but have seemingly successfully repelled their incursions onto Rhysarius. The Dark One's storms are helping us to hinder their further expansion but much as some of our faction members may approve of the idea, turning the Lantian climate into Norsca's is not a long-term solution. We are holding our own but will need to work with the other Heartland nations to defeat the Akari at source because we cannot defeat the numbers they are able to send against us.

Captain Solanthe Swan
First Knight Captain

Mentioned In The Dispatches

Sagramor of House Carrick – An able battlefield commander, willing to take orders, to follow them sensibly, act on his own initiative and organize those around him, and face down the worst foes the Akari and Xiv could throw at us.

Wenceslas Farrier – For competence and reliability at all times.

Captain Skarne of the Wolverines – For his helpful attitude and eagerness to aid the faction which is always appreciated.

An Open Letter from Her Grace the Prince Bishop

To Clan Watcher,

The Council and Crowns of the Lions have deemed that you have been exiled from your home for long enough. They have decreed that you are welcome to return to Lions lands, and that you should be given the opportunity to prove yourselves good and honest people. I welcome this opportunity for reconciliation and wish to repair the rift in the Palatinate.

I hereby offer an open invitation to any and all of Clan Watcher to return to the Palatinate, and hope that you feel able to accept and come home. You will have the right to apply to join the Prince Bishop's Men, as any Palatinate Citizen can, and the history of your Clan will not prejudice your application. I would be honoured to see you represented among them.

We must not forget our history, but there comes a time when it should be put behind us. We must be vigilant against repeating past mistakes, but we should not allow them to paralyse us against future possibilities.

May St Cuthbert watch over you, whatever your decision.

✠ *Inory*

An Open Letter from Pericles of Hydra

Lions,

We stand in a difficult place. An enemy threatens all of us and requires the factions unite to defeat it. How many times have we stood here before? How many times have these foes been thwarted by our efforts only for another to emerge in their place.

In some ways this time is no different. The Akari and their Entropic allies will try to break us and once more, brave people have died already to stop them. We who live to guard the life that they once guarded owe them for their sacrifice. As the King has said - *to the end*. So shall it be.

The other factions have committed to this cause as well. An agreement has been made between all warlords of the factions to keep the peace until this threat is over. Notable individuals have died. Some for this peace and some for their attempts to undermine it. This is different. A peace with teeth if you will. If it held beyond this war, it could mean a change in our lives forever.

Pericles.

An Open Letter from Master Cosaint, Bards' Guild

To the people of the Lions,

Recently, my Guild had cause to undertake an expedition into Dragon lands. A number of Lions saw fit to join us and lend their aid. Without exception, those Lions present demonstrated admirable courage, compassion and determination. Their actions made a difference in several lives that weekend. You have good cause to be proud of your people.

Master Cosaint
Bards Guild

OBITUARIES

Faith

The Palatinate will likely never understand how close a friend we have lost. For all you were often out of sight, I always felt safer knowing you were out there.

(Ivory)

Morrigan

Such strength, made so vulnerable. Such trust to walk among us. The world will take a long time to heal from this wound.

(Ivory)

Scathán – When you were around, the world seemed to make more sense. Talking to you, the solution to any problem became clearer, even if the only advice you would give was “Make up your own mind.” Around you, people seemed to show the best of themselves, inspired by your example, your words, your smile. We’re all a little lost without you.

I’m glad to have known you, proud to call you family, and I’ll always regret not having been there for you at the end.

(Ilsa)

Scathan was family. He was my comfort and support these last few months, he understood. He was a good Sergeant and a good friend, and I miss him every single day. He was our co-conspirator in the Dreamstruck’s crazy schemes, our big brother and our inspiration. I can’t find the perfect way to describe my feelings for this unique man, all I can say is that I love him. Goodbye Scathan.

(Alfhildr)

I have tried several times to write a suitable obituary for my fallen apprentice. There are no words for such a gifted man, only his absence.

Remember Scathán, and in doing so remember that we can all do better.

(Cosaint)

Scathan

There are some who would call you unique. I hope and pray that you were the first of many, and that we can all be inspired by how far you came from such humble beginnings. There are few who touch as many lives as you did, and we will all miss you greatly.

(Ivory)

Caranthir – What can I say? He truly looked good in blue and gold, and made the blue and gold look good. Good luck in your new travels, Caranthir, and may St. Cuthbert welcome you home at the end.

(Ilsa)

Caranthir was a good friend to me over these last two years. He understood some of my crazy peculiarities, and was always supportive, even when I didn't think I could do my job as Master Incantor, and when he tried to convince me I'd make a good High Incantor. I hate that I was ill in bed when he died, and that I wasn't there. But, most of all I wish he could have been as honest with me in life as he was in death. I miss you, you stupid, annoying, frustrating elf!

(Alfhildr)

Caranthir

Wisdom and friendship, gentleness and strength. The world is darker for your loss, but you will ever be a guiding light to me.

(Ivory)

Songs FROM the HEARTH

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

The Gift (*Anonymous*)

They work and they toil with no time to rest
And all for another man's task
Their masters command, demand and expect
It never occurs just to ask.

Their lives are bound by more than rope
A dog would be given more care
Beaten and broken, without any hope,
To know their own mind they don't dare

The luckier ones are sent to war
Their suffering years are cut short
And as their masters send yet more
They give those who have fallen no thought

Living and dying at their master's whim
There are hundreds who have gone
Returned to the earth from which they came
Shed a tear for every one

Now let us make that shame the past
Let us teach them how to live
Freedom for all the Choma at last
This is the gift we must give

To The End (*Helena Shepherd*)

We learn our histories from those who've gone before.
Our grandparents on winter's nights would tell us of their lore.
They would speak of politicians, of great battles of their times,
These histories have shaped us all and live within our minds.

When you teach your children what legends will you share?
Of comrades or of enemies, of those for whom you care.
Whether victory or grim defeat should be your story's end
The one thing you can tell them is; We fought them to the end.

We will fight you till the end, whate'er that end may be.
We'll fight and we'll protect our land, our liberty.
For the memory of Avalon, the future we defend.
Send this word to all our foes; We'll fight you till the end.

When you speak of Caranthir, what will you say?
Will you tell of the assassin's blade that ripped his life away?
Of the cowardly Akari who attacked him in the night,
Paralysed, outnumbered he was slain without a fight.

When Faith and Talinuriel were taken by this scum,
Our anger rose within us like the sound of battle drums.
The fury of the Lions like a thunder will descend.
While one Akari still draws breath, we'll fight them to the end.

We will fight you till the end, whate'er that end may be.
We'll fight and we'll protect our land, our liberty.
For the memory of Avalon, the future we defend.
Send this word to all our foes; We'll fight you till the end.

With lines of battle drawn no quarter is allowed.
The blood of four has mingled to seal a sacred vow.
In Rhino's name we call on our Ancestors to attend
And aid us as we cleanse this land and fight them to the end.

We will fight you till the end, whate'er that end may be.
We'll fight and we'll protect our land, our liberty.
For the memory of Avalon, the future we defend.
Send this word to all our foes; We'll fight you till the end.

Other OC Stuff

Web Site News

The Lions web site (www.lionsfaction.co.uk) now runs on a wiki, which means that anyone can edit/update it, or add new sections. It's been suggested that we should have a library. Now that the web site runs on a wiki, you can write articles and add them yourself. Full details (and the password that you will need when editing) are on the forum: <http://tinyurl.com/knsep4>

Wallpaper Calendar

I have started making computer wallpaper. This is updated every month, and includes a calendar for the current month. To download it to use as the wallpaper on your computer, go to the forum (forums.lionsfaction.co.uk) and click the "Calendar" link in the bar at the top.

Contacting Plot

To cut down on the amount of spam that the plot team receive, we now have a web form for contacting them. This can be used for character backgrounds, group backgrounds, plot ideas, and anything else. To contact plot, go to forums.lionsfaction.co.uk/plot

Russ Phillips