

# Lions Faction Despatches

OCTOBER 1110



*- No Lion Stands Alone -*

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## EDITORIAL

### - LIONS PACK-UP OCTOBER 2010 -

**I**'m a man of simple tastes. I view the world through rose-tinted glasses (or at least some sort of purple derivative) and find the most extreme part of my day is deciding which way to cook the potatoes to go with dinner. I usually go with thickly sliced, coated in a mild rosemary and garlic seasoning, then roasted till they resemble a prop from 'Aliens'. The system works. However, when it comes to taking things seriously, my built in self-defence programming with activate, and begin searching through 'Witty Quip' files, select the first or second option (usually a reference to Space Whales), blurt it out in a quick fashion, then run wildly towards the nearest underbrush till the person with serious questions goes away. Or is hit with a medium sized rock.

However, 'seriousness', while terrifying and ultimately saddening, does occasionally take precedence in my life. One of these situations is LRP. The other one is 'Bioshock'; but until the day I can cobble together a decent 'Big Daddy' outfit and find a way to make an industrial drill LRP-safe, I guess I'm stuck.

I freakin' love Parliaments. Oh sure, I love the mainline events too, don't get me wrong, but Parliaments are my special friend; the one who pats you on the back when you lose £10,000 at the Horse-races. The one who gets you hot chicken soup and toast when you're feeling poorly. The one who goes out of their way to bury the bodies in the mountains so you can go to the cinema with the Chief of Police, therefore creating an iron-clad alibi. I love Parliaments.

Parliaments are the most intimate and potentially the most dangerous of all events. The Ritual of Peace is only for fancy, cautious people! Round here, we make sure a paper cut is a life-threatening condition. Sanctioned events are a phenomenal way to make friends, forge alliances, and generally get to know and love your Faction. (If you're of the persuasion that see's sanctioned events as the best time to 'take care' of your fellow Lions, please substitute 'friends' with 'enemies'; 'forge' with 'shatter' and 'love' with 'stab repeatedly in the dark and with extreme hostility'.)

New players, old friends, and general madness await us this October, as we take a trip to La-Lari to attend the Orstian Court. Will it be a respectful snifter of brandy by the House of Commons, or a swift drunken punch-up outside the House of Lords? Well, we'll have to see now, won't we?

*For if nothing else, the Lions are a calm and respectful Faction, who see the world views and cultural differences of other races and people as absolutely fine and dandy.... Yes. Quite.*

*So now, enjoy the Pack Up. This one's an absolute monster (the type of monster you bump into behind one of the Guild Tents who looks the love-child of Jason Statham and a Fridge) with tons of stuff, all of it enlightening and informative, and in no way silly.*

*Love to those who need it, a prompt kick up the arse to those who deserve it,  
See you soon,*

*Gav*

A LIONS OF LANTIA PRODUCTION

**WRANGLER BY:** Gav Folens, Barry Holliday, Adam Sullivan, Paul Feldwick, Helen Donnelly and an endless void of pain and horror (aka: Dave Heaton)

**CONTENTS BY:** Derek MacAllister, Niamh Carey, Barney Smart, Rachel Prince, Chris Cunliffe, Russ Phillips, Amanda Hill, and Emma Cunliffe.

*Special Thanks to Bruce Myers for use of the Lions logo; I tried to duplicate it once, but the paper exploded.*

Tip of the Season:  
Don't hate the player, hate the character ;)

## FROM THE CHAIR OF THE ORSTIAN COURT

### Lions and Allies

The great court of Orst has been called to meet on the isle of La Lara a short distance from the isle you call Holy Isle. For hundreds of years the court has met in Orst to discuss matters large and small.

All of Lantia has a right to a voice and at the court they shall all be heard. My replacement must be chosen to chair the court in the coming years and millennia along with the creation of the new seat on the court for the Lions of Lantia so that all within Lantia, Orstian and mundane, shall have a forum to speak and be heard. At the culmination of the court session I have arranged for a great feast for all attendees to celebrate my retirement.

I hope many other matters will be brought to the court and that all of us can exist in peace in our own way of life.

I look forward to welcoming you all in the town of Varda, a short walk from the port.

In service,

*Kelyn*

Chair of the Orstian court

## Mentioned in the Dispatches

The Military would like to thank for the following for their outstanding contribution to the Lions Faction at the Gathering of Nations:

- ☛ Obsidia Fortune for showing remarkable bravery in her willingness to help to uphold the honour of the Lions during the Honour Battle with the Vipers by putting herself into an extremely dangerous position as a hostage on the other side of the lines.
- ☛ Everybody that took the field against the Kallisto Company on Emmerix. It was an extremely dangerous battle, and it speaks volumes about the efforts shown by everybody present that only two were lost.
- ☛ And for actions throughout the year, we would like to thank the late Knight Admiral Brin Navarre. His efforts to support the new Military Command were always very much appreciated. He will be very difficult to replace. He has been a friend and an excellent Knight Captain.

*Sir Nathaniel Huntington*  
KNIGHT MARSHALL

# The Dawn of the Mirrored Isles

## Translation of the

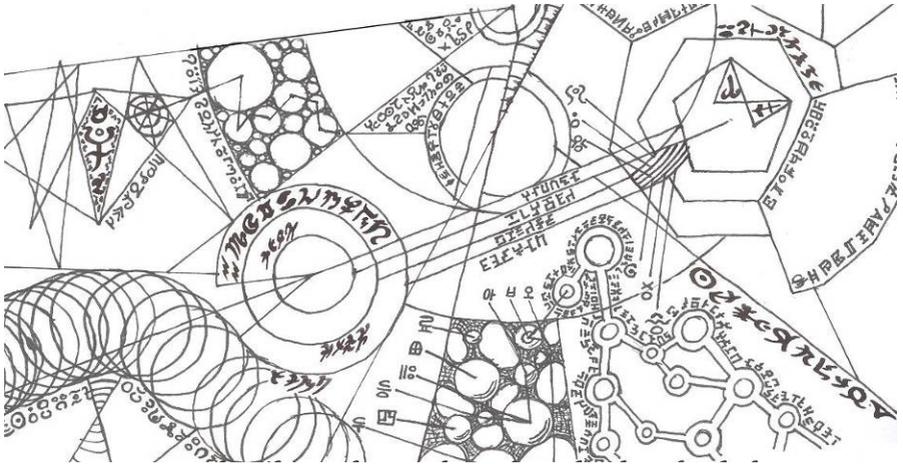
*by Scathán of Orst*

Since the dawning of understanding the islands have existed. Brought forth from the void by powers unknown, the mirrored isles shimmer at the centre of an endless sea of the æther. Thirteen islands were born, and with each one came its reflection in the mirror world. The islands of the world that is Lantia, and each of their reflections were linked by lines of power and influence, one by one, until the Balance was established. Energy swirled between the barren mirrored isles, but as yet they had no focus, and the Balance was enforced by Conformity.

When the world was young, and formless the boundaries of the land and its reflection were weak and not yet defined. Whirling winds of energy swept across the empty islands, howling their rage to the bare stone. Primordial beings whose names will never be known travelled through the mirrored isles, on their way to unthinkable destinations. Some remained in the land for only moments, briefly shattering the flows within the mirrored isles with mindless howls and tortuous geometries of powers unknowable. Others made it a more permanent abode, and worked many changes upon the embryonic islands, their designs manifest only to their own cryptic minds.

It is through this endless void of terrors that the first of the People came to the mirrored isles. They brought with them life and substance, and the bare rock soon sprang to colour and life as its long-unused power was tapped for change. The People grew and flourished as the isles did, for they had found their home. They walked between Lantia and the reflection freely, as movement between the two was as simple as a thought, the barriers between the worlds as ephemeral as a morning mist. The People were filled with the wonder of discovery, and travelled between the mirrored isles in exultant exploration. The People were still One, for the memories of the terrors in the void were still fresh within them, and the Balance was enforced by Equality.

As the People settled into the lands they turned their thoughts inwards, and sought to change the world around them. They harnessed the magic of the islands and with its power accomplished great works. In accordance with the Balance, the People who used the magic to change the land found themselves in turn changed. At first the changes were subtle, but they soon became exotic and disturbing. The inherent diversity of the flows of magic began to twist the forms and patterns of the people into bizarre aberrations. Fearful at what might become of the One People, the scholars dissected the flows of power, and found that they were made from individual threads. It was discovered that by focusing on some of these threads alone, instead of embracing the whole of the magic, the people could be preserved. The tribes of the People took these threads and made them their own, and in doing so changed their very being. The One became Five, and each had a place among the People.



The Yfos took into themselves the threads of Sky, and joined with the wind and clouds. In the skies they found magics, knowledge and insight, and became the scholars of the People. The Fotia took into themselves the threads of Fire, and joined with the flame and ash. In the heat of the pyres they found skill and ferocity, and became the defenders of the People. The Nero took into themselves the threads of Water, and joined with the rivers and sea. In the depths they found empathy and solitude, and befriended the beasts of the sea, becoming the voice of the People. The Choma took into themselves the threads of Earth, and joined with the soil and stone. In the land they found strength and will, and became the workers of the People. Of the others, who did reject this new way, and hid themselves among the people, it is best not to speak. It is enough that these nameless ones were lost soon after.

Each of the tribes had a place within the People, and none were elevated above any other. The people were still One, and the tribes became the Five castes. The work of each of the Five was necessary for the advancement of the One, and the Balance was enforced by Harmony.

In the reflection, the children of the sea came upon the land, but they were scattered and fearful, for their mother had abandoned them. They began to worship the primal entities that remained upon the mirrored isles, which cleaved to them, and demanded their service and obeisance. Foremost among these beings were the Thirteen, who used their power to change the land for their servants, and in the name of their ancient designs.

The Thirteen imposed their order upon the reflection, and the boundaries of the world became more defined. Crossing to the reflection became more difficult, and the Islands of Lantia began to distance themselves from their reflections. As the lines and circles had entrapped the flows of power within their structure, so too did the Mirror itself become structured. Only through imperfections in the surface of the mirror could one walk between the worlds unaided.

The Islands of the reflection changed, aligning themselves along vertices of emotion and purpose. In accordance with the Balance, the laws of the Mirrored world, the Islands of Lantia began to mirror the reflection. Each island was now coloured by the Aspect of its mirror, and the People who lived there also changed, regardless of their caste, for the changes that the Aspects incurred were alterations of the mind



more than of the pattern or form – and the One People diverged further. Each of the islands were renamed according to their Aspect, for now it defined them better than any other word or concept could ever hope to. The Aspects coloured the islands and people, but introduced instabilities in the very core of the world.

The Thirteen were long students of the Balance, and their changes followed the careful equivalence of the Mirrored Isles. For all their unthinkable knowledge, however, the new equilibrium would not last on its own. The weight of the Aspects pulsed and changed, according to the strength of the islands and their people, and bore watching. It needed the constant maintenance of those same powers to be sustained, but according to machinations and geometries formulated millennia ago the Balance was enforced by Symmetry.

## Bonni Kinkelfew's essay

### My essay on all of the Fae of Lantia

*Bonni Kinkelfew, class 13*

There are lots of different types of Fae the different parts of Lantia. Some say there's even say in the mirror realm they call their sideline tied to what gets confusing. They're mostly human on the other side and other weird things. I'd like to go someday and see it all. Maybe than I can write another essay on the different Fae they have there. But these are the types on this side:

There's us. We are Callandra's Chosen. The Great Mother Callandra chose us to be the guardians and to the land and everything that grows here. When we die, we join her in the Great Wood. She teaches that we should respect ourselves, each other, and our world. We've been here a long time, since our world began, almost. We used to fight between ourselves like other races but we've grown out of it and are at peace. We leave the other races alone to figure things out for themselves and would prefer it if they'd leave us alone but it doesn't always work like that. See, they see we're peaceful and think that means they can push us around and we won't fight back. Then they see how very wrong they are. We're the only fae with horns and our skin can go real hard if we're threatened so we're not that easy as they think to bully. We know lots about herbs. Everything about herbs in our Lantia and a lot too about the other Lantia as we often send groups out to go looking for anything new. I hope when I'm older I'll be able to go with one of those groups, it must be very exciting.

The scariest Fae are the Arapaia. There's certain times when men have to be very careful they don't go into their area or they'll be stolen. But they know most about the geography of Lantia and how the two Lantias are linked and how it all works. They're a bit like birds but a lot bigger and far more scary.

The Nightcrawlers are dangerous too. They're why we have a rule if you're ever caught out in the dark, you never call your friends by their real name. Bad things happen if the Nightcrawlers find out your name. They're really hard to see as they're all dark but with just enough light bits so you can't tell there's something there unless they want you to.

Then there's the Nereid and my parents say they're a tragedy waiting to happen. There's four types. The Choma are earth Fae and long long ago they used to be above all the other Nereid but then something made them sick and a lot of the important ones died. Then the other three who didn't like having to do what they were told, they started fighting for power until everything was turned upside down. The Water Fae –Nero, were in charge for a little while but one day – still long ago – they just stopped being in charge. They said they didn't want to anymore because the cycle had to be broken or they'd end up weak like the Choma. They tried to make the Fotia and Yfos see it too but they both wanted to be in charge now that the odds were better. So the Fotia and the Yfos started a big fight and they started making the Choma fight for them and were very mean to them until they became like they are now. There's a Nero that comes by our town sometimes to see if we know anything about the Fire and Air Fae fighting. I overheard one of them saying that there was a fifth group of them that think were kind of new but weren't sure but were something to do with the cycles of power and balance. I asked my father but he says it's silly and just the Nero making excuses for not trying to stop the other two.

There's Stropabans too. They're not bad and don't make any trouble as long as you don't make trouble with them. They have a white stripe down their faces and can be very helpful but they always like to get presents in return. It's bad to forget to give them presents of if the presents aren't as good as what they did for you. It makes them angry and they can be very not-helpful too. There was a girl once who got some help from one of them to find a herb. She promised to bring back a present the next day but she thought they wouldn't be able to find her and she didn't want to go out again so she didn't. Except they did find her and they swapped all her crushed herbs so she couldn't tell they'd done it and that meant she was using the wrong thing for everything. Things like that kept happening until she gave them their present.

There's Cusian's too. They're great fun and some come around in caravans and put on shows sometimes. They're brilliant at singing and dancing and plays and balancing and juggling and all sorts of funny things. But when they're not making shows, I always thought they looked a bit sad. They make everyone else laugh but I've never seen them laugh themselves. I asked one why once and she said there are a lot of ways to punish people. I think she meant they were being punished for something.

The last type of Fae I want to talk about are the Silent Eyes. They watch things and they talk to each other by blinking their eyes because they don't talk with their mouths. They don't hear anything either. They come trade with us a lot because we're very good at not needing to talk but can understand what people want by how they move. They make really pretty jewellery and decorations and we give them mixed

herbs for medicine or just for food. I saw one swap letters a Nero too so I think they do some watching for the Nero too, so I think they do some watching for them.

There are other Fae in Lantia, but these are the ones I know about or we're allowed to talk about.

# Law of the Lions Faction

## The Definition of the Law

Firstly, it should be noted that, by long tradition, and by proclamation of King Rhino at the Heartland Games 1100, that the Spirit of the Law is more important than the Letter. To that end, there shall be no final and exhaustive written definition of individual crimes. The Spirit of the Law is interpreted by the Sheriffs, and by those acting as Judges.

There are two types of crime, Capital and Non-Capital. Capital crimes are those that carry sentence of death.

Currently, Capital Crimes are: Murder, Treason, and any other crime that is either linked directly to an act of Murder or Treason, or that has been repeated on a number of occasions by the culprit. Additional crimes may be added to this list on petition.

Non-Capital Crimes are all other crimes that are not Capital. Being too numerous to list without risk of omitting some, the Spirit of the Law applies. Should a Sheriff or other investigating authority decide that an action is a crime, then a crime it is and the process of bringing judgement shall begin. All those of sound and adult mind are expected to know right from wrong, and as such will know whether their actions are likely to be a crime or not.

The Sheriffs' office will investigate all crimes. However, people wishing to bring a charge should have collected and prepared their evidence for examination by the Sheriffs, and be prepared to conduct the prosecution on the charge.

Signed, this day, the Twelfth of the Twelfth Month, 1102 A.F. on Andulus, Isle of Justice, by I, *Sir Oliver FitzOliver*, High Sheriff of the Lions &c.

These preceding sections revised and retained for definition of crimes, this day, the Thirtieth of the Third Month, 1110 A.F. on Archon, Isle of Assurance, by I, *Vincenzo Sangrado*, Hammer of Justice of the Lions.

## Laws

- ☛ The spirit of the Law is more important than the wording
- ☛ Provocation can be mitigation.
- ☛ Precedent is not applicable or binding unless the crimes involved are identical but may be taken into account at the discretion of the judging party.
- ☛ Sociopathy and/or psychopathy are not a defence.
- ☛ Participation in a ritual is not a defence.
- ☛ The Laws of Avalon, Senatorial Law and all previous versions of Lions Law not included within this guidance are considered to be obsolete. They may be used for reference as to what constitutes Good and Proper behaviour but are no longer binding.
- ☛ The maintenance of the Laws falls to the Hammer of Justice, as directed by the Crowns. Should no Hammer of Justice be appointed at a given time, then this task shall be assumed to fall upon the High Sheriff until the Crowns decide otherwise.

## Judgement

- ☛ The nature of Judgement shall be decided by the senior Law Keeper present.
- ☛ The chain of appeal shall run Sheriff — High Sheriff — Hammer of Justice — Crown.
- ☛ The Council may petition on behalf of the accused, but cannot override a Judgement.
- ☛ The Council may stay an execution pending an appeal.

## Decrees and Proclamations

- ☛ All are valid until rescinded.
- ☛ Rescinding can be done by the maker or any crown after the maker resigns the crown.
- ☛ Cessation of life is considered resignation.
- ☛ Royal Warrants and Charters require reaffirmation after resignation of the sponsor. Decrees and Proclamations do not. If not reaffirmed, then the Warrant or Charter shall be considered rescinded.
- ☛ A Decree is the establishment or embellishment of a law.
- ☛ A Proclamation is a statement of policy.

- ☛ A Warrant is a document that defines the law with respect to a single instance and may override Cardinal Law.
- ☛ A Charter is a document that defines the rights and responsibilities of a granted position or an individual and may override General Law.

## Extant Decrees

- ☛ The Elysium is exempt from laws concerning Pattern Corruption (Sapphire, Magnus)
- ☛ Attempting to impede the Elysium in the execution of its duties is treason (Sapphire)
- ☛ The above two decrees shall remain in place until the nature of the Elysium is determined to the satisfaction of the Crowns, at which time they shall be replaced.
- ☛ The Draken statues are sacrosanct and shall not be disturbed (Magnus)
- ☛ The spirit of the Law is more important than the wording (Rhino)
- ☛ Passage beyond the Citadel of Emmerix by any means is forbidden when the Beast is in residence (Meggido)
- ☛ Slavery is illegal (Rhino)

## Rescinded Decrees

- ☛ Benedict Darkendale is exempt from laws covering necromancy (Sapphire)
- ☛ Passage to Emmerix is forbidden (Sapphire)
- ☛ Cerephus is to remain undisturbed without permission from the council or invitation from the Soul Elves (Sapphire)

## Group Law

- ☛ Group Law is enforceable within a group and within lands governed by that group, providing the Crowns have consented.
- ☛ Group Law is an addition to, not replacement for, Cardinal Lions Law. This means that being permitted under Group Law is not a valid defence in the case of a Cardinal Law being broken.
- ☛ For the purposes of this Law, the Raggers' encampment is considered to be Raggers' land.

# CURRENT INTERPRETATIONS OF LAWS

Any annotation followed by a \* and a name is a Decree made by that particular Crown.

## Cardinal Laws

**Channelling from the Plane of Unlife is Illegal.**  
**Unliving are not protected by the Laws of the Land.**  
**The infliction of Pattern Corruption is Illegal.**  
**Slavery is illegal\* (Rhino)**

- ☛ Breaking these laws is considered treason.
- ☛ Acts of treason perpetrated by a Lion will be punished regardless of the locale in which they are committed.
- ☛ Exemptions to these laws may be granted by Signed Warrant only and as such no ongoing exemption will be granted to them.
- ☛ Exemptions may not be made retrospectively.
- ☛ If an exemption is to be granted to a Crown, then the Warrant must be counter-signed by all other Crowns.

### **Channelling from the Plane of Unlife is Illegal.**

- ☛ This includes all powers which repair, summon or create the unliving.
- ☛ This includes the use of all powers of Corruption and Necromancy.
- ☛ Utilising stored power is considered channelling - for example, in the case of scrolls.
- ☛ Summoning and manipulation of ruinous powers from other planes will be considered with reference to the bounds of this law.

### **Unliving are not protected by the Laws of the Land.**

- ☛ Unliving are subject to the Laws of the Land and expected to obey them.

### **The infliction of Pattern Corruption is Illegal.**

- ☛ This includes any and all wounds which will alter the base nature of their victim.
- ☛ This includes any and all wounds which will prove lethal even when the physical wound is staunched.
- ☛ This includes any and all methods of wounding considered to be abhorrent in the eyes of the law.
- ☛ This includes the use of the Chant of Wasting.

- ☛ This includes infliction of wounds of an inherently fatal nature.
- ☛ This includes infliction of wounds causing the decay of a living body.
- ☛ This includes the use of a Balrog in a Bottle, due to the extreme nature of the poison
- ☛ This excludes Baneful weaponry such as cold iron or blessed blades.
- ☛ If you get dismissed or pummelled by accident during the duration of Embody Unliving, it is your own silly fault.

### **Slavery is illegal\* (Rhino)**

- ☛ Slavery is taken to mean an involuntary and non-beneficial arrangement.
- ☛ Repeat application of beguilement is considered to be placing the victim in a state of slavery.
- ☛ Thralldom and Indentured Servitude are not automatically considered slavery but are still subject to the test laid out above.

***Murder of any Lion by another member of the  
Faction is considered a treasonous act.***

## GENERAL LAWS

### Land

- ☛ All of Lantia is considered estate of the Crowns, to be granted or governed as they see fit.

### Lantia

- ☛ The Draken statues are inviolable\* (Magnus)
- ☛ Attempting to impede the Elysium in the execution of its duties is treason\* (Sapphire)
- ☛ Attempting to tamper with the Order of Lantia without prior approval is treason.
- ☛ Altering the natural Order of Existence or Order of Lantia purposefully and in a manner considered detrimental to that Order is treason
- ☛ Prior approval is not a shield against prosecution if you tamper with the Order of Lantia.

## Theft

- ☛ Battlefield borrowing is not traditionally considered theft; this encompasses occasions where a weapon is taken on the battlefield to allow an enemy to be dispatched and returned immediately after the battle.
- ☛ Theft is a Capital Crime if used as a means to place others in peril or prevent them defending themselves.
- ☛ The Captain of the Elysium is free to decide what constitutes theft of the Helm of the Achillean.

## Poisons and Similar Armaments

- ☛ Poisons and baneful weaponry are not, strictly speaking, illegal.
- ☛ Their use may be. It will automatically be assumed that if lethal poisons are used, then the intent of the wielder is to slay.
- ☛ Possessing a poison may well make you a ‘suspicious person’
- ☛ Use of the Balrog in a Bottle is always illegal, due to pattern corruption being involved.

## Religion

- ☛ Each Lion is free to worship an Ancestor of their choosing, provided the Ancestor does not command the breaking of Lions Law and is not considered to be at war with the faction.
- ☛ Injuries are acceptable in religious rites.
- ☛ Does not provide legal defence against use of proscribed items or methods - e.g. pattern corruption.
- ☛ Fatalities of others are not permitted on religious grounds unless they would normally be acceptable with relation to other laws.
- ☛ Instruction from an Ancestor is not considered a legal defence.

## Duels

- ☛ Duelling is allowed, under sanction, if both parties agree in advance to terms.
- ☛ Duels to the death are permitted.

## Control

- ☛ Control other than for the duration of combat against a hostile threat, or an interrogation, is illegal.
- ☛ The controller is considered responsible for the actions of those under his control.
- ☛ Control for these purposes includes Elemental and Incanting effects, Enthraling and Beguilements, as well as all similar powers.

## Detailed Clarifications

### The Elysium

The Elysium is covered by the following:

- ☛ Unliving are subject to the Laws of the Land and expected to obey them.
- ☛ Unliving are not protected by the Laws of the Land.
- ☛ Attempting to impede the Elysium in the execution of its duties is treason.\* (Sapphire)
- ☛ The Elysium is exempt from laws concerning Pattern Corruption. (Sapphire, Magnus)

The last of these laws means that the Captain of the Elysium is at liberty to induct crewmembers and administer aid should they require it. It also means he is at liberty to inflict fatal wounds should he be aggrieved.

There is no exemption allowing for the healing of Elysium crew by those outside of their numbers.

In terms of the Elysium crew, they are covered by the rules on Unliving and have no individual protection under Lions Law. However, harming them is considered to be impeding the Elysium in the execution of its duties. Should the crew ever turn against the Lions, there are two recourses under the Law - the first of these being that the crew members are no longer aiding the Elysium in the execution of its duties and thus their disposal will not constitute treason. The second is that, being a Decree, the ban on interference may be lifted by any Crown.

## Tampering with the Order of Lantia

The Order of Existence is somewhat documented, quite robust and there are numerous wise heads to consult in advance of any manipulation. The Order of Lantia is barely documented, has passed through at least two Cataclysms and those few beings who can speak of it oftentimes lie. As a result, it is prudent to make it quite clear that any changes visited upon it will be approached with the utmost caution.

## Channelling from the Planes of Unlife

To the best of the awareness of the Hammer of Justice and upon reliable testimony, one may be born a Corruptor and as a consequence, it would not be just to slay an infant merely for a quirk of his pattern beyond his control.

Necromancy is the result of extended study and not something which will merely occur naturally. Its effects range from severing a pattern from its ancestor to a greater knowledge of the summoning of the unliving. There is not a single thing within its bounds which it can be reasonably argued is not unwholesome. Thus, wielding Necromancy is illegal, regardless of the magical path trodden to gain control of such powers.

## Wonders

The Wonders will be judged on an individual basis, as they are covered by the Laws on interfering with the Order of Lantia. It should note here that the Achillean is essentially created to die in battle and as such, slaying it does not constitute an offence should it prove to be hostile.

## Raggers' Camp

The Lions camp is considered Lantian soil for the duration of a meeting of factions. As a consequence, it falls under the following:

- ☛ All of Lantia is considered estate of the Crowns, to be granted or governed as they see fit.

This means that the Raggers' camp is not considered their sovereign soil, but is in all ways under their Group Law.

## Ritual

If a Lions ritualist wishes to, for example, inflict a pattern corrupting wound within a ritual circle for the purposes of creating an amulet which would protect someone from such wounds, they would be allowed to do it only if they had obtained a signed warrant in advance from the Crowns

## Reach of the Law

Any Lion committing the crime of Treason will be held to account for it regardless of their location at the time the crime is committed. Other crimes are to be determined and judged by the laws of the locale in which they are performed in the first instance, and then further action will be taken as applicable for justice to be done. Further action, as a broad generalisation, will only be required from the Sheriffs if the crime occurs between two members of the Lions Faction.

## Status of the Military

The military currently has a requirement for a Charter. Clarifications to the Law will then be made depending upon the contents of said Charter. In the mean time, a simple, on the spot proclamation that the military are in charge by the Crowns is sufficient to allow them to operate their usual chain of command.

## Interaction of Laws on Beguiling

The section on control does not render the mention in the section on slavery redundant. Note that the former is in the section on General Law, whereas the latter is considered as part of a Cardinal Law.

Beguiling a being on a single occasion may be taken to be Controlling that being and will be punished accordingly if it is not for the permitted purposes.

Beguiling a being repeatedly is taken to be Enslaving that being and will be punished under the laws for Slavery rather than Control. Slavery is considered Treason and thus will invite a much harsher sentence.

Beguile is always illegal if not for a permitted purpose. The crime an illegal beguile will be tried under (and consequently, the punishment handed down) will depend on how many times the victim has been beguiled previously, be it legally or illegally.

It is quite possible for a beguiler to defend themselves against a persistent foe on repeated occasions with their power and face no charges, provided each occasion is within the bounds of the Law.

It is suggested that anyone capable of beguiling should be very, very careful not to abuse their powers.

## Claim of Sovereignty over Lantian Soil.

The purpose of this Law is to allow that, should some terrible fate befall the residents of any Isle, any fort or Amnor and the controlling power, as recognised by the Lions, become incapable of governance or forfeit that Isle, then the Law in question will no longer be superseded and the Faction has a legal basis for preventing seizure of an Isle or section thereof within the ring by hostile forces, opportunists or other nations.

Similarly, it extends such a protection for the faction to any uncharted Orstian territory which may appear, any land which may arise from the depths in the future and to the Sunset Shipyards, should the faction desire to undertake operations there.

In the case of Armengar: Armengar is currently under its own law and its control of the Isle of Amnor is recognised and protected by treaty. That arrangement supersedes the Lions Law in question and life continues as ever it has for Armengar.

In the case of the Palatinate: The current Palatinate is property of the Crowns and granted to the Prince Bishop to govern as he or she sees fit. It should be noted that any grant of Land in Albion or Avalon does not implicitly place terms upon grant of Lantian soil.

## NOTES CONCERNING THE TRIAL OF PERICLES

At the Gathering of Nations, Pericles of Hydra was tried in absentia on two charges. Both were brought by the Arcane Council and tried by the Hammer of Justice.

The two initial charges were of **Willfully Endangering Lions** and **Treason**.

The established chain of events relating to these charges is as follows:

Pericles of Hydra organised a ritual prior to the second Moot with the intent of communicating with the dragon, Erdredja, and explaining to her his theory that the existence of the Planes of Unlife within the fabric of the world was detrimental to the dragon her. His hope was that this would lead the dragon to take some form of action to remove the plane. The ritual was to be performed by Elspeth of the One, who has confirmed the above as being the desired result.

When the proposed ritual was reviewed by the Arcane Council they explicitly disapproved of the ritual on the grounds of the extreme danger any participating in the ritual would face should the ritualist in any way attempt to use the power focused within the circle to forcefully influence the dragon, be it purposefully or inadvertently. In light of these objections, Pericles was expressly forbidden from performing the planned ritual and stated instead that he would be organising a ritual to create an amulet which would have the ability to rapidly repair armour by the application of Enchanting magicks. This aim was deemed to be worthwhile and one of the Factions ritual slots was duly allocated for the use of Pericles.

Over the duration of the weekend, Pericles stated on numerous occasions to members faction, including Council members, that the purpose of the ritual was the creation of the aforementioned armour mending amulet. However, it has been confirmed by the ritualist that at no point prior to the evening muster did Pericles change the ritual plan from communicating with the dragon to empowering an amulet and that they discussed further the execution of plan to petition Erdredja.

During this time, other factions became aware that Pericles was organising a ritual. The prevailing perception amongst other factions was that the purpose of the ritual was to either remove the Plane of Unlife from its current position relative to other planes and displace it sufficiently to prevent it interacting with other planes

or to outright destroy the Plane of Unlife. It should be noted that these perceptions do not agree with the Ritualist's testimony. Additionally, it is the opinion of other ritualists consulted that Pericles is a competent enough ritualist to know that neither of these aims would be achievable with the power that can be applied via a single ritual and would not be foolhardy enough to try and directly achieve either of these effects.

Once the Lions faction became aware of the rumours circulating as to the nature of Pericles' ritual, a muster was convened at which Pericles admitted to the faction his actual plan for the ritual. A vote was taken as to the course of action to be taken, with the end result being a tie. It was decided that the ritual should be used to create the amulet and emissaries were dispatched to other factions to ensure that they would not try and stop the ritual due to misunderstandings as to its purpose. It should be noted that at this muster it was pointed out to Pericles and the Faction that communication with the dragon was entirely possible by using one of the Gazed as an intermediary and a Gazed volunteered to do this. Pericles did not take up this offer.

The Judgement delivered as a consequence of the Trial is as follows:

**On the matter of endangering Lions**, Pericles is found to be *Innocent*. Had his actions placed any Lion within a dangerous ritual under false pretences, this would not be the case but the ritual never took place, so at no point were Lions placed in direct danger. On the matter of threats to faction members due to the perceived nature of the ritual by other factions, Pericles is not to be held responsible for the misconceptions of others, especially where there is evidence that these misconceptions were encouraged by those with a vested interest in opposing him.

**On the charge of Treason**, it was the consideration of the presiding Judge that Pericles should be tried for the misappropriation of a faction ritual, with a first trial to determine if he was guilty of theft and a second, if required, to determine the motivation of the defendant and the consequences to the faction of his actions. The second trial would thus determine whether or not this matter should be treated as treason and deliver a suitable sentence.

**On the charge of Theft of a Faction Ritual**, Pericles is found *Guilty*. There is overwhelming evidence and testimony that Pericles lied as to the purpose of the ritual to gain control of the ritual slot and then lied continually to retain control of it. He knew full well that the Arcane Council would not sanction the use of faction resources for his preferred ends and was fully aware of the actions he was taking. Due to the unfortunate demise of Pericles in a Dragons faction ritual before the second

trial could be convened, a sentence has not been passed. It is the judgement of the Hammer of Justice that the second trial would serve no useful purpose at this point, as the defendant is unable to divulge his motivations and is beyond mundane punishment. Therefore, Pericles is to be recorded as a thief within the Faction histories and it is left to the individual to view his crime as they will.

The Hammer of Justice has made appeal to the Crowns to confirm his judgement, which has been upheld by Meggido Stone. In light of this, all appeals have now been exhausted and this matter is considered to be closed in the eyes of the Law.

This report scribed upon 26th day of the 9th month of 1110 on the Isle of Archon

*Vincenzo Sangrado*  
HAMMER OF JUSTICE

## Advertisements

### 3..., 2..., 1... – JUGGA!

The Palatinate Jugger Team, All-Lantian Champions 1110, cordially invite you, our gracious hosts, and all-comers to a friendly challenge match at the Winter gathering.

We'll bring the ball, you bring your finest,  
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## OBITUARIES

### Her Grace, Prince Bishop Ivory Du Bois

She wasn't perfect. She couldn't read our minds to tell us what we wanted to hear. She couldn't see the future to protect us from hurt. She could never be everything we thought she should. But were such things possible, she would have done it all. Her heart belonged to the Palatinate, and in the end, so did her life. It was a life that touched many, that brought laughter and joy despite the many sorrows of this world, a life that burned brightly for all to see. We were fortunate to know her and are lessened without her. We should all strive to be as true to ourselves and our friends as she. Be at peace, Ivory. Your work is done.

*Margareth Sparkel Kelvrat*

Over the many years I've known her, Ivory has been Master Alchemist, Arcane Primus, Companion of the Order of Celestial and Prince Bishop, but above all, she's been one of my oldest and closest friends. We've shared happiness, sadness, triumph and defeat. She was always there for me when I needed her, and I hope I was there when she needed me. I can't quite believe that she's gone, and I can't begin to express how much I'll miss her company, her advice, and her cups of tea.

In the end, she died the way she lived – protecting one of her people. I'm sure Saint Cuthbert is proud to have her by his side.

*Elrood Brond*

Ivory Monkhouse Darkendale Dubois

Is family;

Is loved;

Is remembered;

Is missed.

## Sir Artfiel Macenion Duval

Mace was my deputy, my friend and my brother. One of the most thoughtful people I've met, yet when the time came to take up arms, he was a brave and ferocious warrior. He died as he lived, defending those unable to defend themselves.

*Elrood Brond*

## Knight Captain Iolanthe Swan

Obituaries are ways of saying to the world "I knew this person and they made a difference". The truth is, despite many breakfasts shared and the recent years served together, I don't believe I knew Iolanthe so well as many others who would speak of her deeds and the person she was. But what I have learnt about Iolanthe is that some of her choices were never choices at all, but she took responsibility for them anyway. That made the difference and that's why I trusted her despite a history of reasons not to. Regardless of how she came to us, she stood as one of us - even when she didn't believe it herself. And we were better for her presence.

*Nazareth Sparkle Kelerat*

## Aspirant Iolar

When I spoke to Iolar about his wish to join the Prince Bishop's Men, it was clear that while his eyes were on the horizon, his pride remained Armengarian. He sought a change in his life, a chance to dedicate himself to something bigger than himself. His first steps were faltering as he sought to reconcile where he came from with where he wished to go but I had hope for him. He had more support from his families old and new than perhaps he understood.

He was an Aspirant. I would have liked to see him become a Lanceman. I think he would have done us all the more proud.

*Nazareth Sparkle Kelerat*

## Brin Navarre

We were never friends and we never would be.  
In many ways we were adversaries.  
So let me say this in memory of your passing.  
You were brave, and you were strong.

You were fierce and you did not back down.  
But you also showed wisdom, and were willing to talk.  
I admired you and I will continue to do so.

The Benefactor has lost an able agent.  
The faction has lost an able voice.  
Despite our differences, I would rather that it were not so.

### Sir Pericles, Knight of Lantia, Paladin of the Order of Magic

Can be described in many ways and to each person he meant something different.  
As a companion he was brave placing himself in danger to preserve others  
As an antagonist he was clever with a view to the long game.  
As a Lion he never stopped trying, never stopped believing and never gave up.  
He breathed his last, stepping forward again at great personal risk to help clear the  
taint of Rhodri ap Bran.  
One last battle, one last sacrifice, one last moment of courage.  
Against all else that can be said about him remember this:  
He died displaying courage that most of us can only dream of.

### Aspirant Sorrel Wildbrook

We were joined in Norsca by a new recruit from the Harts – Sorrel Wildbrook. He told me how in Albion he always held the Prince Bishop's Men in high regard and after losing his family to the Akari in the Vale of York, he wished to join our family. Half an hour later with the Green Knight's axe in his hand, he had the choice to be intimidated by the demon assassin that he alone was affecting, or to stand proud and strike one more time. I am told there were three sanctuaries on him before he hit the ground but it was too late. He died a Lion and a Prince Bishop's Man and shall not be forgotten.

*Nazareth Sparkle Kellvat*

## OOC STUFF:

*Have you ever wondered what would happen if the past came back to haunt you? If the fate of your Brother was not what you thought? If a group of angry-looking Orcs came knocking on the gate, asking for you? Or a letter is found, stained in blood, with your name on the cover?*

*Well, submit your background to Plot Team, or you'll never know!*

*Here at Plot Team, we can't get enough of your submissions, and love each and every time we receive one. Please send them (and group backgrounds) to [plot@lionsfaction.co.uk](mailto:plot@lionsfaction.co.uk)*

*It's the right decision ;)*

*Note: By doing so, you are giving Plot Team the power to mess around with you in all manners and forms! Don't worry, we love you all!*