

# Lions Faction Dispatches

May 1112



A LIONS OF LANTIA PRODUCTION

**WRANGLER BY:** Gav Folens, Barry Holliday, Adam Sullivan, Helen Donnelly, and the right hemisphere of Aoife O'Connors head

**CONTENTS BY:** Chris Cunliffe, Rachel Prince, Marianne Wells, John Large, John Kearney, Niamh Carey, Rob Stevenson, Bria MacAllister and Derek MacAllister .

*Special thanks to Bruce Myers for the use of the Lions Logo. I once had a dream that it got married to another logo and kicked me out of my house. I cried for days.*

**Tip of the Season:**

It's going to be a very wet and muddy event, so pack warm, pack dry and stay safe!

## Editorial

Oh dear. It appears the LRP Gods mock us with abandon as the heavens have opened and we are one step closer to being flushed away into Locko Park's undoubtedly deep and cavernous ancient catacombs. It is said that down there lies the heart of the world, and within it the answers to all the questions that have plagued mankind since the beginning. Questions like:

"Why do I only fart loudly when I'm trying not to?"

"What the hell is that smell behind the fridge?"

And of course:

"When will there be an option to pay my car insurance with only the power of my mind?"

Yes, the weather has decided to be an absolute bastard and try to ruin our good time Moot action! Will we let whoever controls the clouds get away with this? No! Will we enjoy the fun and games any less? No! Will Apollo, God of the Sun and wielder of the mighty Nissan Micra of Destiny help us? Probably not, but I've left him several messages on his machine, so what can you do?

I foresee a fun time with all my friends regardless of what the state of the field is, but then again this is coming from someone who wears leather trousers and boots IC, so I'm really not all that bothered by the mud.

I have to say that unfortunately this will be my last Pack Up as your editor. I'm stepping down and letting another shining star take over. I have enjoyed every minute of doing this, and wish you all the best on and off the field. I'll still be with you in spirit (and in person), and know that whenever a situation comes up that is in no way appropriate to joke about, you can bet I'll be there hiding behind the tent ready to shout "Banana Flange! The tides of Dairy approach!"

Much love,

Gav

## Mentioned in Dispatches

The current activities around Lantia dealing with the forces of the Elemental Overlords, the church of Consangua, the Nolla, and so many more, have required exceptional courage, dedication and commitment from our people: those who fight with sword or spell, those who support by channelling, potion or bandage, those who work hard on their own homes so that our legions can be equipped and fed. The entire nation is making a massive effort to make Lantia safe again, and my thanks go out to all of you.

The recent action on Ontarix was some of the most difficult fighting, on the most unforgiving terrain, that we have ever faced. The sacrifice that has been shown by many has been inspiring. I could never name everybody that has acted with uncommon valour over the recent days, but there are some names that I would like to mention.

Firstly are the fallen of Ontarix. This list is likely not exhaustive, as we do not yet know who has survived and been possessed, or the body has not yet been found. However, these people are confirmed dead. These are members of the Darkendale Guard that went out with Seraphim to protect and evacuate our people before we could arrive in force:

Jeremias Bafford	Bernier Casares	Pippin De Blays
Isaac Beaumont	Clarissa Cavelier	Malkyn De Gosbeck
Talebot Berty	Caspar Cheviot	Gregor De Lacy
Bruno Bittlebarrow	Garrelt Ciora	Peter De Mowbray
Lia Blackrain	Gavin Cobalt	Dinus De Pardieu
Markainus Bolbec	Gwar Conteville	Gavril De Vaux
Gregory Brereton	Charles Cromwell	Walter Delvkanash
William Brereton	Anselm Curteys	Egbert Denvorn
Justin Brethencourt	Robin Dalyngridge	Harek Des Morte
Edwyn Bretteville	Ivan Danneville	Bruno Dilston
Fendrel Camelot	Bryce Darcy	Amiot Dubosc
Jechiel Cardon	Roger Darcy	Redwald Everstone
Anna Cardon	Rudyard Darktonian	Odon Fenwick

Griffin Fenwick	Akelin Maidenway	Sighard Russell
Walker Fiennes	Edwyn Mason	Godelina Sedgwick
Serge Firethorn	Jocelyn Merlot	Joshua Shadowmere
Alvar Gibson	Harek Minety	Walter Shortaxe
Harald Glandias	Clifton Obelyn	Irwin Silvermace
Judas Gosbeck	Talon Ollivier	Farley Stoneshield
Dardanus Harmense	Fouchier Ori	Egric Stonewell
Cyprian Herder	Hagan Paschal	Rosalis Tailforth
Egric Heron	Rose Paschal	Jechiel Talbot
William Ironford	Odion Picard	Amiot Vaughan
Rose Lancelot	Tucker Pippery	Robin Ventriss
Peter Le Roux	Nuno Potter	Samarias Vitalis
Acelina Limestone	Nele Priaulx	Walter Wallington
Alistair Loðbrok	Alen Ravencourt	Helene Wenham
Oliver Longbow	Fosil Ravensgate	Griffin Wharfedale
Kimball Longbow	Albert Regan	Astorge Yost
Fosil Longdagger	Clarice Regan	Cedany Zantorian
Albin Macleod	Ivan Rowntree	

Their bravery and dedication to the Lions has been inspiring and they should be remembered.

Whilst we were present on Ontarix, we lost others:

Darkmane  
Wenceslas Farrier  
Alastair Moira

Two of these were lost to the Elemental Overlord of Time from Gallathrix, and one to an assassin's blade, courtesy of Consangua. All three of them have, time and time again, put their lives on the line for this faction and our people, and were some of the bravest men I have ever met. My respects and thanks go out to everybody on this list.

As I said, I cannot list everybody that acted above and beyond the call of duty, but there are two names that I would like to call out now:

*Seraphim Darkendale, for uncommon valour in going to Ontarix (heavily enemy-occupied territory) in order to evacuate the civilians that could be saved.  
Karnak Justice, for filling a vital place in the military command when Darkmane fell, and in so doing saving countless lives.*

*We still have hard battles and a difficult war to fight. However, with bravery such as that shown by those here listed, we can and will win this. We will resolve the issues with the Elemental Overlords. We will defeat the forces of Consangua. We will make Lantia safe again.*

*Because we are the Lions, and our enemies will learn to fear our roar!*

*In faith,*

*Nethaniel Huntington*

*Knight Marshall*

*Fellow Lions,*

*I am happy to report that the Choma people have now all been rehomed. A substantial proportion have chosen to remain in and around Varne as one might expect, but we have successfully established communities across the Palatinate and in some cases further afield. Each is under the charge of a community leader with the title of Mayor or Mayoress. I visit these communities as often as my duties allow so I can monitor their progress and advise them as required.*

*The Tent City has now been struck, and can now be deployed for refugee relief as required. It is currently stored in warehouses in Varne, but I am considering the wisdom of dividing up the tentage so it can be stored in other places across Lantia for deployment in times of need. I would welcome advice and opinions on this.*

*The man I was and the man I have become cannot take credit for this work. It could not have been achieved without the support of the Faction, most especially my fellow Palatinate citizens, and without the bravery and determination of the Choma themselves.*

*Thank you all.*

*In Service,*

*Hadrian Darkendale*

*Margrave of the Palatinate*

## Missive from The Sheriff's Office

In order to increase understanding of the role the Sheriff's department plays within the faction I will be summing up cases of import, as they are complete, and requesting additional information as required.

### **In the case of Bob Tanner:**

Bob has been investigated for leading reprisal attacks on Nightstalker citizens following attacks by Nightstalker children on him and his neighbours. It has been found that Bob's mind had been damaged by continued assaults involving Beguilement and so acting at the request of the then high sheriff Ilsa Dreamstruck, Selanthus performed a failed mind healing attempt which led to Bob developing delusions of grandeur, paranoia and the belief that Mithras called him to lead a crusade against Nightstalkers.

Bob Tanner has been placed into protective custody of The One in order to help rebuild his mind and attempt a recovery. There will be no further charges pressed as it has been proven that he was acting without his own free will and as a result of both intentional and unintentional attacks on his sanity.

Selanthus' involvement has yet to be fully investigated and we would like to speak with him to clarify the chain of events before making details public. Could anyone in contact with Selanthus ask him to report to Sheriffsholme. Anyone with pertinent information should do likewise.

### **In the case of Adara Darkendale:**

Adara Darkendale, former High Mage and Arcane Primus of the Lions, was murdered at Castle Darkendale in January 1111 by Warren, one of Seraphim's Guardsmen. This case has been investigated by Robert Norfolk and it has been found that the murder was carried out while he was under the control of Consangua. He was handed back to Seraphim's command and died fighting the Elementals on Sammerix: he is considered to have been forgiven his actions and died as a Lion with full battle honours. This case is now closed.

### **In the case of Rysarian sheep rustling:**

Anyone with any information on these missing livestock to please contact investigating sheriffs Thermopylae "Polly" Blaze or Katya in the first instance, and any other sheriff in their absence.

If you are interested in helping with any of our investigations, learning more about the work of the Sheriffs, or becoming a Sheriff, please speak to me.

With Honour,

Beron Palantir

## Charter of the Elysium

As provided by First Mate Sir Caranthir on the 18th March 1112.  
Charter itself is not dated but he says the outgoing Captain wrote it so that might date it.

The Captain of the Elysium agrees:

That the Elysium will ferry patterns to the plane of the Ancestors  
That the Elysium will ferry patterns as per the pattern's wishes  
That only patterns willing to be collected will be collected  
That passage must be paid or worked by the pattern  
That the Captain will decide rate of pay or duration of work  
That the Captain may refuse payment from a pattern he determines to be deserving of punishment.  
That the Captain will determine the length of service on-board the Elysium for said patterns.  
That this Charter can be changed only by the Captain.  
That the Captain can change this charter at any time and only with the agreement of the First Mate.  
That if the role of Captain is being transferred, the outgoing Captain may write a Charter for the incoming Captain  
That the Captain is bound to the terms of this charter by the signatures below.

Outgoing:

Incoming: (Both left blank)

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I think because I asked Caranthir for the Charter, he appeared in the evening and said he was here to answer any questions I had and so I tried to think of what kind of thing we needed to know. I'm sure people who know more about the Elysium can think of better questions, but this is what was said at the time – fortunately a few other people came who knew a bit more about it and asked more things. I've not noted the person who asked each question, just the questions and Caranthir's response as best as I could hear it and remember it.

Q: The signatures are blank?

A: Oh, the original is signed, I just wasn't going to forge anyone's signature.

Q: So this charter was written by the old Captain, is that right?

A: Peter Swift, the former Achillean, yes.

Q: The Captain could change the Charter at any time?

A: With my agreement, yes.

Q: Would you tell us?

A: What do you mean?

Q: If you did decide to change the Charter, would you tell us you'd done it?

A: Umm... if you needed it. We wouldn't have to but I suppose it would be polite, yeah.

Q: Can you come for people who have been Dark Dedicated or Wasted?

A: Not unless they are first corrected by you. All we can do is take the pattern if it is not affected by other things: You must light the candle for us to follow. You have until dawn to do that for a lost pattern, incidentally.

Q: But you can call someone back if they've been Laid To Rest?

A: It's not a matter of calling someone back. Laying them to Rest protects their pattern and shows them the door to the planes of the Ancestors. It's up to them if they want to go through the door or if they want to wait for us to take them on the same route.

Q: Can you come for Paladins?

A: The way it used to work with Paladins was that their Ancestor came directly to collect them at the point of their death, so that wasn't Laying To Rest, that bypassed the whole system.

Q: You said "the way it used to work". Does it work that way now?

A: Want to stab one and find out? I don't know until its tested, and I hope that's a long time off.

Q: Is the fee still 2 gold?

A: Its two stell, generally.

Q: Oh, I was told two gold. Is it the same price for everyone?

A: Two stell is the price for an innocent pattern. Obviously some people have more debts to work off than others, but two stell is the usual rate.

Q: Would you tell us if you felt we had underpaid?

A: If you gave me two stell for a mass murderer, I would probably glare at you till you got the hint.

Q: What if we didn't know he was a mass murderer? Could you tell?

A: (none given. Possibly he didn't hear me, there were a lot of people around).

Q: So if we paid enough, anyone could get safe passage no matter what their crimes?

A: It says in the Charter, we can refuse to accept payment. Let's say when Thrydwulf died, if his followers had got together enough money to pay his passage we'd still refuse because he's a \*\*\*\*\* and needed to work his passage

Q: But if he didn't want to go on the Elysium, could you collect him anyway?

A: No.

Q: Do you consider yourself to be Lions?

A: I consider myself to be a Knight of Lantia. I took the knee before Tope and so did Burton. We are Knights of Lantia. As to whether we are Lions, that's up to you.

Q: Heh?

A: If you as a faction decided Belenus – sorry mate, just an example – wasn't a Lion, then he wouldn't be. If you don't consider us to be Lions then we can't be.

Q: But you can consider yourselves to be loyal to Hengist, bound by Lions law, all the things a Lion is?

A: We are bound to the Charter. If Lions law changes so that the Charter is illegal, we follow the Charter.

Q: Do you know anything of the Summoner?

A: I'd not heard of him till today, so no. I'll ask the crew but I don't think any are that old.

Q: Have you been hanging around Pardulon this past month? (there had been rumours that the Elysium had)

A: No, we've not been docked anywhere more than usual. We don't tend to stay too long in Lantia, it kind of creeps people out.

Q: You said there was other ways to summon you besides randomly murdering innocents. What are they?

A: Illegal.

Q: To be fair so's murdering innocents, but anything's legal with crown discrepancy. Could you tell us what the methods are just in case?

A: (took Alrisha of the Jackals aside and spoke to her. I didn't get an answer but I presume he meant usual methods of summoning any unliving)

Q: Could the Elysium be compelled to pick someone up? If I murdered someone who wanted to go on the Elysium, would you have to come even if it was a trap?

A: We wouldn't have to come, there's nothing forcing us to collect patterns, but we wouldn't necessarily know it was a trap. We don't get magical mystical knowledge of that.

Q: Could you take someone to the Ancestor of your choice, not theirs?

A: No. If Belenus, and Belenus is a good friend, asked me to take Bliquis to Armengar, she'd go to Erdreja. Because that's where she wants to go.

Q: Is there anywhere you can't go? Like to an unliving ancestor or something?

A: There are places I don't want to go, but I don't know if there are any I can't.

Q: Is the Elysium subject to normal winds and storms and things, or is it a bit more mystical than that?

A: It's a bit more mystical than that. It's a ship, and we can use transport circles, so we can get pretty much anywhere in Lantia if we need to.

Q: Are there any incantors about? (not intended to be aimed at Caranthir, but he answered anyway)

A: I can do 6, what needs wedging? I can head up the wedge too, remember I'm a wedge master.

(Discussion spiralled off, but the point was that Caranthir retained at least some of his skills from life. And presumably some faith).

Q: Are you happy?

A: I made an oath to serve as First Mate until Lithoway died, to ferry her and Burton both to Ebric and then to continue as Captain until a new Achillian took the position. Obviously there's no Achillean any

more so that was a bit of a dumb thing to do, but it wouldn't be the first time I'd got caught out by saying something stupid. I won't see Burton becoming a Vindix. I served the Lions in life and if I wasn't serving them now, I'd be with an Ancestor that I was starting to think didn't really give a damn about me. I'm happy enough for now.

Q: Since Burton can change the Charter, can he change the words of your oath?

A: Kind of. No. Maybe. It's more complicated than that. He can only change the Charter with my agreement, but my oath isn't in the Charter anyway. But I guess he could rewrite the Charter to nullify my oath. It doesn't matter at the moment anyway.

Q: Why the Achillean?

A: It's the tradition, a surviving Achillean always gets offered the Captaincy when he dies. Obviously not Xivantal.

Q: If I'm not back in ten minutes, will you avenge my death? (not actually directed at Caranthir, but it sparked a useful question)

Q: Doesn't he want us to check if he's dead before avenging? (likewise)

Q: Wouldn't Caranthir be able to tell us if he died?

A: Nope. I can only tell if I've been called and I know he doesn't want to go on the Elysium, so he won't call. If a pattern doesn't want to go on the Elysium, we won't know of their death.

Q: Did you come for Wenceslas? (who died the previous day)

A: No, I hadn't realised he'd died.

Q: Could you do me a favour, check for us when you can that he has got safely to Celestial?

A: Of course.

Q: Do you mind us asking all these questions?

A: I'm not compelled to answer them. And I trust you won't just ask anything frivolous, or I just won't answer it.

Q: What colour is your underwear?

Q: Do unliving even wear underwear?

A: Maybe.

Q: Can I book a spot on the boat? I'll pay, but I'll want my own cabin. I have some fun plans.

A: The Elysium is not a pleasure ship!

## Regarding Consangua

*Castle Darkendale*

*Gallathrix*

*Twenty Seventh Day, Fourth Month, Eleven Hundred and Twelve*

*Lions,*

*It is a mark of our success against Consangua that she lashes out so desperately trying to force our hand and turn us into the creatures that she wishes us to be.*

*The murder of Wenceslas is yet another example. She does not understand the people of the Lions and instead sees things only from her own deluded and deranged perspective.*

*I mourn the loss of Wenceslas, as I know do many others, but if Consangua believes that we who loved him will dishonour his life by using his name as a rallying cry for hatred then she is tragically, and pathetically, mistaken.*

*With this in mind there is an obvious convergence forming as the different approaches we have taken in this fight each begin to bear fruit.*

*Consangua's alliance with the Nolla is not, as it might first appear, a defeat. The nature of her worship means that her adherent have been unknown, unmarked and scattered making it difficult to affect them directly. Now that we have a large base of worship, easily identifiable and in a known location it becomes that much easier to influence her belief structure. This has already begun as some of the Nolla have stories and tales of Consangua that reflect her more as we might like to see her.*

The stories and tales spun by the bards cause Consangua great anguish. Watch in the battle lines and you will see Tara, Ilsa and Aethelwyn, amongst others, begin their battle chorus. Look then to the followers of Consangua as when they hear the words being sung they charge this chorus seeking to end them. So anxious is Consangua to crush our words that she will waste minions and energy to strike down a trio of singers.

Vespasianus Hadrianus Constantine Sinestris. Our actions at the Winter Parliament on DuPre shook Consangua enough that Constantine was able to escape her and appear before us. He has his own agenda that being to overthrow her and take her place making her an avatar under him as opposed to the current situation. Speaking for myself this is not something that sits comfortably with me, certainly not without a lot more consideration. The ramifications of this are legion but once more it shows that everything we do, every act and every time we say "No" is one more blow to our enemy

There are many conversations yet to be had and there are plans that need to be drawn up in entirety however I note that the Gathering this year is being held on Orkneyjar around the Wellspring of Good. Thus far we have held Consangua at bay through rites, belief, song and word. The act of forgiveness has had a powerful effect upon her stopping her minions mid swing, turning her followers to a different path and each time weakening her. I believe that with the power of this Wellspring, and with the faith, strength and devotion of the people of this faction that this fight will soon be over.

Till then, remember Wenceslas and those others who have fallen in this fight and remember them for the joy and laughter that they brought into our lives.

In faith



Seraphim

## A Guide to Spotting Time Elementals

Based on the notes of Alastair Moira

This guide is intended to allow the best possible use and distribution of our resources when facing the Time Elementals and their forces.

Time Elementals can be identified by hour-glass shaped markings on their faces. These markings are in a variety of colours, and with each colour comes a different speciality on their part, and on ours, a different way to defeat them. These include, but are not necessarily limited to:

### Blue

Strike with enchanted blows.

Vulnerable to mind effects. Sleep spells usually fatal.

### Red

Occasionally cause those they strike to fall asleep.

Injured or killed by halting.

Immune to mind effects.

### Yellow

Occasionally halt those they strike.

Injured or killed by halt.

Immune to mind effects.

### White

*Elemental Lords*

Can use High Magic.

Their strikes can paralyse, or halt or cause the injured party to sleep.

Immune to ranged and mind effects.

## **Black**

Can use Shadow Magic.

usually cast Mage Armour on themselves.

Immune to ranged spells and ignore normal blows.

Resilient.

## **Blue & Black**

include enchanters, ritualists and elementalists.

Can vocalise.

## **Grey/Silver**

Paralyse with a blow.

Elementalists with high Shadow Magic.

Favour casting the Halt spell.

Can cast innately, without words.

The Time Elementals have under their control a variety of different elemental creatures and beings, again with different abilities and vulnerabilities. These include - but as far as we know are not limited to:

## **Mist**

Bear cold weapons, and freeze with a blow.

vulnerable to mind effects.

## **Fire**

Bear flaming weapons that ignore armour.

vulnerable to mind effects.

## **Water**

Magic damages these less than usual.

Bear cold weapons that ignore armour.

## Mud

Ignore normal weapons.

Deal enchanted blows that can strike down or crush the target.

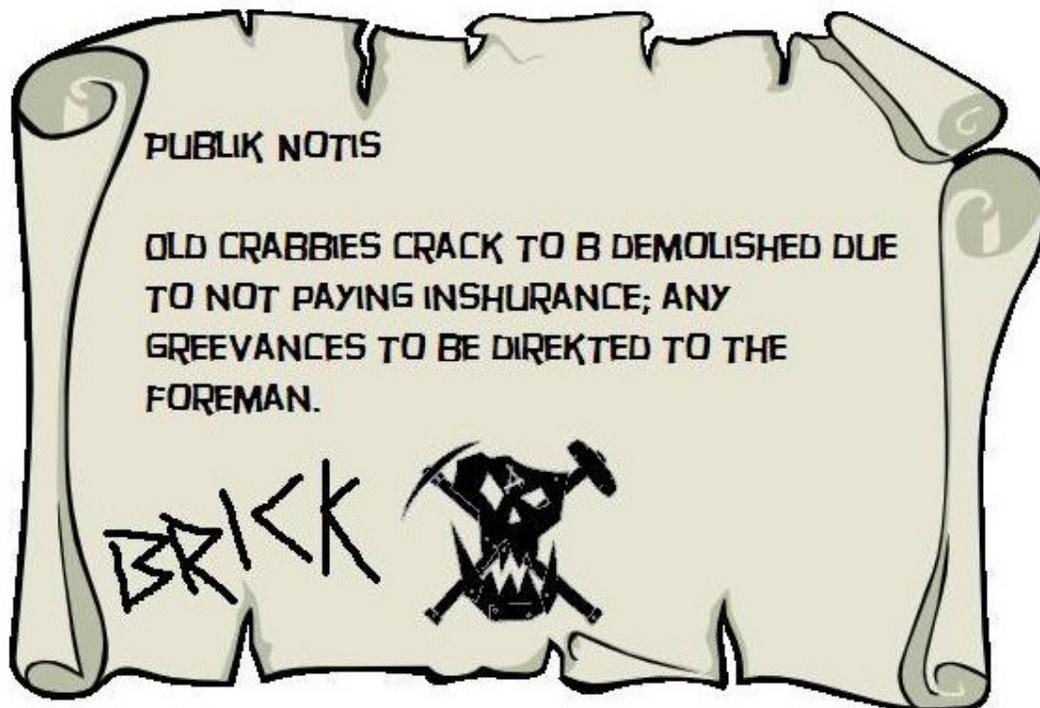
Very strong, and take a long time to be beaten down.

In service,

Neantog Dreamstruck

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Notice found nailed to a tree on Ontarix by Lions scouts:



Hello all,

We are going to try something a little different with the Ritual ideas this year. In order to make things as fair as possible and avoid any arguments of favouritism I will be collecting the Ideas for ritualists this year. Once I have them I will pass them on to the ritualists anonymously. Once they have a pool of ideas the ones deemed to benefit the faction the most will be chosen (I shall not be taking part in the selection personally).

So send me your ideas, anything at all that you can think of would be appreciated and the more the better.

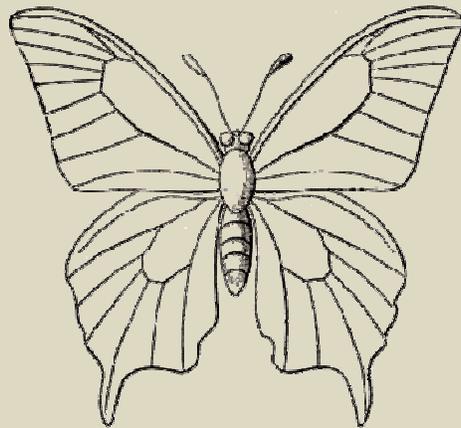
You can send any ideas via private message on this ley or to me at [wilmckeever+rituals@gmail.com](mailto:wilmckeever+rituals@gmail.com) .

I must ask that you do not post them publicly; the purpose of this is to collect them anonymously after all.

Thank you for your time.

Marinus

Illustrator Needed For Children's  
Book.



Please apply to Amy Redman at  
Fort Borealis, or find me in  
person if interested.

## OBITUARIES

"Allister,

*You were my friend and my comrade. You helped prove that alone scouts are safer than with the army. I'm sorry you found yourself alone at the last.*

*May your spirit run in freedom and safety.*

*until we meet again my friend.*

Tara."

---

*Wenceslas Farrier was a man without peer. I was glad to have known him and am saddened by his loss. He epitomised what it was to be a life master and though he carried no arms his courage was exemplary.*

*Beyond all other things though, his singular devotion to the preservation of life and the eradication of pain and suffering marked him out for greatness.*

*I shall miss him.*

-Anon

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*If someone to ask me to point out an example of what a Knight should be I would point to Darkmane. His presence was quiet and unassuming; his words were considered and incisive. His nobility evident in every action. On the battlefield he was incredible. A commanding figure bringing strength to all who fought beside him and bringing doubt to the enemy. He fought for the safety and protection of others never seeking glory or fame for himself.*

*A true Lion!*

-Anon

## Lions Faction Drinking Game!

Responsible fun for all the family! The irresponsible over 18 ones, anyway.

Drink every time:

- Seraphim does something rash in the heat of the moment.
- Lenia thinks about it, and then does something rash anyway.
- Hengist threatens someone.
- Giblet folds himself up into a corner till you forget about him until he wants noticed.
- Ilyrio gets away with something that no rational person should, because you didn't notice he was doing it at the time.
- Mara randomly pattern scans you (at the gate doesn't count.)
- Anyone carefully checks for children, moderates their language appropriately, and then five minutes later forgets and starts swearing.
- You get promoted (People's Day counts.)
- You get demoted (likewise.)
- You attend a meeting. (Optional: keep drinking until it's over with. It'll dull the pain.)
- Someone with no military authority gives an order.
  - Twice if it directly countermands an actual military order just given.
    - Three times if it's smarter than the original military order.
- Someone stops a healer reaching someone, because they're too busy flapping about the fact that person is bleeding.
- A healer walks by and ignores the fact you're desperately chanting Sanctuary on someone and could really do with some help.
- Scouts and guards are posted in the cold for no logical reason other than the fact we always do it.
  - Go and get a drink for said people if they have to miss dinner for this (not that I'm bitter or anything, oh no.)
- You spark up/buy lunch/make a cup of tea and a fight kicks off.

- You finally get to sit down and suddenly there's monsters right by you.
  - Twice if they've got their hands in the air so there's nothing you can do except wait to be pummelled.
- You see someone doing something stupid and wonder who the responsible adult is.
  - Twice when you realise it's you...
    - Put down the glass when you realise that drinking heavily is not helping you be responsible (for some people, this could take some time).
- You realise it's now two hours since you declared your intent to go to bed, and you're still in the command tent.
- You find a crown (the piece of metal) lying discarded in the command tent.
- You find a crown (the person) lying knackered in the command tent.
- Your boots start leaking.
- Someone arrives at the gate and demands to talk to the crowns, no mere player will do.
  - Twice if it's a plot encounter.
    - Three times if the person asking is monsterring, and the person they want to talk to is their own character. Then kick them. In the head.
- Someone dies doing something heroic
- Someone dies doing something monumentally dumb.
  - Propose a toast if it was the same incident.
- Someone gets killed on the way to the toilet.
- Someone died having wandered off without telling people where they're going.
  - Twice if they've been specifically told not to go there/do that.
  - Twice if there's a ritual of peace up and they still managed it.
    - Down it if you're on Rhysarius. (You're gonna need it...)
- Your character card is wrong.
- You forget to collect your OSP at the end of a small event.

- Someone complains about you calling the blue token an OSP.
  - Twice if you immediately start referring to what you buy with as OSP Skills, just to piss them off.
- You get glared at for calling Event Control GOD.
- Your tent leaks.
- The command tent leaks.
- There is nowhere dry on the whole damn site.
- It snows (congratulations, you're now officially hardcore.)

### **Research requests**

If you submit a research request to the LT please follow this up with an email to [plot@lionsfaction.co.uk](mailto:plot@lionsfaction.co.uk) with the details of the research so that we can ensure that you receive a timely and accurate response.

Thanks,

Barry

Head of plot