

LIONS PACK UP FEBRUARY 2013: OOC SECTION

Editorial

Hello all!

Well, this is a much more cheerful pack up than the previous Obituary Extravaganza! Thank you to everyone who submitted your informative, scheming, humorous, thoughtful, creative, entrepreneurial or indescribable pieces.

If any of you have any ideas for announcements, informative pieces on your group's history and culture, advertisements, letters of complaint or updates on recent Erdrejan events, please do send them in.

I hope everyone is as keen as I am for the new season of mud and mayhem. (Note to self: future event name?) It certainly got off to a great start with the Darkendale masquerade. The fanciness and finery knew no bounds, and the banquet was astonishingly impressive!

And now, apparently the faction isn't at war with anyone so it'll be a quiet, talky parliament. None of that nasty fighting or anything. Isn't that reassuring?

See you all soon!

Aoife

Notice from Faction Security

Hey Guys,

It's coming up to that time of year again, where we're all getting ready to book for the mainlines, and choose which OS's to pre-book.

While you're considering which events you're able to attend this year, please give some thought to volunteering to help with Faction Security this year. I'm hoping that we'll have enough volunteers for each event that everyone will only have to do one shift. Shifts are usually 4 hours, and the main rules really are that you need to be available and visible in camp, and that you should be capable of handling any issues should they arise (i.e. don't get drunk while on shift.)

If this sounds like something you'd be happy to help with, or you'd like more information, please email Becki and myself at security@lionsfaction.co.uk

Thanks

Rachel Prince
Lions Faction Security

Character and Group Backgrounds

Have you ever wondered what would happen if the past came back to haunt your character? If the fate of your character's 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 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!

Barry,
Head of Plot

Research requests

If you submit a research request to the LT please follow this up with an email to 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

Summary of Feedback from October 2012 Event (What's Done is Done)

Chris Cunliffe

Catering:

Excellent – 52%

Good – 25%

Average – 13%

Poor – 8%

Very Poor – 2%

As can be seen, the majority of attendees were very happy with the catering, with most complaints being due to the timings of meals. As people will be aware, there were various difficulties with the different meals which led to erratic timing, many of which were outside of our control, which form the basis of most of the negative comments. However, they are issues that we can plan for in the future. We'd like to take this opportunity to thank Rachel and her volunteers for their help over the last few events.

Positive comments alluded to the quantity of food that was always available and hot deserts. Always available tea was also very popular, whilst some people referred to specific dishes as having been especially good.

For the next event we are bringing in a team of caterers called "Serve It Forth" about whom we've received excellent reports. One of the things we'll be trying for the next event will be food available all day, so that people can get food as and when they are hungry or feel that they need to warm up. Given the more parliament style that is planned for the next event, we hope that this will also help that atmosphere.

Ops Desk:

Excellent: 92%

Good: 6%

Average: 2%

As you can, an overwhelmingly positive level of feedback for this area. The few niggles that people mentioned should be easily rectified and partly due to Gail taking on this role for the first time. Whilst we are on this subject, our thanks are due to Russ, for performing this role so well for the past... well, I can't remember how long, and to Gail for now taking up the mantle.

Only notable issues were with weapons checking – we'll try to have more than one person prepared to do this in future – and with people not knowing where to get scrip.

Fights:

Excellent: 78%

Good: 22%

Sunday Fight:

Excellent: 82%

Good: 12%

Average: 6%

A very positive response which, given the nature of the event, we are especially pleased with. Many of the monsters gave excellent performances and kept the action of the event rolling tirelessly. We drew some criticism that the Sunday fight was very similar to those that had been occurring throughout the weekend – we can't really argue against that, as it's completely true. Whilst this may not have been ideal, we do feel that the monsters, especially those playing the Overlords, did a wonderful job of keeping things interesting and creating really antagonism with the player-base. The last event was, of course, the end of a several year plotline, so future events should have more variety to them.

Reffing/Marshalling:

Excellent: 88%

Good: 8%

Average: 4%

Again, a very positive level of feedback which we are very pleased with. Several people went on to describe specifics about what they liked, which is always nice to see. One of the main areas that people seem to have appreciated is how the refs kept themselves out of the way whenever possible, but were always present if you looked for them because you needed them. We tried to keep a ref in the player area at all times (as near as possible) and several people commented on how much this was appreciated.

Monsters:

Excellent: 92%

Good: 6%

Average: 2%

An outstanding level of feedback for the monsters – a few people said that they thought it was the best monster team we've ever had, and I'd be inclined to agree. They were truly excellent.

Plot:

Excellent: 67%

Good: 23%

Average: 10%

Those that criticised tended to do so because the majority of the weekend was dedicated to the Elemental plotline (interesting, some because they weren't keen on the plot, and some because they thought it was good and were sorry to see it go) – whilst we feel that this was unavoidable for this particular event, the issue has been noted and we will try to provide a greater variety of plot in future. The various sub-plots that we had running out received some very positive feedback, especially the use of linears. This is something that we are keen to continue with, so it's good to see that people like it.

Set Dressings:

Excellent: 23%

Good: 56%

Average: 19%

Poor: 2%

The first area where the average is less than Excellent. The decision taken to be sparse with set-dressing in order to try to give the impression of a temporary shelter set up for the campaign, as opposed to an established building, perhaps back-fired, with some people not liking it. The banner on the flag-pole did, however, receive many positive comments.

One area of the set-dressing that did let us down, was the lighting on the Friday night, which made play (especially fighting) difficult, and it's a problem that has been taken on board. It's one we've learned from, and it shouldn't happen again.

Site:

Excellent: 29%

Good: 56%

Average: 13%

Poor: 2%

We can all admit that the site was a little on the small side, but many people felt that we used it well and we were congratulated on the linears that were run in spite of its size. It did leave the scouts with only a little space to play in, so it's something we are keen to avoid for next time. Our next event will be on a much larger site, with a lot of woodland.

Event Overall:

Excellent: 79%

Good: 17%

Average: 2%

Poor: 2%

Generally, as can be seen, the event was very much enjoyed by the large majority of the players. For myself and Rich, it was of course our first sanctioned events in charge and we are very pleased with how it went. However, there are clear areas where improvement can be shown, and we shall endeavour to show it. Many thanks to everybody that sent in their feedback – without your contributions, we have a much harder time working out what has gone well and what less so, and it is only by you giving us this information that we can continue trying to make Lions events better and better.

Chris Cunliffe

Plans of Evil

Marianne Wells

When I invade Lantia, I will:

- Attack at 10am, not 10pm. This way I will ensure there are only a handful of keeners and scouts to block my path, and none of those annoying Squad D.
- Make sure any mocking letters I sent arrive *after* my wicked deeds are done, and they will always be poisoned - just for the hell of it.
- Hire that guy Shey from the Winter parliament. He seemed nice.
- Insist that, if my minions must wear a uniform or use an identifying symbol, the uniform will be black trousers, black armour and a crumpled shirt, and the symbol will be a Lion.
- In fact, scratch that, the symbol will be that burning bird one the healer's guild use. What's with that, anyway?
- Not accept an honourable 1:1 duel unless all my minions are currently dead anyway.
- Not kill peasants. Peasants will be a useful resource when I conquer the land, and killing them just gets the PBs more riled up for a fight anyway. Instead I will kill council members and military leaders.
- Order my troops to hang around the transport circle a bit and wait for the rest of the troops to arrive. Not wander off to attack in small waves.
- Not remember a character's immunities from the last time I fought him as a different monster. Even evil overlords have some standards.
- Make capturing a Watcher the first item on my agenda, so when I conquer an island I can make them turn on and off my circles when needed instead of getting snuck up on by silly Lions all the time. Bliquis for preference, I like her hair.
- Happily wield a Mighty Weapon Of Infinite Smiting. But I will carry a one-hander for back up, particularly if the MWOIS is a ridiculously weighted two-hander.
- Think carefully before invading a densely populated island covered with military-minded individuals. Seriously, I hear Andelus is nice this time of year.
- Ensure that my spies have a decent cover story. Any minion who thinks that includes "I'm a local villager out picking firewood, I hadn't noticed that this was a warzone and I don't know the name of this island anyway" will be used for target practice.
- Only use coded documents for sending messages if I am absolutely sure that I need Althea out of the way for a while. Otherwise, word of mouth will do.
- Remember, when performing a rite to make myself invincible, to do it immediately and not wait for the Lions to show up and stop me.
- In Winter, only invade forests, deserts or cities. Never muddy fields.

- Ensure all minions know the names of the circles in Lantia. “By my power I transport us to that place, you know, where the Lions are!” is just embarrassing.
- Avoid at all costs making Irinaye cry. The faction will be hassle enough to deal with without righteous indignation on their side too.
- Try to avoid developing a fixation on any Lion, positive or negative. If any of my minions kill a Lion they will be told “Well done” not “But I wanted to kill her myself!” and definitely not “Oh man, he was really hot”.
- Establish an easily-memorised colour code for my minions based on their abilities and weaknesses. Then I will change the colours.
- Launch crazy desperate raids to rescue random minion #7, but let my trusted lieutenants die on the field. This will ensure the Lions will waste ages interrogating people who know nothing, and will leave the important ones alone.
- Remember that the following factors are my allies: the weather, timing of dinner, price and availability of beer, the temperature. If these things are aligned correctly, everyone will be too drunk, hungry and/or cold to defeat me!

A LIONS OF LANTIA PRODUCTION

WRANGLER BY: Aoife O’Connor, Barry Holliday and honourable mention to Rick Anderson for computer magic.

CONTENTS BY: Marianne Wells, Daniel Godfrey, Derek McAllister, Alan Wells, Rachel Prince, Niamh Carey, Kirsten Williams, Michael Clark, John Large, Emma Cunliffe, Laura O’Connor, Matthew Priestly, Jessica Harley, Aoife O’Connor, Barry Holliday.

Special thanks to Bruce Myers for the use of the Lions Logo.

Tip of the Season:

If you wear a fleece-lined leather hat with earflaps, your ears will be warm, your head will have a point of armour, and you’ll look like a total dork. Your call!

Lions Faction Dispatches January 1113



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From the Crowns of Lantia

My people,

With the long winter behind us, it is time to look to spring and new growth. For the first time in my memory we are not engaged in a war. Maybe now it is time to look forward to the year ahead, to discuss our alliances, our internal structure, our plans for the future in particular with the orstian court.

We will have time to converse and think upon the dramatic events of the Gathering and make some decisions as to the stance we shall take with the other Heartland nations.

It was wonderful to see so many of you at the Darkendale ball and I look forward to seeing more of you at the upcoming parliament. I am anticipating meeting all the new faces I've seen around.

In faith and service,



Lenia

My fellow Lions.

I am calling upon you to put yourself forward for consideration to sit upon the Counsel of Orst, as a fully acknowledged representative of the Lions.

We would like this position to be filled on a voluntary basis, rather than appointing someone.

This opens it up to the entire Lions faction, in the spirit of fairness that we are known for.

You should have good diplomatic skills, discretion, loyalty to the faction, and be of non native to Orst.

Application should be directed to:

Clara Irontree, Lions High Ambassador

or Karen Darkendale, Arcane Primus

Faction Rituals 1113

A decision has been made on how faction Rituals will be allocated for the year. Can all those who have an idea for a faction ritual slot please contact me either in person, through the faction leys (OC Alan Wells) or post on the thread provided if they wish a certain amount of privacy. (All ideas including identity of submitter will be shared amongst the Lions Ritual Conclave)

We have not yet found out the alignment of the circles for the year but ideas that are appropriate for a circle will be appreciated.

There are at this point 7 ritual slots to be allocated as Faction Champion, Gate guard Lottery Winner and Contributor lottery Winner will be allocated slots this year as per normal.

Karnak Justice High Ritualist

Office of the Arcane Primus,
Camelot
February 1113

Lions,

I am writing to introduce myself, I suppose, and to bring you up to date on a number of matters. I am Karen Aldain-Darkendale of the Order of Celestial, the new Arcane Primus. This basically means I represent magical, arcane and divine matters (ie, wibbly stuff) on the Council.

Firstly let me begin by thanking all those of you who helped with the many rites it took to defeat the Time Elementals in October, and also all of you who came and offered your power and time, even when you knew the line needed you. I know it was hard work, and drained a lot of your power. Thank you - thank you all. It couldn't have been done without you, and a great threat to Lantia - to all of us - has been defeated.

There are two matters in particular I need to bring you up to date on: they will make more sense with a quick overview of Lantia for those new to the islands. There are 14 islands, known as the Jewelled Isles. Each island was the body of an ancestral Drakken who embodied an aspect. The mind of each Drakken formed a linked fey realm called Orst. Each island also had an alignment, and was also associated with a precious stone - these are what our circles are named for. Each island also has a Wonder. It is what it says - something wondrous associated with the mystical power of the Lantian ring which can help our people. The Order of Celestial, for example, is on Tamarus, island of Duty. It's neutral, its stone and circle is topaz, and it's Wonder is the Light, a banner which grants the user the ability to mind heal.

The first matter is the situation regarding the Doppelgangers. The Doppelgangers were created by Xivantal, the ancestral Drakken of the aspect of Oblivion. He wanted to destroy Lantia so the other Drakken imprisoned him inside the mind of the Drakken of Emmerix. While he was trapped there he created a dream world, mirroring ours. He created copies of us, reflections if you will, within Orst. After the Cataclysm, Existence re-wrote Erdreja so there were no more demi-realms. The Orsts merged with the Lantian islands: we met new friends and allies as Orst became part of the land we knew - like the Orcs. In fact, thirteen new cultures joined us, represented on the Council of Orst, chaired by King Hengist, and eventually they swore allegiance to the Lions faction, becoming one Lions nation.

Because of Xivantal's presence, the Emmerix Orst did not merge with Emmerix. Xivantal was destroyed, but he had damaged the Drakken of Emmerix, who 'slept' to recover. Emmerix is now ready to 'awaken' (I'm using these terms descriptively loosely). The doppelgangers can move between the realms: they moved amongst us and watched us. They want to merge the realms: the last Orst should not be separate from Emmerix. There are two factions of doppelgangers: one faction wants to merge the realms by taking our iconic items to Orst and doing a rite on them to bring the islands together. The other faction came here to try and do rituals in our circles. After several misunderstanding on all sides, we have agreed that at the next Parliament we will be doing a ritual to merge the realms. I have arranged

with the Watchers to power up the circle for Saturday: the last Orst must merge with Emmerix. Although it may be difficult, I urge you all to make sure that we keep the peace with the Doppelgangers whilst we plan and carry out the ritual. It should be noted that they are very hard to heal, worse than aberrated patterns - I recommend bandaging them.

After consultation with the Drakken, and talking with the Doppelgangers and studying them, the Sirene believe that they are no more than a dream, and that they will fade upon the merging when Emmerix awakes. After long discussions with the doppelgangers, they believe we are the dream, and we cannot persuade them otherwise. It is probable that when the merge happens, the doppelgangers will cease to exist. People have asked about the sentience of the doppelgangers: I would like to reassure you all we will not commit genocide, and I am working closely with the High Ritualist to ensure the best possible outcome for everyone.

The second point to mention briefly is the Wonders. We have been searching for them since we came to these islands. Some we have found, but not all. We have only recently become aware of the nature and location of all of them. Examples include the Ossuary of Orlagnon, the island of Peace: no unliving may rise within its bounds. For various reasons, some of them are broken. We have recently sorted the Wonder of Gallathrix, the island of War - we created a map that lets us communicate with our legions across vast distances. The Drakken have told us that those which are broken must be fixed soon, or they will reform out of our control, and that we are welcome to change those we do not want, using rites. The Arcane Council will be working to find and reform the wonders of Lantia, making them as useful as possible for us. Ideas include fixing the broken wonder of Rysarius, the island of Knowledge, by returning it to its previous form - an oracle of knowledge, aware of everything that happens on Lantia - you may quest to ask a question. The Hammer of Destruction is broken: it is our intent to fix it, keeping it in its current form. The Crucible of the Island of Creation is broken: we are looking to see whether it is possible to reform it modelled on the Orlagnon sanctuary - I would like to create a place where no child can be harmed. I don't know if it can be done, but a place to protect our children would be wonderful. Other Wonders will be fixed or reformed as and when it is possible.

If you wish to speak to me about any of these matters, or would like more information, please do so, or speak to Althea, the High Bard, Karnak, our High Ritualist, or Elspeth, the Deputy High Incantor. They are matters for all the Lions people.

I would like to thank all those who will be assisting in the rites and rituals in advance - you have my gratitude and the gratitude of the Lions people. These wonders are an intrinsic part of the balance of our islands, and a blessing we can use to help our people.

*In light and faith
Karen Aldain-Darkendale
Arcane Primus and Sirene of Tamarus*

Lions Scouts

Do you wonder why there are people allowed out in the woods to patrol when you're told to stay in camp where it's safe? Have you ever wanted to be out there with them, doing your part to keep it safe?

If you have, then maybe there's a place for you in the Lions Scouts.

We are open to anyone and everyone within the faction, though of course we may ask that you take that shiny full plate off before you go out in the woods. We're not there to act as heroes, we're not elite shock troops; we're just normal people who've learned how to use the woods and darkness to our advantage. It is not a job of glory or renown, but one of hard work and where a wrong footstep can see you fall afoul with no rescue in sight.

Still, it is a job that needs to be done, and those of us in the Lions Scouts wish to pass on our skills and training to new members so that our faction may stay vigilant to the threats upon it for many years to come.

If you would like to help your faction and learn some new skills, or perhaps just hone some you already have, then contact Giblet, Everard or Araic of the Lions Scouts.

Signed

Giblet, High Scout

From the Acting High Sheriff

Aye, I know it's not a great title, but Beron was busy and Polly's no longer with us so what can you do? Prince Caileb asked me to act as High Sheriff in Beron's absence at the recent parliament and since it's not only sheriffs who are affected by several situations, this is my report of what happened.

Charge: Treason

Accused: Seraphim Aldain-Darkendale, Nathaniel Huntingdon, Megiddo Hyskus.

Judges: Prince Caileb; William "Bill" Hook; Obsidia Hyskus. I offered to step down when Meg was added to the accused, but this was refused by near-universal decision.

Seraphim raised the charge initially, in the course of the investigation and trial Nathaniel and Meg also were found to be involved. Evidence was given by several witnesses and the overall agreement of all witnesses was that Hengist was not in his right mind when he gave the order and later regretted having done so: the question then became whether it was correct to refuse and directly oppose the order under those circumstances. The other consideration was that Serrie, Nathaniel and Meg hadn't freed the prisoners and so hadn't entirely prevented the possibility of their execution, just delayed it by their actions.

The verdict was innocent, with the following points raised:

- 1/ Those who obeyed were entirely right to obey unquestioningly, there is never a crime in obeying the crown.
- 2/ While it would be better to have discussed it quietly, there was no time so shouting at and physically stopping the King was their only option given their objections.
- 3/ If they had freed the prisoners or otherwise made it impossible for Hengist to have his order carried out after discussion, that would be a crime.
- 4/ As stated in law, precedent may be considered a mitigating factor but is no defence. So basically this doesn't mean that this verdict will in any way affect any future similar trials.

Charge: Murder: Some people attacked the faction while possessed by elementals (or possibly demons). One - Maria - was killed in the attack.

Investigating sheriff: Obsidia Hyskus

Verdict: no case to answer. She attacked him (while possessed), he cut her down in self-defence, immediately dropped to pattern scan and try to heal, and found she was dead when she hit the ground. He can't be held responsible for that. We presume she had a previous wound that was already bleeding or a heart condition or similar, but weren't able to do an autopsy there and it was felt not to be worth the heartache that causes. This case has been escalated to the Hammer of Justice and the Crown Prince and the verdict upheld by both, so the matter is closed.

Charge: Murder: Gibleb was accused of killing two possessed prisoners during a transport rite.

Investigating Sheriff: Megiddo Hyskus.

Verdict: Not guilty. Two people saw Giblet vanish in front of them shortly afterwards, and Sheyna confirmed that she went back to his house and found him asleep, so it became clear that the murders were committed by a doppelganger. Giblet found not guilty: Giblet's doppelganger wanted on suspicion.

Charge: Murder: Elrood was found dead in the ritual circle on Saturday night.

Investigating Sheriff: I'm not sure actually, but it clearly was investigated. I was kinda busy at the time.

Outcome: Murdered by Shey on the orders of Marcus aka "M", a criminal from Pardulon. A letter was sent from M claiming the murder. Shey was a wandering soldier who joined us for the duration of the parliament, he's not been seen since Elrood died. Both are wanted.

Charge: No specific charge entered: Janus caught someone skulking in the woods who matched the description of an assassin Hadrian had been warned about.

Investigating sheriff: Janus

Verdict: Arrested pending further investigation. Janus interrogated her and found her story to be lacking in key areas, but didn't feel there was enough evidence either way.

Charge: Sheep Rustling.

Investigating Sheriff: Bill Hook.

Outcome: Acting on evidence gathered, a raid was organised which resulted in the capture of Soleil, the leader of the gang. He claims he is working at the direction of "a tall, ginger haired man who spoke with a 'twang' who claimed he was a Darkendale", though this claim hasn't been verified and no Darkendale we spoke to had any idea who it was. If anyone sees this guy, please let us know. The "twang" may be a Caledonian accent, from previous evidence.

Obsidia Hyskus
Sheriff

Announcement from Knight Captain Henry Kane:

There have been some changes in the Lions military organisation. The following people are in the stated ranks:

Knight Marshall - Kell of the Ghostwalkers

Knight Defender - Sir Belenus MacTieron of Armenqar

Knight General - Megiddo of the Prince Bishops Men

Knight Admiral - Jericho Dreamstruck-Zeal of the Prince Bishops Men

Knight Captain - Henry Kane of the Company of the Brave and the Foolish

Knight Captain - Astraea of the Order of Mithras

Knight Captain - Karnak Justice of the Prince Bishop's Men

Knight Captain - Berzerka, BossNob of Squad-D

Knight Sergeant - Jaiden Nyxx of the Company of the Brave and the Foolish

Knight Sergeant - Altias Nile of the Free Blades

We are interested in recruiting more people. If interested, please contact one of the above names.

Office of the High Incantor
New Galfrese
Akamon

To the People of Lantia,

As a faction we pride ourselves on the claim that no matter if you are elder race or younger race, Avlonian or Lantian, peasant or lord, you have the opportunity to hold a faction position. To hold one of these positions you need to prove yourself to be the best individual for the job and a seat on the council will soon be yours.

This is a lie.

When you examine positions closely within the councils such as mine, the reality becomes apparent.

I currently have an extremely capable deputy high incantor who is doing all the leg work and attending all the meetings that, by rights, I should be attending. However the likelihood of her getting the opportunity to replace me is minimal and effectively comes down to waiting for either my promotion, my resignation or my death.

Karen Aldain-Darkendale is another fine example as she has over the years proved herself to be an exceedingly competent deputy high healer, deputy high incantor and deputy high arcane. Yet despite this she found it impossible to get appointed to a council seat until existing positions were adjusted to accommodate her abilities.

In July I approached both the arcane and the high council with an outline for change which would bring movement to the positions. I proposed that no longer would an individual hold a seat for life but that they would hold it for a set period of time with the opportunity to serve a second term.

What I proposed is detailed below:

High Council

Head of the Council - appointed by the Crowns

Knight Marshall - appointed by the crowns.

Quartermaster - elected by the council.

High Sheriff - elected by the council from the sheriffs department.

High Scout - elected by the council from the scouts department.

High Ambassador - elected by the council from the ambassadorial department.

High Arcane - elected by the arcane council from the arcane council.

Arcane Council

High Arcane - elected by the arcane council from the arcane council to be their representative on the high council.

High Alchemist - elected by the arcane council from the people of Lantia

High Bard - elected by the arcane council from the people of Lantia.

High Healer - elected by the arcane council from the people of Lantia.

High Incantor - elected by the arcane council from the people of Lantia

High Mage - elected by the arcane council from the people of Lantia

High Ritualist - elected by the arcane council from the people of Lantia

Elections

Every year 50% of both councils are to be re-elected with the exception of the Knight Marshall.

The high arcane position counts as a seat on the high council for election purposes.

All positions with the exception of the Knight Marshall are to serve a term of 2 years.

No individual may serve more than two terms without Crown consent.

Amalgamation of departments

The role of the Hammer of Justice to be amalgamated into the High Sheriff position.

The role of the Knight Defender to be amalgamated into the Knight Marshall position.

For seven months I have attempted to get this proposal discussed at a council meeting and I have found nothing but evasiveness from those I have approached.

So I am now asking you, the free people of the Lions to back my call for change to this resistant, stagnant and outdated council. Let's force it to change into a system which will no longer allow individuals a job for life.

In Faith

Kalem "Palmendieb" Navaare

High Incantor of the Lions

Huntmaster

Dear fellow Lions

The Lions Faction is known for many things. It's intolerance of Unliving, it's strength of Faith and many Paladins, the Blue & Gold and the Star of Celestial amongst others. One thing it has never really been known for however, is it's WereCreatures.

There have been some in the past: Ralaman and Thorin being the most notable names, way back when the Faction still resided in Avalon. There were the Fish Brothers. A couple of werebears have joined and left through the past decade. For a while, the Ragers brought us a few more werewolves, but they departed when the Fianna went on their way.

There has never really been any sense of Pack for the Weres within the Faction, and so no real impetus or encouragement for anyone who either is, or wants to travel on that path. This situation however, is changing. A Pack has formed within the Faction, and though still small in numbers, we are growing. We are willing to help teach those who want to know more, and can guide those who feel the call and would like to know more about the potential of joining us.

If you are already a Were, but felt compelled, be it through oppression, fear of the unknown or even fear of yourself, to hide – come to us. Make yourself known. We can guide, protect and teach you, and you need not fear any more.

It doesn't matter what race you are or what religion you follow. All are welcome to come talk to us, whether you take it any further than that is entirely your own choice.

We are here to teach that Weres can very much be a force for Truth, Honour and Justice just like any Paladin or any other Lion, be they Crown or Villager. Don't let fear of the unknown cloud your opinion: We aren't the monsters of legend, nor do we eat small children in the night. We are husbands, wives, mothers and fathers, healers, soldiers, scouts, bards – but most importantly, we are all Lions. Just like you.

Come talk to us, and let Knowledge assuage your fears and misgivings.

Sheyna Darkleaf

Knight of Lantia

Lions Pack Alpha

Giblet

Lions High Scout and Council Member

Lions Pack Beta

15th Day, Second Month, Eleven Hundred and Thirteen
Castle Darkendale
Gallathrix

"In the matter of the port cellar, I want you to drink it. All of it. I want you to get stupendously drunk and tell crude jokes and remember my playful side."

These were amongst the final words of my Brother as they formed part of his Last Will and Testament. It had been my intention that he would be alive and well and able to help host the Masquerade, but fate and evil intervened.

Nonetheless I feel that, had he been there, he would have been most pleased with the proceedings.

For my own part it was most pleasant to see so many people enjoying themselves. Not in six years, since Cousin Adara last opened the doors of the Castle, have there been so many from such varied walks of life.

I would like to extend my thanks to all those who came along and partook of the hospitality of Castle Darkendale, it was a delight to receive you. For the sake of posterity I feel that it is important that those who were awarded prizes receive mention here.

- 🏆 Master of the Hunt in the field of Archery was awarded to Feldin Rook
- 🏆 Master of Battle in the field of Fencing was awarded to Rhapsody Talthor
- 🏆 Master of Battle in the field of Sword and Cloak was awarded to Karnak Justice
- 🏆 Master of Discretion was awarded to Nethaniel Huntington
- 🏆 Master of the Arts in the field of Recitation of Prose or Verse of Original Composition was awarded to Idiem Lilt – Pronounced, on this occasion, Nym o Pseud
- 🏆 Master of the Arts in the field of Performance of a Song of Original Composition was awarded to Tara Faith
- 🏆 Master of Style in the fields of Grace, Comportment and Attire was awarded to Kaelin Ervash
- 🏆 Master of Grace in the field of Gentlemanly behaviour was awarded to Marinus Darkendale

☞ The award for most ungentlemanly behaviour was posthumously awarded to Ilyrio Mortain, The Lord Darkendale (deceased)

If I might leave you with a few words which are probably known to many but only recently have made sense to me.

We live in a dangerous world where we find ourselves reaching for our swords more often than for those whom we care.

This is not the way it should be, but necessity oftentimes dictates our actions.

But for the other times, I would suggest taking time to appreciate the simple joys of love, of beauty, of wine if it is to your taste, but of life.

There are many moments that life offers up that we squander for one reason or another.

Whilst we stand against darkness and evil, it is important to remember why we fight, and what it is that makes that fight worth returning to again and again.

My thanks,

In faith,



Seraphim Aldain-Darkendale

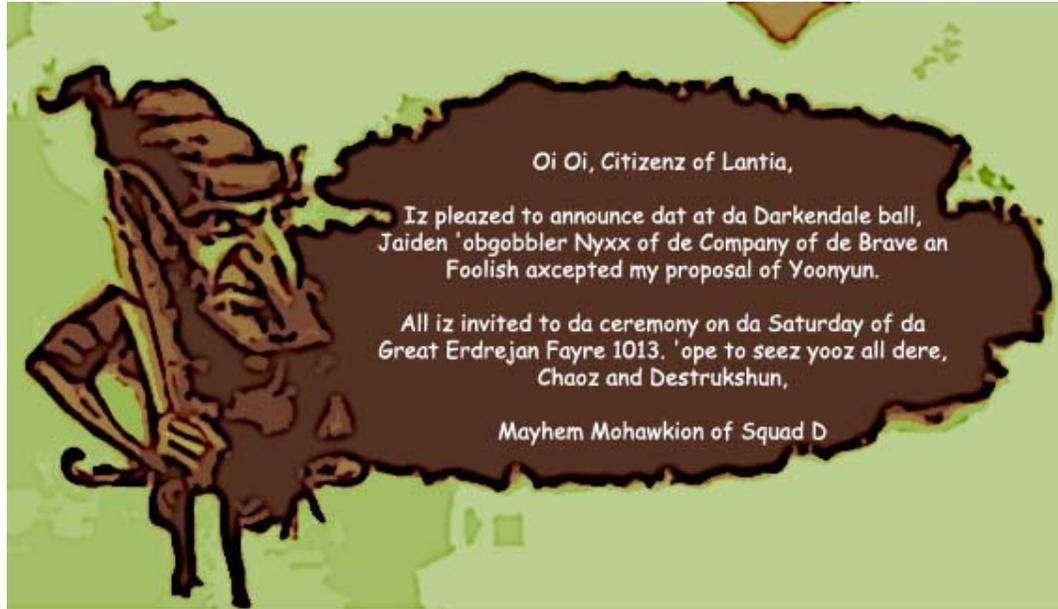
Sartorial Snippets -

Mrs. O. Kyskus will no doubt be proud of her trendsetting abilities, as it looks like green is the shade of the season for early 1113, with various shades in force chez Darkendale, and with the famous Hobbs of Varn making a particularly fetching verdant display. The smart girl's silhouette is simple this year, with the detail in necklines, and restrained, quality ornamentation rather than superfluous fripperies. A little bird tells me that at the aforementioned Masquerade, the key trimming was the humble ribbon, elevated in its usage to a new art form by one masked lady in particular. For the grand lady or the everyday girl, a well-placed ribbon will freshen up last year's spring blouse, trim a cuff to perfection or beautifully fasten this year's new bodice.

Tip of the season – boot maintenance. Regular care and attention to one's boots will ensure longer usage and approving glances wherever one may go. A simple polish or leather cream – ask your cobbler for recommendations – once or twice a month if the boot is worn regularly in good conditions, and if the Winter King has rendered your area particularly unpleasant, you may wish to consider more regular attention. It is the foolish traveller or adventurer indeed that skimps on their foot-wear. Check regularly for signs of cracking on the soles, damage to stitching or wear-through on those areas most likely to crease. For boots with speed hooks, ensure that the hooks are not buckled or bent in or outwards. Don't forget that there are a great many preparations, creams, polishes and sprays that can be used for every imaginable type of leather. Pick the right one, learn how to use it and practice often, and your feet and boots will thank you. The early attention of a cobbler will save you a great deal of money and inconvenience, by repairing damage before your boots are ruined entirely.

And remember – *if you want to get ahead, get a hat!*

Miss Marguerite Kavelock-Smythe



Oi Oi, Citizenz of Lantia,

Iz pleased to announce dat at da Darkendale ball,
Jaiden 'obgobbler Nyxx of de Company of de Brave an
Foolish axcepted my proposal of Yoonyun.

All iz invited to da ceremony on da Saturday of da
Great Erdrejan Fayre 1013. 'ope to seez yooz all dere,
Chaoz and Destrukshun,

Mayhem Mohawkion of Squad D

Orc/Squad D Kaste System

Orcs divide themselves into eight (or as they refer to it "lotz") of Kastess, each of which has a distinct job in their society; most Orcs tend to identify with one particular Kaste although as befits a chaotic race often orcs will belong to more than one kaste and will use them interchangeably, this has lead to some confusion amongst the scholars of other races who have attempted to study the greenskins.

Boyz - the generic Orc, technically all Orcs in a war band belong to this category and are considered to be "One of the Boyz."

Madboyz - Berserkers and combat frothers, these frenzied figures are considered to be some of the war bands most dangerous and unstable fighters; they are always the first into a fight and frequently have to be ordered to accept healing and repair armour since the thought never occurs to them.

Mekboyz - Orcs with technical ability, those who manufacture items of value for the war band ("orks hoo mek thingz" as the orc parlance has it), there are numerous individual terms for specific types of Mekboy (Orcamist, Scrollboy,etc) but Mekboy is the generic term.

Nobz - Nobz are those Orcs who have risen above their fellows either by virtue of being bigger and meaner or by possessing a low cunning that allows them to outwit challengers. Any Orc who is particularly difficult to kill can refer to themselves as a Nob, however the terms BossNob and BigNob are reserved for those who actually command a war band.

Painboyz - Anatomically minded Orc who perform a kind of crude battlefield surgery and healing on their fellows.

Runtherdz - Foragers and "Carers" for the hordes of lesser green skins that follow a war band, also the foragers and greenskins who collect herbs and fungus for creating poltices and unguents.

Stormboyz - These are the heavily armoured and disciplined fighters of a war band, normally (but not exclusively) black Orcs, these fighters tend to wear heavier armour and carry brutal chopping weapons.

Weirdboyz - Those rare Orcs who have the ability to channel magical power or call upon the fury of the ancestors.

Squad D Fooneral Ritez

- and why we 'ate stinky unlivings

It az been suggested to me by de boss dat I write some of our kultur down so dat our allies and blud in the Lionz can understand uz more; since Berzerka cannot write nor read, it has been left to me.

Those of uz hoo worship de Spiral beleev there is great strength held in the blud of a warrior, most of our ritez of worship involve shedding of blud and we call our closest allies and family blud; de shedding of blud (or az pinkskinz call it 'blood') in battle is for uz a holy act, linking uz to the great spiral az we clear out the old, weak and infirm to make room for newer and stronga creationz (although not all of uz have quite de same grasp of this – but the Spiral does not demand that we know, only that we do). Our fooneral ritez for fallen warriorz are simple affairs compared to de lengthy ceremonies of sum of the other racez (particularly the elder races), since we know that wen the pattern of a fallen warrior haz left its body all that remains behind is a rotting sack of meat; weeping and wailing over meat is not somefink that we understand or take part in.

When a member of our tribe dies, dere spiral iz ended and they go to the endless realm of fighting, where they practice and build up strenf until de Spiral spits their pattern back into a new body and the process starts all over again; for dose of the tribe hoo still live, we each drink some of the blud of the warrior, taking some of their strenf into uz and so that the power of the fallen will not be lost to the tribe while dere pattern journeys through the realm of endless fighting. The blud is taken in order of rank, since we believe that the

strong get stronger, starting with the warboss, then the nobz before moving down to the boyz, gobblerz and diggerz.

It is one of the greatest crimes and insultz to the ancestors to attempt to cheat or lengthen yor time on the spiral by using magiks or dark powerz, it iz the way of the egg that fingz die and deokay, fingz are constantly destroyed so there is room for new fingz to exist; without the spiral the egg would be overcrowded and cluttered with sick and fading remnantz of a previous age. Sometimes uvver racez do not understand this and so the worshippers of the Spiral must help along the process of natural destruction; worst of all iz those that corrupt their pattern, their soulz go on to the endless fight leaving behind a soulless body that works and behaves like the person, but it is not them – we call dese fingz unliving or deadboyz. Most 'ated amongst the unlivingz are those who steal time from others and use it to keep their half lives going, these vampires mock the world by stealing a warriors blud, stealing strenf in a blasphemous mockery of our own honourable ritez.

Lantian Kalamari Salad, by A Lantian Chef

Oil, for frying.

Plain flour.

Cayenne pepper.

Paprika, either smoked or unsmoked.

Salt

Kraken, cut up into small rings.

Eggs, beaten.

Mayonnaise Dip:

Mayonnaise.

Garlic, crushed.

Lemon juice.

First, catch your Kraken. Alternatively, wait for the Wavesinger to catch the Kraken, but the current rate of his successes mean one has more time to work up an appetite than is usually considered survivable.

Assuming one has the strength to wield one's knife, cut the tentacles into thin rings and set aside. A barrel of the size used for pickling herrings should suffice for storage.

Make the mayonnaise dip by mixing mayonnaise one has prepared earlier, lemon juice and sufficient garlic.

Heat the oil in a suitably-sized vessel, half filled. It is sufficiently heated when a piece of bread dropped in crisps and browns in a few seconds. In addition to serving as a handy temperature guide, if one is preparing Zeal-caught Kraken, this bread will prove vital for surviving the rest of the preparation process.

While the oil is heating, place the flour, spices and salt in a trough. Mix thoroughly, eat another piece of sustaining test-crouton, and start to dip the Kraken pieces in the flour mixture. It is recommended that one has assistance from one's servants during this stage, as if the meat has been caught by the Wavesinger it is a certainty that the job will be too much for one starved hostess to manage. Coat both sides evenly.

Dip the floured pieces in beaten egg, and carefully lower into the hot oil. Fry until golden. Briefly drain on a floursack or clean rag, and serve with the lemon-garlic mayonnaise.

Hello again my noble lords and ladies, 'tis Sava here again. Barman at the 'Dancing Dryad' on La Lara near Camelot. The missus has been nagging me somfink rotten to write another one of the many tales I hear down for you all to read, so 'ere it is.

You remember last time I was tellin you bout them watchguard lads talking about sengool's breed and fritheren wandering around again, well there's more walking history!

I'm hearing all sorts o' rumours about achreios attacking castle Darkendale, breed in the woods of Pardulon, Firthern walking the streets of Ontarix all sorts.

One fella from Tamarus told me he'd seen 3 circle guardians, you know them funny gem golem whatsits, now I thought there could only be one. A daft woman from Akamon told me she'd seen a bunch of them XIV creatures with the writing on the face. A couple of likely young lads from Sammerix tells me they've seen blokes in plate armour bleeding from the eyes. I swear one woman said she'd seen Benedict Darkendale!!

Something's amiss here in Lantia and thats no mistake.

Anyways I must get back to running my bar or the missus will kill me, you all take care now!

To the Bards of Lantia,

I have a request. For the love of sanity, please write something cheerful. I am a teacher in a small school on Tamarus, and let me tell you I am at my wits end. Do you have any idea how difficult it is not to scar the precious, impressionable minds of your nation's youth, when the only songs you can think of to teach them are about death, horror and depravity? What sort of message is that to guide our young? It has been a long time since songs of hope and joy were commonplace in our lands, and although I am not musically talented myself it is my dearest wish that someone out there is writing songs that make the listener smile, rather than to reach for the nearest strong drink and pile of clean hankies. Some happy songs for little folk, that's all I ask. Else I fear in a few years' time Lantia will be over-run with teenagers even more sullen than the norm, assuming everyone around them is a demon about to betray them and eat their unrequited love interest.

*Regards,
Mabel Clearwater*

High Society - Low Intelligence

One hundred and forty four eggs. Do you have any notion of how long it takes for my two dozen hen's to lay a gross of eggs? Let alone the time to collect and box them all safely so I don't end up with egg on my face, pardon the pun. That said, Mr Darkendale wants, Mr Darkendale gets. I like my barn, no sense in seeing it burnt down now, is there.

Now with a swanky soiree I understand that you get in plenty of grub for the posh nobs to guzzle, and there ain't no better egg around these parts than mine, I'll tell you that for nowt. But when there's people starving on the Isles and some so desperate that they've took to thieving, why order so many eggs, hard boil them (which lets be fair, is a desecration in its own right) if you're going to leave seventy one of them on a bleedin' wall!

Noah Fence

Dear Sir/Madam,

As a proud mother of four soldiers, it is beholden to me to express my grave concerns at the, quite frankly, shocking recruitment practices evident among the leadership. If the last few years have been anything to go by, the habit of recruiting new 'talent', if such a word can indeed be used, from the floozies the current incumbents associate with, then the Lions military is in a sad state of decline. I for one am shocked, and it is my humble hope that proper recruitment and promotion practices are instituted with no further delay. There are plenty of talented young soldiers already in the ranks that would be better disposed to perform such duties, particularly with their training.

**Yours sincerely,
Concerned,
of Pardulon.**

Dear Sir/Madam of the Lions Faction,

My name is Zanzibar Johnson, I am writing you in the hope that you can help me. I am looking to leave my home country because of the wars and dangers here, but the borders are well protected so if I were to leave they would confiscate any money I had on my person to use in their horrid wars! If a kind soul out there could allow me access to their Erdrejan bank account details for a short time then I would happily deposit my million!! gold pieces into that account and once I am across the borders safely I would leave a large portion of the gold in the account as a thank you gift!!

If you can help a man in desperate need please send your reply to mailbox 20, Berlin mail repository, Teutonia. Thank you for your aid in this desperate time!

Advertisements

For Sale

- *Heal salve runs out beginning of da first moot this year 1s*
- *Antidote all X2 runs out end of da gathering this year 3g 1s each*
- *Full cure location runs out end of da gathering this year 1g*
- *Total Heal runs out end of da gathering this year 14g*
- *Iron Skin runs out end of the Gathering this year 8g*

If anyones is intrested please contacts me or Zackari at da guild house at Camelot

Ripgut Shinkicker

The Company of the Brave and Foolish would like it known that they are available for cleaning dungeons, bodyguarding, drinking contests and rescuing damsels in distress.

Long list of clients, rates negotiable. No job too small, anything considered.

For further information, please contact Jaiden Nyxx in Coliseum, South Tamarus. (Unavailable early mornings.)

Feeling lost?
Unsure about the future?
Aware of a sense of doom coming over you?

Then come speak to

The Monks of Asteria

Who offer spiritual guidance, friendship and fortune telling in these uncertain times. Whatever your problem, we are honoured to assist you.

Please come speak to us at future events, or if your matter demands urgent attention, please write to us at:

Starfall Monastery
Isle of Starfall
The Spine of Tebron

Sincerely

Winter

Songs, Poetry and other Creative Endeavours

Hengist's Saboteurs: (To the tune of *Barrett's Privateers*)

- written by *Giblet*

Oh, the year was 1098, HOW I WISH I WAS IN
LANTIA NOW!

A letter of marque come from the Queen,
To the scummiest faction I'd ever seen,

[CHORUS]

Mal damn them all!

I was told we'd transport in for Tarantualan
gold

We'd fire no bows - use no spells
Now I'm a broken man on the underdark floor
The last of Hengist's Saboteurs.

Oh, Hengist MacConnell cried the town, HOW I
WISH I WAS IN LANTIA NOW!

For fifteen brave men all ramshackled who
would make for him his Saboteur crew

[CHORUS]

This Saboteur group was a sickening sight,
HOW I WISH I WAS IN LANTIA NOW!

They'd drunk to much port and their clothes
were rags

But Hengist stood firm with the staggers and
jags

[CHORUS]

On the Queen's birthday we looked to leave,
HOW I WISH I WAS IN LANTIA NOW!

We were 91 hours till the fighting stopped
Dreaming we were back in the fighting cocks

[CHORUS]

On the 96th hour we charged again, HOW I
WISH I WAS IN LANTIA NOW!

When a bloody great banshee screamed in
fright

It took all of our metal to stand and fight

[CHORUS]

The matriarch lay low down with gold, HOW I
WISH I WAS IN LANTIA NOW!

She was broad and fat and loose in the stays
But to catch her took the Saboteurs four whole
days

[CHORUS]

Then at length we stood two swords away, HOW
I WISH I WAS IN LANTIA NOW!

Our screams for blood made an awful din
But with one swift spell the bitch stove us in

[CHORUS]

The Saboteurs shook and fell to the ground,
HOW I WISH I WAS IN LANTIA NOW!

Well Hengist he smiled as downed his dregs
The bloody bitch had blown off both me legs

[CHORUS]

So here I lay in my 23rd year, HOW I WISH I
WAS IN LANTIA NOW!

It's been 6 years since we headed away
And I just made Orkneyjar yesterday

[CHORUS]

Song of the Nomads: (to the tune of *Song of the Exile*)

Written by Giblet

Land of Corvus and land of Karlennon	It was our home the Vale of Avalon
Land that gave us war and exile	
Land we left moving ever onwards	Land of Tope and land of Lenia
Once was our home the land of Albion	Land that gave us Hengist's fire
Once was our home, once was our home	Land that taught us PRIDE AND FURY
Once was our home the land of Albion	This is our home the isles of Lantia
Once was our home, once was our home	This is our home, this is our home
Once was our home the land of Albion	This is our home the isles of Lantia
	This is our home, this is our home
Land of Rhino and his Gate-guard	This is our home the isles of Lantia
Land that gave us strength and sacrifice	
Hear our singing hear our longing	When the land is there before us
It was our home the veil of Avalon	We have gone home to the isles of Lantia
It was our home, it was our home	We return home, we return home
It was our home the veil of Avalon	We return home to the isles of Lantia
It was our home, it was our home	

FIGHTING ROUND THE WURLD - a squad D song

*A very long, long time ago
A short little ork called Brick I know
Said "I like to fight
But I like one thing more
FIGHTING ROUND THE WURLD!"*

*He lived on great big volcano
Grabbed his friends
Said "It's time to go
Time to fight an undead foe
FIGHTING ROUND THE WURLD!"*

*He wondered round the scrap yard so
And stomped right down to the plain
below
Said "Come of boyz, don't be slow
In FIGHTING ROUND THE WURLD!"*

*Then one day a fey lordz mighty glow
Took 'im down and bought 'im low
He'd fought his last against the foe
FIGHTING ROUND THE WURLD!*

*Now that Brik iz time had passed
His last enemy had been his last
Iz spiral he had walked off fast
FIGHTING ROUND THE WURLD!*

*But dem boyz they didn't cry
'EE'd be fighting battles in the sky
To pick a new leeder they had to try
FIGHTING ROUND THE WURLD!*

*Bez and Filff dey fought wiv pride
Now dat the old leader had died
Hoo wud leed the greenskin side
FIGHTING ROUND THE WURLD!*

*Filff he fell by Bez's hand
A new leeder woz in kommand
He said "I like two fingz
That's fighting and
FIGHTING ROUND THE WURLD!"*