

## **Lions Faction Packup – Summer'14**

Table of contents:  
Editorial  
OOO Announcements  
From the Plot Team  
A call to Crafters  
IC material

### **Editorial**

Hi folks! How's it going! Welcome to the Summer '14 Packup!

Oh dear sweet baby Bob. So, it's a commonly accepted Fact of Larp that most productive pre-event things happen unreasonably close to the event they're needed at. I decided, in my infinite smugness, that this packup would be different. The submissions would come in on time, I'd get everything laid out and pretty, and write a super badass editorial with a week to spare. As you can see, that train stopped at Nope Town, and here I am scaring myself into writing the editorial by watching Baman Piderman until it makes sense. Right, wasn't using that brain anyway, here we go!

It's come to my attention that not everyone active in the Lions these days is clear on what a packup is. Well, kids, back in nineteen-hundred-and-frozen-to-death, before internet access was the norm, the faction had to keep in touch with us all somehow. So the packup, a newsletter with event booking information, IC and OC writings, and other things lost to time, was posted out to the players. When broadband became as essential to our daily lives as a nice cup of tea and some Hob-Nobs, the tradition was digitised. You'll find all sorts in here - IC advertisements, OC announcements, right down to musings about poultry.

It's been a cracking season so far, and with moot 2 right up in our grills it's only set to get better and better! I have it on Good Authority that the Dragons are planning something super-bitchin'-awesome for Moot 2. And, of course, we're co-hosting the Gathering with the Jackals, which is a pretty big deal. I can't wait to see what madness and mischief everyone gets up to!

OOO changes since the spring: One thorough education on mud and perspective. New members of plot team! Some lovely guildies returning back to the faction! Moderately decent weather! Woe-huddles!

Don't forget, booking for our winter event opens on the 28th of July. It's going to be nothing short of epic, and in Huntley Wood, a fabulous site. Seriously, there's a lake!  
<https://bookings.lionsfaction.co.uk/> is the place to go - and if you haven't changed your password since the last time you logged on, it's been highly recommended that you do so.

As always, thanks to all who make the faction and game so much fun, and who contributed to this issue. All Lions are welcome to contribute!

See you in the field,

Noodle

## OOO Announcements

### Volunteers wanted for Gathering Setup!

The Lions and Jackals are co-hosting the Gathering this year, and in the spirit of Go Big or Go Home, fit, healthy volunteers are wanted for setup the week before the event. All meals will be provided for you, courtesy of the staff catering – this includes people with dietary restrictions such as allergies. Ideally, you will be free from the Saturday before the Gathering. As anyone who has done it will agree, setup can be hard work, but incredibly rewarding. The Gathering is setting up to be something really special this year, so let's help make it look memorable too!. If interested and available, please email our lovely NPCs at [command@lionsfaction.co.uk](mailto:command@lionsfaction.co.uk). If you do have food intolerances/allergies, be sure to let them know as well!

**From the Plot Team:**

### 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!

New player? Awesome! Welcome to the Lions! We'll be happy to help you make sure that your character concept fits with the game-world in general, and the Lions in particular.

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)

Note: By doing so, you are giving Plot Team the power to mess with you.

### **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.

### **Lions Plot Team Guidelines.**

What follows is a brief FAQ covering how the Lions faction plot team operates and how to get the most as a player from us as your plot team.

### **Will I get my plot on the field?**

We at the Lions plot team always aim to use personal plot and backgrounds if they are submitted, because we enjoy reading them as much as you enjoy writing them. They often help lay deeper foundations for existing plot lines or new ones. However we simply can't fit them all into the brief time we get on the field, so whether yours runs is a roll of the dice but we can promise we will try.

### **Is there downtime?**

Short answer: No.

However, with some exceptions, we won't tell you what your characters have been doing over the gaps between events. If you want to pad out your in-character discussion by saying you have been working in 'X tavern' or travelling to see 'Y character' for a non-plot related chat, we will not contradict you. We will not, though, tell you about plot that is going on, even if you live at the location of the plot, nor is it possible to talk to NPCs over a gap period, but you can send letters to them from the field and should get replies.

### **If I can't act what's the point emailing?**

Even if you can't act in the gap time we love hearing what you would like to be doing (not conducting troop movements or information gathering for example, as previously stated) such as whether you're becoming an alcoholic or just starting to gather rabbits in your house on Gallathrix.

Chances are these emails will be added to our 'just for information pile', but now and then there is a gem we can use and it can help with plot and or character progression.

### **What questions can I ask plot team?**

There are a lot of things that are unknown in terms of plot to the average player (or there were to me at least) so if you have a question sling us an email and we'll try to get back to you with an answer.

**No question is stupid.** [If computers could support it, this sentence would be in 12 foot letters of fire. Noodle.]

### **How long can I expect to wait for a plot reply?**

We try and get back to you as soon as we can but our plot team is made up of amazing volunteers that give their spare time to sorting what is sometimes a raging torrent of plot, so be please be patient. We always try and get it done as soon as we can but no true time scale can be given.

### **Backgrounds and background submission?**

Backgrounds are great to receive and give us a great starting point for some plotlines or how to interact with your character. They can take the form of a few descriptive paragraphs or pages of story, however we do ask that once a background is submitted that changes be kept to a minimum (we are not going to hate you if you make the odd change). If we decide to use that character 'Evil Uncle Bill' and then when he reaches the field we discover he's been written out in favour of 'Kind Aunt Margaret' it's a tad awkward.

### **Plot requests. E.g. Evacuations etc?**

If you have made a request *in uptime* about for example evacuating your island because 'it's got ants' or some other perfectly valid reason pop a reminder to us on our plot email after the event (preferably soon afterwards) to make sure its logged and we will get back to you. These tend to take one of the two following ways, either an email of what's happening or a brief at the next event. We may also run encounters to give the results.

### **Players in Peril?**

If you are a player in peril, e.g. you transported to a battle zone or dangerous area at the end of an event or you live in area that has been invaded, just pop us an e-mail detailing this. We will either give you an emailed brief before your next event (we don't know your next event unless you warn

us) or we will brief you in the field before you go IC in some manner.

If you have any other questions please ask them and I will add an answer on this list.

*Robert Benefer*

*Head Honcho – Lions Plot team.*

## **A Call to Crafters**

### **Do you like killing things?**

### **Do you like killing things that *aren't* wearing blue jeans and a Metallica t-shirt?**

### **Do you know one end of a needle from the other?**

If the answer to all three of these is yes, please consider making some kit for the faction monsters. Too often our monster crew aren't able to borrow anything from the faction and that has a knock on effect on both the morale and temperament (and temperature!) of the people who are volunteering to monster for us.

We currently need:

**Tops** – be they shirts, doublets, waistcoats, frock-coats or whatever you feel like making. Ideally cut for the average male larper, who tends to be built like a broad-shouldered rugby player.

**Trousers** – drawstring would be best, to get some flexibility in who can wear them.

**Skirts** – likewise, adjustable or free size would be great.

**Fingerless gloves** – one for the knitters, these help keep hands warm particularly in winter events which makes night fights less unpleasant and cuts down the sting of a weapon blow to the knuckles in the cold. Acrylic or machine washable wools only please, which is good as they tend to be the cheap ones anyway.

Helen has also asked me to point out that dark colours would be awesome as trying to make white kit stay white has broken her washing machine at least once.

If you have spare material and can make this for free we would love you forever and be hugely grateful and will insist that Tatalus bow down and worship you (one of these three facts may not be accurate), but if you have an idea for something which would need a bit of funding please let the plot/command team know because there can be a budget for such things depending on what it is and how much we need it.

Also, if you would be happy to take on targeted commissions from the faction for anything kit related please let me know, I'm trying to collate everyone with such wondrous talent so the faction command and plot know what options we have for fantastic props to make the game better for

everyone.

Marianne Wells

The Queen of Editorially-Imposed Snappy Titles

[Marianne.wells@gmail.com](mailto:Marianne.wells@gmail.com), or Obsidia Hyskus for forum PMs

**A Lions of Lantia Production**

**Wrangled by Niamh 'Noodle' Carey, with special thanks to Russ Phillips for Tech-Wizardry**

**Content by, in no particular order:**

Jessica Harley  
Sarah Elizabeth King  
Matt Stockton  
Marianne Wells  
Rob Benefer  
Chris Cunliffe  
Brian Roberts  
Emma Cunliffe  
John Keech  
Nicholas Fitzgerald  
Johnny Fairchild  
Niamh Carey  
'Anonymous' – who *is* this guy? Or gal?

Special credit this edition goes to Rob 'Robble Dobble' Benefer, for really stepping up to the Plot 4 plate, and doing a wonderful job. He's been working his tail off, providing the right level of guidance where needed, and been fantastically supportive when it counts. Still won't get us a dog, though.

**Tip of the season:**

Sunblock. Emergency wellies. Hat. Bunker. More socks.



*- No Lion Stands Alone -*

# Lions Faction Dispatches

Summer 1114

Compiled and Published in Camelot by the office of the Adjutant General of the  
Lions faction

Table of Contents:  
A Letter from the Envoy of the Drakken  
A Letter from the Knight Defender  
Mentioned In Dispatches  
Miscellany  
Advertisements  
Obituaries

Writings intended for publication can be submitted to:

The Office of the Adjutant General  
Publications Department  
Camelot  
Lantia  
([Lionspackup@gmail.com](mailto:Lionspackup@gmail.com))

*Friends and Lions,*

*We find ourselves at the centre-point of the year, with a great deal behind us, but even more ahead. The last twelve months have brought many changes to Lantia and to our people. There are faces that we shall not see again and new ones have sprung up to join the fight. And our fights have only just begun.*

*A Demon Overlord walks our islands, tainting the very ground beneath him as he conquers along with his army. A Deathknight, having rampaged briefly around Gallathrix has gone to the Planes of Unlife, but we can be sure that he will return to plague us again. Something is attacking our Ancestors, and we do not even know what it is yet! And we must also remember that there is more to our world than Lantia - threats come from outside our own islands.*

*The University of Pattern Perfection, so long a thorn in the side of the Heartlands, are still active, though depleted. Their power-base is now on the Plane of Unlife, amidst the fighting between Satuun and Dracos. This war, which we would prefer to take no part in, not wanting any side to gain the upper hand. We have been offered great boons to take a side, seduced by Osiris to help him to gain ascendancy. And we cannot forget Al'Qufar - the site of the forthcoming Gathering of Nations, where the fate of a great many things will be decided. We have committed to standing outside that City, doing what we can to ensure that the world can continue to exist.*

*And yet, with so much, the Lions continue to stand true to their ideals. When other factions sought to steal land from the Dragons, we stood firm with our allies of so many years and helped them in their troubles. When forces of Unlife tried to make us choose sides, just as it was with the Akari and Xivental, we told them that we would stand on our own side, never compromising.*

*Because amidst the chaos of the Heartlands, the heart of the Lions stands true. We are the calm within the storm, that can be relied upon to do what is right. We have three simple ideals, but as long as we stand by them, and never compromise, we will remain the conscience of Erdreja, and those that others can look to to see what is right.*

*And when we stand together as a Pride, there is nothing that does not fear our roar.*

*Gaius do Lantia  
Envoy of the Drakken  
Advisor to the Royal Council*



## *The Rule of Five*

*After the events of the Great Edrejan Fayre, it is advised that all groups moving around at night have a minimum of five people. This includes groups moving between camps and the Guilds.*

*If unable to find five people, it is highly recommended that you do not go. So remember to ask around the Faction before heading out; getting enough people is easier if you ask.*

*In the case of night time patrols, patrols must not, under any circumstances, go out without any less than five people, and must report to the gate before and after the patrol.*

*If you have any questions or enquiries, please feel free to direct them my way.*

*Briar-Rose*

*Knight Defender*



Courage doesn't  
always roar. Sometimes courage is the quiet  
voice at the end of the day saying: "I'll try again tomorrow."

# Mentioned in Dispatches

*When Sir Nethaniel Huntingdon was Knight Marshall of this faction, he wrote in these despatches of the deeds of the Lions, and gave special mention to those who distinguished themselves even above others. Since his elevation to Prince, and his loss, that practice has fallen by the wayside. It is time this practice was brought back - we are a great Faction, and have many deeds to tell of.*

*The Lions have faced many hardships over the recent months, and we have had many successes. We have defeated the necromancer on Gallathrix, and faced down and stopped the threat brought by Morcan's traza and the constructs he sent against us. We have risen to defend our pantheon from unknown dangers by rites, by sword and by law, facing down not only ancestrals but even our own people when they have been led against us, perhaps the hardest act of all. We have stood by our allies, and helped them defeat powerful foes. We were instrumental in the defence of the Watchers at the Fayre. These are not small acts, not deeds to be spoken of lightly: they required bravery, and strength, something this Faction has demonstrated in abundance. Perhaps most importantly, we have done these things together, and therein lies our greatest strength.*

*Had I but words enough and time, as the poet wrote, I would list every member of this Faction for their strength, bravery, and dedication on the field and off, for none have stood back, and none have shirked. But several names have been singled out by the High Council and the Arcane Council for actions above and beyond the call of duty, and on behalf of the Faction, it is my honour to name them here, and publicly thank them for their service.*

- ▣ *Spaff, Mayhem, and Staplez - For their courage and honour in standing between the Watchers and angry Dracos followers at Moot 1.*
- ▣ *Eli Rooke - For self-sacrifice on behalf of the faction. Given the*

*desperate need for ritual slots this year, he came and offered to speak to the contributors, to try to persuade them to sacrifice the contributor lottery slot to support the ritual team.*

▫ *The Prince Bishop's Men - For unfailingly being at the faction gates at ten in the morning.*

▫ *Yiska of the Freeblades - For his dedication and work on the gate.*

▫ *Michael d'Ascoyne of the Order of Celestial - For his help and dedication to protecting Amethyst, and solving the mystery of what threatened her.*

▫ *Abby and Ramsey, Sirene and Warden of Gallathrix - for their initiative in speaking to Gallathrix to protect their island from the death knight.*

▫ *The Arcane Council - For their tireless work and dedication to this Faction. It has been my honour to serve with them, and I would like to pass on a particular thank you to them all.*

*As it has been some time since we last wrote the Mentions in the Dispatches, I will not list all the fallen here now. We have lost many friends, many staunch companions in that time, and every one of them is keenly missed, not just by their groups and friends, but by the Faction. The Faction passes on its condolences to the friends and families of those we have lost: they are not forgotten.*

*We have battles still to fight, and scores to settle. Lantia is not safe, for us or our people, but we will win. We will protect our people and bring our justice to those who stand opposed to us. Our roar will echo off these islands until it is all our enemies can hear, and it becomes the last thing that they hear.*

*Truth. Honour. Justice.*

*These are our watchwords, and our promise - to our friends, and our foes. We are Lions, and we are a Pride. Together.*

*Karen Aldain*

*On behalf of the High Council and the Arcane Council.*

# Miscellany

Have you ever seen something so extra ordinary it completely changes your world?  
You have changed the world of a whole people.  
We were nothing until we saw you in flames.  
We followed and watched not understanding.  
Then we grew stronger in many ways as you left our sight.

One saw your crafts and covets them for the strength they gave.  
One saw your inner strengths and seeks even now to bask in its light.  
One saw the threat this brought and hated and screamed and swore its removal from all they were.

So now one hides in shadows and steals.  
So now one roars and seeks to cleanse you all.  
And one was sent, the first, so he may learn what it is to be Lion, sworn to those we followed, dedicated to those they protect.

Adamu

*Lions!*

*Thank you to everyone who attended, baked for, ate, drank tea or took shelter from the elements at the GEF tea party.*

*Our second annual tea party has been rated a massive success and we couldn't have done it without you all.*

*It was the highlight of my weekend and it was lovely to see so many lions there. It was even better to see so many non lions from other factions and guilds having a good time with tea and cake and we tried to cater for everyone's tastes and needs.*

*Big thank you to all you awesome people, we really couldn't have done it without you. Special thanks to Libby and Amy who, among other things, made sure there was plenty of tea and coffee available.*

*Much Love*

*Abby*

*Freeblade / Ancestral of Cake*

## Missing the Green Knights Axe?

Want to have it back?

**Then the Alchemists need your help!**

We will be doing a ritual at the coming moot to transfer the powers of the Alchemists' Corrupted Iconic into another weapon and create a poison attuned to Sirathol. It is anticipated that he may attack the circle to disrupt this.

Be it guarding the circle, contributing to the ritual or (if you can use oiled weapons) we need a volunteer to deliver a lethal blow to Sirathol himself!\* If we successfully kill him, then the Axe will be returned to us!

For more information, contact the High Alchemist's office for details.

\*Depending on the presence of Sirathol, the alchemists guild accept no liability for damage/pattern corruption and/or any other effects incurred in fighting Sirathol.

*The Daemon Magics - A War Poem by Abby, Sirene of War.*

*Blast, blast, blast, blast*

*Blast, blast, blast*

*Blast, blast, blast, blast*

*Blast, blast, blast.*

DEAR FELLOW CITIZENS OF LANTIA

WHILST I REALISE THAT I APPEAR TO HAVE AN UNCOMMON STYLE OF LOOKING AMONGST US ALL I IS NOT IN FACT A MONSTER AND I IS NOT UNLIVING I WOULD CONSIDER IT A GREAT KINDNESS THAT IF I AM TO BE DISSECTED IN THE NAME OF SURGERY AND EDUCATION THEN YOU WOULD WAIT UNTIL I HAVE DIED OF NATURAL CAUSES WHICH IN THE CASE OF MY RACE IS USUALLY ON THE BATTLEFIELD OR IN THE TRAINING GROUND

NOW I WOULD APPRECIATE THAT WHILST MY FACE CURDLES MILK AND MIGHT SCARE YOUR YOUNG THIS IS NOT NECESSARILY MY FAULT AND SHOULD NOT BEGIN THE KIND OF FOOTRACE WHAT INCLUDES YOU BRANDISHING LIT TORCHES AND WAVING SCYTHES ABOUT YOU SHOULD BE MORE CAREFUL WITH THEM AS YOU MIGHT HAVE SOMEONE S EYE OUT

IN ADDITION TO THAT SHOULD YOU FIND ME ASLEEP ON THE BATTLEFIELD USUALLY WITH BATTERED ARMOUR AND MANY CUTS THEN PLEASE FEEL FREE TO TAKE ME TO A NICE HEALER WHAT CAN FIX ME UP AGAIN I HAVE BEEN TOLD THAT SOMETIMES SOME PEOPLE HAVE CONSIDERED ME TO BE ONE OF THEM UNLIVING PEOPLE THEM UNFORTUNATES WHAT HAS TO BE REMINDED THAT THEY ARE DEAD I CAN STATE THAT WITH ALL MY KNOWLEDGE I IS NOT ONE OF THEM

AS AN EXTRA THINGY I AM LOOKING FOR SOME INFORMATION ON MY ORIGINS IF SOMEONE MIGHT KNOW SOMETHING ABOUT WHEN THE CATACLYSM WHAT STOPPED LIZARD AND DRAGON KIN LAYING EGGS I WOULD BE WELL APPRECIATIVE OF THAT KNOWLEDGE I ALSO UNDERSTAND THAT WHILST THE LANTIAN ISLES WAS CHANGED QUITE A BIT WHEN THE LIONS DROPPED IN ON THEM BUT IF SOMEONE MIGHT KNOW WHERE THE DRAGON KIN HATCHING BEACHES MIGHT HAVE BEEN LOCATED I WOULD LIKE TO KNOW

THANK YOU VERY KINDLY MUCH IN ADVANCE

DRAKE DESTEFANO  
EL TORO

To whom it may concern,

My name is Professor Giedrius Grigordias, a field botanist. I am undertaking an expedition with my research assistant, Varen Staines, to the north of Ceryphus over the next few months.

As a botanist and scholar, I have been greatly intrigued by the devastating effects of the taint caused by the "Nolla" some years ago, and the ramifications this has had on the local ecosystem. I also wish to assure you that I will not be going any further south and I will avoid the local populace as best I can.

I understand that there are troubles on Lantia at this time, but please be assured that I will not interfere in any way. I shall also keep you and your Crowns abreast of any significant occurrences and discoveries.

Yours sincerely,

Prof. Giedrius Grigordias



A set of words short treatise on the ornithology birds of Lantia:

The Lantian Fish Eagle might be the second largest bird on the Lantian Isles, found on the coastline of Orlagnon (not recommended to visit right now though, as that toe-rag Tatalus appears to be resident there, or so I is told) it suffers from much the same problem as the Blue Footed Booby, in as much as its eating habits are either fish, or the poor Booby, which more or less amounts to the same thing.

The Lantian Blue-Footed Booby is regarded as a delicacy in some circles, but as it is a seabird (even if it is quite large) it largely tastes of fish. I think we're all agreed that if we want fish, then we'd go fishing, rather than pick on the poor old Booby. Anyway, it's just an oversized Gull, and no-one wants to eat one of them things.

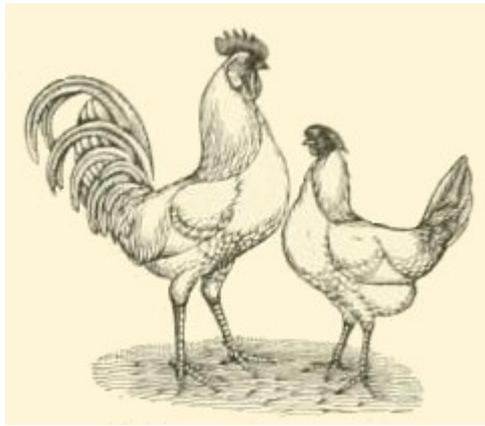
The Lantian Golden Eagle is the largest bird on the isles, but it turns out that most of that is wing, and as such has very little meat on it. Whilst feathers make nice beds, and are warm and soft, they does not go in the pot very well. As the Golden Eagle is mostly found in a place where there is sheep, and lambs to feed on, then it more or less tastes like Turkey, and you get a similar amount of meat on it. However, it turns out that hunting a turkey is a lot easier than hunting an Eagle, 'cos the Turkey has less beak and claws, and is a bit less, um, 'cranky'.

The Lantian Great Tit is a lie, as it is indeed very small, and only worth about a mouthful, what makes it difficult to peel. It is however the largest member of the Tit family. Even a Lantian Red-Headed Partridge is bigger than the largest Tit, and you needs a couple of those to make a decent meal. The Blue Tit for example is quite small, and is only found in the colder parts of the Isles, although it is apparently quite 'perky'.

So we come to the Chicken, which is large enough for a meal, and not so large that any of it goes to waste. It tastes better than a Turkey too, which means that the Turkey is the Crown Prince of Birds. The Chicken might have a small mad and tiny brain, but we have our little quirks. It is easy to bring up to a good

*eating weight, especially from an egg. In these times of need for the whole of Lantia, I would call forth the chicken farmer to redouble his (or her) efforts, in raising this mighty and honourable bird, which is both tasty and versatile.*

*On a related note, if someone does have any tasty cooking recipes for Chicken (King of the Birds), please contact Drake DeStefano, care of the El Toro. Many thank yous in advance. If there is spare Chickens, then please pass them onto the same person. We has run out of rats on board, and will presently have to eat what the Cook is preparing.*



**DYDH DA PARDS,**

**FØR THØSE WHØ DØ NØT KIØSH, I CURRENTLY SERVE AS DEPUTY HIGH INCANTØR FØR THIS FACTIØN, AND MØSTLY AM IN CHARGE ØF BATTLE TACTICS AND DISMISSAL WEDGES AND THE LIKES. RECENT DEVELOPMENTS IN MY LIFE, HØWEVER, MEAN I WILL NØT BE ABLE TØ SERVE MY PURPOSE AS FULLY AS I'D LIKE TØ, AND WHILE I AM NØT STEPPING DØSHI, I AM HAVING TØ APPØINT "LIEUTENANTS", IF YØU WILL. THIS IN MIND; I HAVE ASKED BØTH GRAYLING, ØF THE CØMPANY ØF THE BRAVE & FØØLISH (BIG GUY, RED AND BRØSHI ARMØUR, BIG PØINTY STICK), AND ØBRIINT PAS, ØF THE FREE BLADES (SHØRTER GUY, DRESSED LIKE A BLACKSMITH, SPIKY FACE AND HAND), TØ STAND IN FØR ME IF I'M NØT ABOUT. SØ, IF INCANTØRS CØULD LISTEN TØ THESE PARDS AND HELP THEM IN ANY SHAY, THAT'D BE GREAT. I'D LØVE TØ SEE ØUR INCANTØRS REALLY SHØRK WELL AS A CØHESIVE FØRCE, AND CØMMUNICATIØN AND MUTUAL RESPECT WILL BE KEY HERE.**

**MAY I SEE YØU ALL BEFØRE THE SHØRMS GET YØU.**

**~THØRG**

# Advertisements



## **The Company of The Brave and Foolish.**

**Have an opening for a part time relief barperson.**

**To serve drinks in our field commissary to company members and guests between the hours of 6pm - 9pm on Saturdays and Sundays during the Moots, Fayres and Gatherings of the Heartland Nations.**

**Experience is advantageous but not necessary, as is the ability to eject unruly Councillors, Crowns and Guildmasters who are unable to hold their mead.**

**Remuneration is offered to the successful candidate at 2g per shift, plus tips.**

**Please contact Company Quartermaster Hodari, or apply directly to the sign of Shak'Roc's Head, Oda, Tamarus.**

# Obituaries

henry, my friend.

It has taken some time to compose my thoughts. Our last words were in anger and although I cannot forgive this, I have come to accept it. Our friendship was not defined by a single moment, and certainly not an angry one. Your support when Karen chose me to lead the mages was unwavering. Taking the line forward against acquiescence and her demons. Getting in touch with your inner gazelle in a ritual circle. Chasing down kongassans on thrace to make a handbag for the queen. Letting you die alone on orlagnon.

I didn't leave. I stayed because you believed in this cause enough to devote yourself utterly to it, come what may.

mimi itakaa simba mpaka mimi kufa. your fight is my fight, and it will not be easily forgotten.