

## Lions Faction Packup Winter '14

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### Editorial

Welp, I did it again. Not content with procrastinating up to the publication date of the packup, here I am two days later than intended, questioning my life choices and trying very hard not to swear in something that I'm about to publish. You know the rule, if you wouldn't say it to Grandma, the internet is forever and all that jazz. Never mind that either of my grandmas would require a crash course in what the internet is, how to use it, and the services of a *really* good necromancer.

So, hello again everybody! Welcome to the winter packup! It's starting to get properly wintry over here in Dublin, and I assume it's similar wherever you're at. Wear another jumper, you know you want to. It's been a really intense year of LRP in the LT world, and this event promises to be no exception. When your friendly neighbourhood plot team are cackling and dropping hints about The Things They Can't Say In Front Of Players, you know you're in trouble. Or in for a really cracking event. It's definitely one of those two things. Maybe both.

So, news since the last packup! Well, I've left plot team after a year of scheming with some of the nicest, most evil people you could ever hope to scheme with. Those guys and gals move fast, though, and new to the scene is Will McKeever. Feel safe, folks, feel real safe.

Congratulations are in order to Emma and Chris Cunliffe, on the safe, healthy arrival of Nicholas Benjamin. He's super cute.

It seems we have some newbies, both playing and monsterring. Hello! Welcome to the Lions! Hopefully you'll have fun – if you have any questions, don't be afraid to ask around. Plot team can usually be found in yellow (or in slightly long grass in the case of Fozz), and should be able to help out. Similarly, if you notice a newbie looking lost, go say hi! Get them involved and stuck in!

I wasn't sure exactly where else in the packup to put this little lovely, but here's a personal note from one of our players:

"I just want to say a massive thank you to everyone who enhances the game. You all work so damn hard to make this hobby a wonderful game. This goes to everyone such as NPC's DPC's, Plot writer's, Ref's, Marshal's, caterer's, set-up and take down crew's and everyone else who is involved in some way. You are all volunteers and your work is massively appreciated.

You rock!

Dizz"

Don't forget, the awesomeness that is autumn leaves and brisker wind also means it's going to be cold at night. Probably. Bring layers, bring thermals, bring waterproof socks if you have them, and don't forget to up your bedding! I've had great success with foil space blankets laid under all the bedding, and the faction has hot water bottles that can be rented out for the weekend for a £5 deposit. Bring a t-shirt or something to wrap it in, as they are not covered. Deposits returned when you give the bottle back.

Well, hey. That's a page and I've run out of things to say. See you on Friday!

Love and squishes,

Noodle

## **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 techo-assistance from Russ Phillips**

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

'Anonymous' – guesses on a postcard, please!

Anthony 'Ant' Chapman

Matt Stockton

Nicholas Fitzgerald

Sarah 'Killer' King

Tony 'Bones' Brownlee

Jessica Harley

Marianne Wells

Rebecca Catan

Laura 'Dizz' O'Connor

Niamh 'Noodle' Carey

Special thanks this edition go to Margaret Holliday, and her ladies. It's a lot of work feeding an event's worth of hungry nerds, and they do it with a grin, a lot of cackling, and excellent humour. Thank you so much, we really appreciate it. (Hint: They like wine and chocolate. Go on, show the mums a little love'n'gratitude)

**Tip of the season:**

Ask yourself the following question: When was the last time you had a hot drink?



*- No Lion Stands Alone -*

# Lions Faction Dispatches

Winter 1114

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

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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)

## *An Address from Her Majesty, Queen LeMy Subjects,*

I believe this is the time of year when I address you on the happenings of our Isles?

Well, let no one accuse me of discontinuing the quaint local customs!

The liberation of the Isles of Lantia continues at a good pace – Pardulon has now joined the happy throng. I have also been doing a little redecoration which I think you'll just love.

Feel free to ask Gaius for more details on that.

My new subjects were also kind enough to help me dispose of an incompetent employee. I must remember to thank you all for that – you even saved me from having to pay him!

You are all welcome to visit the 'Good' Isles at any time. I hope all politeness and intelligence in the faction did not die with Marinus.

I'm afraid however, that most of you will probably stick to your belligerent ways and come charging in, swords swinging to die in that adorable way you do. If so, be sure to bring some of those really special people you're so proud of. A paladin or two, or maybe a werereature? I'm sure they can tip things your way this time. And if not it means I can add to my collection – see, we all win! Maybe Ravenfire or the moody looking one with the bow – Lupis was it? Ysabel would even complete the collection for that Order I believe?

Speaking of which I think we should all be proud of the great work Karen is doing in the camps on Sammerix. Though I suppose one must keep oneself busy when the home fires have gone out, my dear?

In joyful anticipation of our next meeting,

Tatalus

Lord of Lantia

## A Letter from the Knight Defender



### *From the Office of the Knight Defender*

*After the events of the Gathering 1114 AF, the Rule of Five is no longer in effect.*

*Separately, I would like to thank everyone who has assisted with either regulating Faction members or guarding of the Faction gate and wards this year. You have all done a fantastic job.*

*I would also like to publicly thank Sir Irinaye for all of her hard work. She does fantastically well at a very difficult job, and on top of that has been a great source of advice and support to me all year. Thank you so much, I look forward to continuing working with you.*

*Briar-Rose*

*Knight Defender*

## A Report from the High Ritualist

### Faction Rituals 1115.

I appreciate that we have not yet seen the back of 1114, but as many of you know, rituals require planning. The faction achieved some notable results in the last few months, and I wish us to excel ourselves in the coming year.

In 1115 it is my plan that the ten allocated rituals will be assigned as follows. Please note this may be subject to change depending on the requirements of the Watchers:

**Spring Moot:** 3 Rituals, likely in a minor circle. No faction rituals planned - Faction ritualists will be seeking three conservative projects ideally involving individuals, but items will be considered if a suitable plan is proposed. It is also my proposal to hold a closed auction among the Lions for a ritual slot at the Summer moot\*. Please note this proposal is subject to Crown approval, and I will confirm this prior to the Moot itself.

**Great Erdrejan Fayre:** No rituals planned. A Contributor workshop is planned, and the High Council nominates the Gate Guard for the year.

**Summer Moot:** 3 Rituals, likely in a major circle. Gate Guard ritual will occur, along with the auctioned slot if sanctioned. One further ritual, chosen by the ritual team. The contributor lottery will be drawn at the Moot, and the Faction Champion will be chosen.

**The Gathering:** 4 Rituals, most likely in a Wellspring. Faction Champion and Contributor Lottery rituals will occur. Two further ambitious rituals, chosen by the ritual team.

The allocation of rituals are currently as follows: Two chosen by the High Council (Gate Guard and faction Champion). One chosen by Lottery. One determined by auction. One reserved for the Knight Marshall to use for the military, and five unallocated, which the ritual team will choose based on the merit of the suggestion and the alignment of the circle.

Please note Queen Lenia wants the faction to have Rock Golems or Earth Elementals to crush our enemies. Anyone volunteering to undergo such a transformation will be given fair consideration.

**What you need to know:** To be considered for a faction ritual you need to approach any one of the Ritual Team (Currently Myself, Elspeth, Tyrell and Johann) and convince them that your proposal is a good and useful one. If you lack confidence yourself then bring a friend, but DO SPEAK TO US. The fact that you might not be well known or a 'hero' of the faction is not

relevant. The faction often picks out and rewards less known faces, and it is the idea that we are interested in.

**Things that might help:** My preferred area of study is Elementals, and pattern alteration. Both Elspeth and Tyrell are Theologists, so ancestral discussions are best had with them. Johann is our expert on items.

**Ritual Resources:** We have four ritualist of varying power. The ideal number for a ritual team is five. If you have an interest in learning to control ritual magic then please speak to me. I am aware of 23 faction contributors, six of which are elementalists, two of which are theologists and one is a demonologist. Please bear in mind that to create an elemental with a reasonable dismiss rank five specialists generally accepted as a minimum.

Faithfully,  
Prof. Simba Hodari.  
High Ritualist.

\*If approved, the auction will raise funds for the ritual team for the coming year (Thought potions, spell tempering and other ritual costs). Any remaining funds will be placed with the faction quartermaster.

## *Diplomacy III4 - A report from the High Ambassador*

Our main Gathering season is now over and we now move into Campaign season. So which Factions are we strong with and which Factions do we need be more wary of?

Harts of Albion - They remain as our family.

Dragons - They are our allies and they have tremendous respect for us for not backing down our support for them with the Trees of Faith at Caer Dannan. They give us their humblest of thanks.

Vipers - We remain allies as this is a good relationship as both factions have benefited from each other. The treaty remains in place.

Gryphons - We remain allies.

Unicorns - Tentative steps are being made to rebuild a relationship that both factions are happy with.

Wolves - With their actions against the Dragons, our non-aggression treaty is under discussion.

Bears - They are still not our allies.

Tarantulas - We are not allies.

Jackals - We remain good friends.

The position on the Court of Orst remains empty. If anyone wishes to be the representative of the Lions people and take the seat, please come and find me.

Clara Irontree

Lions High Ambassador

## Miscellany

To my friends, fiends and all that exists in-between, Hi.

I said I'd do it, I just didn't realise it would take me five years to write it. So here we go, my first entry into our packupy thing.

First and foremost, can I just say, on behalf of the Alchemists Guild, thank you for all your help over the past year with our "little" problem. Mr Sirathol was a pain in our side for many years, and it was with your continued help that we finally managed to kill him. Don't get me wrong, we did have a little bargaining chip in our hands, one major artefact. (The Manmade steel. That's the name right?). I'm sure though, that had we not have bought it from the bank for safekeeping; you would have helped us out if we had asked anyway. Because you know, no lion stands alone and all that jazz.

Anyway, here is a quick rundown of everything that you helped us with this past year.

- Major research into Wotan's Will (Our Previous Iconic) what was wrong with it, and how to go about fixing it. Thanks Althea
- Leading the ritual to fix said iconic, and getting a good outcome at the end. Not only fixing the blade, but producing a poison strong enough to kill Sirathol.
- Protecting the ritual and its team. Thank you Lions
- Ensuring I came out of the ritual alive. Apparently there were twenty people that jumped on me when I fell at the end of the ritual. (Hopefully some of them were men.)
- The use of a small brave Lion to go toe to toe with the giant that Sirathol is/was and apply the poison. Thank you Libby.

All that just to get your manly piece of steel back? Impressive. You have my most heartfelt thanks from me, as well as the alchemists Grandmasters.

Now what else. Oh, I don't know what it is, but you have been pumping out some exceptionally skilled (and keen) Alchemists recently. We have a number of them cluttering up...erm, doing guild duty and helping out down here. You'll want to keep a tight hold of them. They are very competent.

All in all though, it's been a good year. If you forget about the murder of our Grandmaster from the incompetent Bank Auditors, of course.

Oh, final thing before I forget. Sirathol being the mineral that his was, kind of turned to stone when he died. Hes been placed over the top of Sir Ectors grave, as a "Trophy" since most of this running up to his death was because of him. You might want to keep an eye on that thing since his old lieutenants might wish to "Take their leader back".

Yours alchemically

The One. The Only. (Unless the Orstian doppelgangers are making a comeback)

Zackari "Alchemy is big and clever" Neverwinter

Brother to the Crown Prince of Lantia. Master of the Alchemists, General of its Armies, Generally Brilliant.

PS. That's about as serious as I get. Don't expect this from me ever again. Unless yet another Grandmaster dies...

A Poem simply entitled, Libby.

By name she was a Carpenter  
As sheriff a conservator  
Famous for her tea  
Simply known as Libby

Sirathol's redeemer  
Filled with energetic fever  
Able to glean any secret  
Should never have seen defeat

As a hostess drinks en mass  
Brews that few could surpass  
A legend as a scout  
The world mourns without doubt

A fact beyond debate  
Our loss agreed too great  
We thought nothing could best her  
Sleep eternal with the ancestor

Markham Everwind, 1114



# Abby's Baking Corner

Brought to you from the FreeBlade Citadel on Emmerix.

## Fairy Crack Cake

Aka, Gluten Free Lemon Drizzle Cake

To make this cake you will need:

Butter, Lemons, Sugar, Potatoes, Ground Almonds and Eggs,

You will also need an oven, a cake tin, bowls, spoons, mace, daggers and grater.

Begin by pre-heating your oven to a sensible baking temperature.

In a large pan of water boil 250g of Potatoes. These should have been skinned using a dagger that you haven't recently used to practice your surgery technique.

Coat the cake tin in butter. Just the inside of it, not much point buttering the outside, it just wastes butter and makes the oven dirty. (Don't listen to the Queen, covering everything in butter isn't always a good thing).

Remove butter from hands by either washing them or licking them clean.

Beat 200g of Sugar and 200g of Butter together using a wooden spoon. Make sure you use the same amount of each otherwise it looks like you are showing favouritism. Beat until they are light and fluffy. It should have the same consistency as a sheep cloud.

Add 4 Eggs, one at a time to the mixture. Make sure the eggs don't have chickens inside them, (that's a totally different recipe for Drake).

Using a Mace mash the cold boiled potatoes until there are no lumps. It's apparently weird using potato in a cake so we don't want people complaining there are lumps in it.

Add the zest of 3 lemons and save the other lemon bits for later.

Fold lemony potato splodge into eggy-sugary-buttery stuff and then tip into the lubricated

cake tin and level the top.

Place tin of gloop into the oven for about 45 minutes until it looks like a cake. You should be able to insert a thin blade into it and it should come out clean. (I do this better than some of the scouts on Emmerix.)

While you are waiting for the cake to bake there are many things you could do to pass the time. I usual enjoy raiding the cupboards for more baking inspiration, tending to my baby herb garden or smushing undead with the potato mashing mace because its funny.

Once the cake is done, remove from the oven and allow to cool.

This gives you more time to kill, or if you're lucky, daemons to kill that are trying to sneak into the Citadel.

Once cool make the drizzle by squeezing all the juices out of a lemon and mixing it with sugar. Drizzle onto the cold cake and then add the brightly coloured 'Fairy Crack Sugar' and your cake is ready to be demolished using your face!

(Please note 'Fairy Crack Sugar' is a trademark of Abby's baking corner and the ingredients are secret. No fey were ~~hurt~~, killed in the making of this cake.)

Remember - When you're Ancestors give you lemons, go worship a better Ancestor.

## Advertisements

Greetings People of the Lions,

The High Alchemists Office is currently looking for individuals who are interested in becoming the Deputy High Alchemist. I would ask any interested individuals to contact me either on campaign or at meetings of the nations of Erdreja.

Malcolm Krafter – High Alchemist

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*Would you like to spend thirteen minutes a day\* doing exactly what you were told, in an entertaining fashion?*

*The Lions Ritual Conclave is currently seeking established Theologists, Elementalists and Demonologists to join the ritual team as Contributors.*

*Candidates will already be successful in the fields of Theology, Elementalism or Demonology, and wish to take the next step in their career by being regularly dragged into ritual circles at short notice with little or no idea about what's going on, or what the ritualist wants from them.*

*The ideal candidate will be a team player who shows up on time and can follow simple instructions, loudly.*

*No really. That's it.*

*Perks include entry to the Contributor lottery, unrivalled networking opportunities when we hire you out to other factions, and occasional exiting trips to faraway places if the ritualist flushes the circle.*

*Still interested? Really? I can't wait to talk to you! Come and have a chat with me on Tamarus, but not during the full moon.*

*Simba Hodari  
Shak'Rok's Head  
Oda  
Tamarus*

*\*Twice a day if you really enjoy it.*

# Would you like ultimate cosmic power twice a year?\*

*The Lions Ritual Conclave is currently seeking talented and slightly eccentric individuals to join the ritual team as Faction Ritualists.*

*Candidate will have a good basic understanding of ritual theory and stage management, great organisational and time management skills, some interpersonal skills, an insanely high stress threshold, and be resilient to criticism, heckling and sociopathic circle guardians.*

*The ideal candidate will also be able to demonstrate the ability to herd fifteen deaf domestic cats with attention disorders whilst answering random questions and completing complex imaginary paperwork.*

*Still interested? Can't wait to speak to you! Come and see me on Tamarus, but not during the full moon.*

*Simba Hodari  
Shak'Rok's Head  
Oda  
Tamarus.*

*\*Ultimate cosmic power is subject to a fifteen minute limit and must be used for the good of the Lantian people. Terms and conditions apply\*\*.*

*\*\*No, you can't use it on yourself. No, you can't use necromancy or corruption. No, I don't care that it's the only way the ritual will work. No, you can't make giant winged monkeykin. Yes, I know it would be cool but you still can't have flying monkeys. No, you can't fill the circle with good-looking contributors who spend thirteen minutes performing your every whim. Actually, let me come back to you on that one?*



Looking to organise  
tests for your knights?

*Do you wish to recreate your latest exploits  
in a safe environment for bards?*

Struggling to hire a tutor or governess  
willing to work in a traditional tower\* setting?

***Then contact***

***"The Damsel"***

***The Shac'roks Head***

***Tamarus***

*\*includes castles, keeps, forts  
and underground caverns.*

*Design Services available on a  
commission basis*

## Obituaries

### Freyja-

*I have tried to write this so many times but the words just wouldn't come together in my head. I could talk about how great of a fighter you were, how brave you were and how reassured I felt when I saw you on the battlefield. I could talk about how we laughed, and how we talked and all of the joy I had sitting next to you. But I think what will stick with me was how you were always there at my most vulnerable. You saw me in my fury and told me how to channel it. I told you my self doubts and you offered reassurance. You saw my tears and you wiped them away. Now the tears keep coming and you're no longer here to make them stop. Thank you so much for everything. For every laugh, every smile, every word. Thank you for being my friend. I'll always miss you.*

### *Brian-Rose*

#### **Arden Hale**

Of Varn, Gallathrix

Died on Orlagnon

#### **Kurt**

Died on Vipers Lands

#### **Shareth**

Of the Company of Brave and Foolish

Died on Maedhros

#### **Miles Darkendale**

Died on Maedhros

#### **Ishigo**

Of the Free Blades

Died on Maedhros

#### **Eli Rook**

**Margrave of the Palatinate**

Died on Maedhros

**Barwell**

Of the Ghostwalkers

Died on Maedhros

**Varg Bloodfang**

Of the Free Blades

Died on Maedhros

**Ezno**

Of the Free Blades

Died on Dragons Lands

**Mould**

Of the Ol' Erin Boys

Died on Dragons Lands

**Nathan Steele**

Died on Dragons Lands

**Webley**

Of the Prince Bishop's Men

Died on Dragons Lands

**Marinus Darkendale**

Of the Darkendale Family & Prefects of Orlagnon

Sheriff

Died on Dragons Lands

**Sir Ector**

Grandmaster of the Alchemists Guild

Died on Dragons Lands

**Magnus Landwalker**

Of the people of the Lions

Died on Jackals Lands

**Bel Cando**

Of the Free Blades  
Died on Jackals Lands

**Miranda Hollow**

High Incantor of the Lions Factions  
Died on Jackals Lands

**Elizabeth Verity Hazel Carpenter**

Of the Scouts Guild & Lions Scouts  
Died on Jackals Lands

*The submission of personal obituaries from friends and acquaintances is welcomed by the Office of the Adjutant General, at the usual address.*