

## Lions Faction Packup Spring 2015

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### **Editorial**

Hi folks! Holy swearwords, Batman, it's the week of the event! First off, newcomers and old hands alike, welcome to the Lions Faction Spring Packup for 2015! The event season is already off to a great start, and now it's our turn to kick ass, take names and get our asses in gear for the year ahead.

I suppose I should probably apologise that this is being put together so close to the event – I seem to have left my time management skills in my other trousers, who have faked their own deaths, assumed new identities and moved to Mexico to enjoy the life of a sunburnt fugitive.

The lovely ladies and gentlemen of the plot and command teams have been working their arses off for the last while to get ready for spring, and I don't know about ye but I'm looking forward to getting stuck right in. It's great to be keen. It's also great to get involved – so if you've ever wondered about offering any help to the guys, whether it's making monster kit, packing up, set dressing, anything like that, don't hesitate!

On the topic of involvement, the Lions are hosting the Spring Moot! AHH! Freakin' awesome! We'll probably be asked by the main LT setup crew to provide assistance, so again if you are physically fit, have lots of energy and can take the week before off work, do consider pitching in. Setup crews are fed and get to see a whole new side to the game. It is tiring work, so I'm really serious about needing to be fit and not carrying injuries. If you're interested, approach the command team. They know what's what.

Thanks as usual go to everybody that gets involved in monsterring, making props, writing, running and sanctioning events. It's so much appreciated, and we literally couldn't come play without you guys. So, thank you all.

Now, I could go on all day, but there's kit to make, a trip to pack for and last minute scheming to be done, and there is a huge, wonderful packup down below for your perusal! Dig in, everyone has done a great job as always of sending in reports, information, Stuff(TM)! Again, if you're interested in sending in submissions, it's [lionspackup@gmail.com](mailto:lionspackup@gmail.com) – drop me a line there or on the forums/FB if you have questions about what you can submit, or whether your idea is suitable.

For now, I'll see you in a field!

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 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 it's 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 Lions of Lantia production.**

**Wrangled by Niamh 'Noodle' Carey, with Com-Pew-Torr assistance from Russ Phillips**

**Contents by (in no particular order)**

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Special thanks this edition go to whoever decided that national holidays meant a day off work, and the green-wearing horde of tourists in Dublin city centre, who are conveniently scaring me from leaving the house.

**Tip of the season:** Add a drop of lavender to your tent pegs before you use them, and enjoy a calming scent as you sleep. (I'm kidding, and have been watching Black Books recently. But in seriousness, check your tent pegs, give 'em a bit of a clean, and consider investing in a decent mallet.)



*- No Lion Stands Alone -*

# Lions Faction Dispatches

# Spring 1115

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))

## **A Note from the Adjutant General's Office**

The Office of the Adjutant General would like to acknowledge a serious breach of the security of their printing press last winter. Further investigations have revealed that a member of staff may have been affected by a demonic possession, and forced to interfere with the packup, replacing Her Majesty Queen Lenia's address with one from Tatalus. While the member of staff was mercifully unharmed, it is a most distressing occurrence and quite unprecedented.

Measures have been taken to ensure that these events do not occur again. We would like to extend our most sincere apologies to Her Majesty, and to the people of the Lions, for the distress and inconvenience caused.

# A Cultural Orientation for the Upcoming Ceryphus Campaign

*Dear Lions,*

*Next time, please get someone else to write down what this elf says for your despatches. She has spent the last four hours ranting at me, waving her arms, even drawing weapons at me and at one point singing. I have condensed her message down as best I can, and excluded all the swearing I could understand. There were some things she said that I have spelt as best I could, but a purely spoken language makes for interesting written interpretations.*

*Thank you,*

*A bard who would rather remain nameless lest she comes to find me again*

Lions.

This spring, you are coming to my new home. Given the history the Lions and the Soul Elves share and that this history is littered with times the Lions have killed, ignored, or mistreated my people, in order to stop bloodshed on either side I feel clarifying a few things is a good idea (1). This is pretty much the last chance you will have to mend bridges with the Soul Elf tribes, and I've been working really hard to make sure the Maganwe and the Dagornal (2) give you a chance. All those who would shoot you on site are to be on far patrols, and the rest know to expect you. But let me tell you, I am by far the most relaxed about you Outsiders of most of my people. Most have never been outside the Green. Most only know of the Lions through the string of catastrophic encounters they've had, and that the Lions are responsible for them having to leave Dre Moor and Avalon. Fixing the situation by helping kill the demons currently slaughtering folk and removing this temple of faktha'veg items would be great. I have realised that you aren't actually coming to deal with the problem we asked for help with, and that we'll be lucky if you even help with it as a side consideration, (3) but right now - I'll settle for stopping the demons who are taking the patterns of Soul Elves from the Green.

So, to stop major disagreements, I'll explain a couple of things.

**i) Metal.**

I have been brought to the realisation that if we want your help, you have to bring metal into the Green. I am not saying that you should just come in your underwear, but please understand this - METAL IS POISON TO OUR ANCESTOR, and the Green is our Ancestor. We don't just dislike it because we're awkward. You have had any number of enemies coming after your Ancestors in the last few fourseasons, and have ruthlessly killed them. Why do you expect our reaction to be any different?

I have spoken with the Maganwe on this though, and they have agreed on an easy solution. A man dressed in a full suit of chainmail would be perceived as actively coming to harm the Green. A man who came in a full suit of chainmail hidden beneath a tabard and cloak would be much better received as one trying to appear considerate of our Ancestor. Where you can, have long sheathes for your weapons, or wear a cloak over them. If you wear a metal helm, coved it with a hat or hood.

I know all this will go to the wind when actual fighting occurs, but in between fights making this effort will go a long way.

## **ii) Spellcasting and the Thin Places**

Find me in person for the history on this (4), but for now trust me when I say that Mages and those who meddle with the Thin Places are not well received. Luckily for you there is no way to tell you can do these things unless you do it, so don't cast spells at any Soul Elves, and the only Thin Place where we are going is this beacon thing the scouts have set up. Shamen (what you call Healers and Incantors) are fine. Necromancers and Corruptors can feth right off.

## **iii) Writing magic**

We don't do it. Don't expect us to give you letters, or read anything you give us. At best, we may be able to scrawl a crude map or two, but you'll be lucky to find someone other than an Elder Shaman (or me) willing to do it.

## **iv) Dying within the Green**

When a Soul Elf dies, you have until the sun has risen and set once more to plant their body within the Green to ensure their pattern returns to the Green. They will then be born back within the Green - not necessarily as another Soul Elf, but as anything with the Greenwood, be it tree, plant or animal. This is one reason why we are so respectful of all within the Green, and never take more than we need to live, and care for all within it. We are all connected and intertwined with one another.

In recent Fourseasons we have lost over half of the Tribes that came from Avalon. These Elves have been forever lost to the Green, and we are understandably quite keen to ensure no more are lost. When an elf dies from fire, water or hanging they cannot return to the Green, so as these demons have been burning bodies we are very much wanting to kill them all with

extreme prejudice (5)

### **v) The Speaker for the Green**

The Green is a thinking, living Ancestor. It is a forest though, and thinks on a much, much slower speed than we do who live such fleeting lives in comparison. So in Avalon, the Green created the Speaker - a Soul Elf who could communicate with the Green and us both. When the Dreamer awoke and Dre Moor was no more, the Speaker placed the Tribes into the Seedbearers and ceased to be, he said that Elthian anla Sequoia's child would be the new Speaker and bear the Heartwood Staff. Elthian died before having her child, and the Heartwood Staff was lost when the Oak Tribe was butchered by the Lions.

Now it would appear that a new Speaker has been chosen, and she is a Lion. This is another reason why the Maganwe are willing to give the Lions this final chance. Protect Clara, because if you let her get killed we will not be happy. If she dies and is not returned to the Green, you'll be lucky if the Soul Elves ever talk to you again.

### **vi) The Verdante Miratollen**

Your Queen has a piece of Avalon within her. The Green sings through her, and we can hear it. If you let her get killed, we will not be happy. If you let her get killed and that piece of Avalon does not make it back to the Green, the Dream will be lessened and we will all be poorer for it.

I am more than happy to expand on any of these points in person, and really hope relations between our people can be fixed. I'm actually quite fond of coming out to visit now, and I know Little Squirrel loves it too...

*(1) She didn't put it that diplomatically. At all.*

*(2) Apparently these are the Elder Shamans and Chieftains councils of all the tribes.*

*(3) There was considerable swearing and threatening gestures that accompanied this hour long tirade about bugs and mushrooms*

*(4) I got the full history. It was actually quite fascinating, so I told her to go see Lio'ara about researching it*

*(5) This is paraphrasing. You wouldn't want to hear how she actually put it. She actually destroyed her chair in the telling, and I shall be billing Camelot for a new one.*



## Report from the Emmerix Investigation

During the campaign on Orlagnon at the end of 1114 AF, a party travelled to Emmerix to continue the investigation into the island that had began earlier in the year. I had made the initial journey to Emmerix at the beginning of 1114 AF, in order to label the current map we had of the island. I found Emmerix to be severely overgrown, and its villages to be barricaded and their inhabitants hostile, with the belief of something dangerous in the woods.

I travelled to the island with a group of volunteers, and we immediately could identify voices in the distance. We went closer to investigate, to discover the presence of a Barrow-wight associate of Dracos, whom had been encountered at the Gathering, with a number of Unliving, performing a rite to taint the island.

We attempted to flee back to the transport circle immediately, pursued by the Unliving. We were overwhelmed by their forces, and were saved by the quick actions of our healers and transporters, when the Unliving left us, believing us all to be dead or dying. As far as we know, the tainting of isle was successful.

These events were reported back to the forces on Orlagnon, and the Crowns.

*Briar-Rose*

Knight Defender

## Mentioned in Dispatches

There have been many successes for the Lions over the last year, in particular the death of Tatalus, the demon who has plagued our lands for so long. No longer will our islands fall, one by one, and our people flee, bereft and

homeless. We have continued to defend our pantheon from the unknown threat, and we again thank those who have assisted in this, whether directly participating in rites and offering their power, or indirectly with military support. In the rite to siphon off the power of the planes of unlife, we enabled the cleansing of a part of it, returning it to the plane of death. The Lions also took the fight against unliving directly to the plane of unlife, and planted a flag. To you, all of you who went (and those of you who would have gone if only you fitted in the transport circle!) you are amazing, supporting the highest ideals of the Lions. We stood by our allies, for example, protecting Caer Dannon from those who would invade it, strengthening the bonds of our alliances. And lastly, the Lions faction was instrumental in defeating Dax, the head of the University of Pattern Perfection – responsible for the deaths of so many Lions, including Prince Nethaniel Huntington. Finally, he can rest avenged.

The Lions nation wishes to recognise those who have gone above and beyond the call of duty, in particular

□ Caerie Shadefellow, our High Healer and High Sirene - for her work with the faction contributors, and for her work organising human awakenings across Erdreja, despite her many other duties

□ Sam - for his dedication to Faction rites and rituals

□ Malcolm Krafter, now Sir Malcolm Demonslayer - for killing Tatalus on Orlagnon

This list is short, and for that I can only apologise and blame my absence from the Faction. Many stories have been passed to me of your accomplishments and deeds, requiring ingenuity, bravery, strength, courage of conviction, and a determination to stand by our ideals. Please do not think that your absence from this list means that your actions have gone unnoticed or unrecognised. You have so much to be proud of, as this Faction is proud of you.

In my absence, I have also heard of the deaths amongst the Lions – these victories, great though they were, were not achieved without a price. Each and every one of you is keenly missed, not only by your friends and group members, but by the Faction as a whole. You were a part of us, and will live on in our memories, never forgotten.

The new year brings new challenges, and foes new and old. I know that whatever awaits us, you will face it as you always have done – with truth, honour, and justice, holding to the highest ideals of the Lions.

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

Karen Aldain

## Concerning The Ritspah

Open letter

Apology: names of people present not remembered. Letter addressed to them.

A thank you due to people who went to fort to check status of Ritspath. Wise decision to withdraw once forces of Tatalus confirmed.

Appears forces withdrew once task completed, fort now secure. All Ritspath accounted for. Complete annihilation confirmed. Do not believe this could have been prevented with forces available.

Disposal of corpses now completed and no risk posed to faction.

Personal note: Thank you to those who have avenged them.

Xanthoir

## Some Notes on the Ritual of Peace – for Physicians

Traditional physicians' apprenticeships tend not to focus on the Ritual of Peace, because it's something that applies so rarely in most people's lives. We of the Lions, however, tend to deal with it more than the rest of the citizens of Lantia, so it's important our physicians understand how it can benefit us. As I've some experience working in and around ritual magic, and a pretty strong attunement to the Ritual of Peace itself these days, I thought I'd put together

some notes.

First of all, let's take a step back. In my past year campaigning with the Lions, I've noticed a lot of people take the Ritual for granted – and why wouldn't you? It's just a part of life at the meetings of nations. Let's not forget, though, that the Ritual of Peace is one of the most impressive works of magic I've ever seen or heard of. It is, potentially at least, a font of near-infinite healing. That is *incredible*. In fact, the Ritual of Peace protects our lives from anything save the strongest and darkest of powers. Again, some might be used to invocations of great Harm and Magebolts on a regular basis, but I've been in entire battles where none of these were used, where the Ritual of Peace would have saved every single person who fell. Every. Single. One.

Since we have this incredible ritual power granting massive amounts of protection and healing, surely we should be making use of it as much as possible? Now, as a soldier, I do understand there are exceptions. First of all, if someone is going to die then the Ritual is already breached and we'll need healing magic. That's fine. Also, if we're in the middle of a pitched battle, and we need people back up *right now* to hold a line or do something similar, that's when battlefield healing comes into its own. Note the term 'battlefield healing'. The powers of Healers and Incantors are incredible, but most people, with a physician's attention, can recover normally from most wounds. It just takes time that sometimes we don't have.

Therefore, when we *do* have that time, we should use it. Save the magical healing for true emergencies. If we are not in a battle, if we're safely back at our camp, if waiting a few minutes does not literally cost lives, then we should use the Ritual of Peace. In fact, I'll go so far as to say that the Ritual of Peace should, in a perfect world, be used for *all* our non-battlefield healing when at the meetings of nations. Since we're not in a perfect world, there'll be emergencies, there'll be people it doesn't work on, there'll be things that ignore the Ritual. But my maxim is as follows:

**Safety** and **time**. If you have both of them (for your patient as well – make sure of their health), then you should use the Ritual to heal them.

I'll explain how this works, because a lot of people don't know the details. They say the Ritual picks unconscious people up. It doesn't. Unconscious people will wake up on their own, even outside the Ritual. It takes about ten minutes, or about a tenth of that with a physician's assistance. The trouble is, without the Ritual they'd be groggy and useless for the rest of the day, what some call debilitated. That's where the Ritual comes in. The Ritual of Peace 'notices' if someone's debilitated, and if they stay that way for ten minutes it throws a wash of power over them, curing every location of their body fully, like an incantor's magic might.

This means if someone's just a little bit injured, or even if they have a fractured arm or leg, so long as they're still walking around the Ritual won't help them. And if someone's really beaten up, healing them just enough to make them conscious can actually be a massive waste of power, because now the Ritual won't kick in and we're back where we started.

## **Here's how to heal someone using the Ritual of Peace, as a physician**

- Check they're not at risk of death. *Never* skip this step.
- Check for consciousness. If they're awake, explain this procedure to them and ask their permission to knock them unconscious briefly (it helps to stress that this is a medical procedure and that you do know what you're doing). Please do not commit the crime of assault by being an enthusiastic physician, it's far too much paperwork for the sheriffs. Note: for the actual knocking-them-unconscious part, please strike to subdue, just in case.
- Now the person is unconscious, get them back awake using whatever method you're trained to use. (*Don't* use magic or herbs: use the physician's arts.)
- They'll be groggy and disoriented. Stay with them and ensure they're protected. Talk to them and keep them calm.
- Ten minutes or so later, the Ritual of Peace will restore them completely.
- If this does not happen (be patient!), they may be resistant to the Ritual's effects. Ask them for advice on what to do: if they're too disoriented to reply, get a healer or move to other methods.

For anyone capable of being healed by the magic the Ritual of Peace uses, this method works every single time. Eleven minutes to heal almost anyone, using no magical power, herbs, potions... The Ritual of Peace is a great blessing to a physician, and therefore to the Lions. Hopefully this information will help our healers save power and our physicians save lives.

*Sam*

# Miscellany

## Lions

In a few short weeks we will travel to Ceryphus, to help the residents of the island, the soul elves, and here you will be forced to ask yourself the following questions?

Who are we? What makes us Lions?

The answers are myriad, and unique to each individual.

We are the people who live on the Jewelled Islands of Lantia, serving the Crowns who lead and guide us.

We are the peoples of Albion, Avalon, the Boat people, Lantians, Orstians, and those who have come from the lands of other factions, joined together under one flag.

We are those who have stepped up to protect the citizens of Lantia who cannot defend themselves, to advocate the interests of the Lions faction amongst the Guilds and nations of the Heartlands and Southlands.

We are a family, supporting and protecting each other, and like a family we quarrel and bicker, but are there for each other when we really need it.

We are many peoples.

And we are one.

We are a nation more disparate than perhaps any other – the changes we have gone through, the upheavals, the resettlements, the merges of the land – these have formed us into a nation with just two things in common: our crowns, and each other. And as such, each and every day we learn new things about each other, new customs, new beliefs, new ways of working together, learning all the time how to accommodate each other.

Few of you know the soul elves of Ceryphus: they have long kept themselves a private group, content to live in the green woods and worship their ancestor, The Green. Now they are threatened, and –

Unusually – they have asked us for help. There have been many frictions between the soul elves and the wider Lions faction in the past – mistakes were made on both sides, but it must be said that the greater portion of the blame rests with us. Some of them may find it hard to forget this: try and be understanding, even in the face of provocation.

As far as possible, they have asked that we respect their customs, in particular, their custom concerning metal. To them, metal is anathema, associated with the destruction of their ancestor. Of course, they understand that in order for us to help them against this unknown threat, we must bring our weapons and our armour. Instead they ask that, as far as possible, we meet them halfway. If you have metal, try and cover it. If you wear uncovered chainmail, we will gladly lend you a tabard. Can you cover your belt buckle, or wear a different one? Can your swords be placed in long sheaths? The answer will not always be yes, but what matters is the attempt. They do not ask you to convert to their ways, only that you respect them in so far as is possible. Do not put yourselves at risk, fighting in a manner you are not used to, bound by trailing cloth, but if it is possible then this courtesy costs you nothing, and means

everything to them.

We have come to help them, it is true, and so we hope they will accommodate us in all our individuality, understanding that not all metal can be covered in order for us to be effective. But equally this is their island – let us accommodate them if we can. Courtesy costs us nothing, but gains us respect. On this island, each of you is a representative of the greater Lions faction, an ambassador from one group to another. How you act reflects on all of us. What kind of message will you send?

I did not expect to be one of them, but they have welcomed me warmly. I expected entertainers, musicians, japes and banter. I found them I also found whisperers and diplomats. People willing to ask the questions that should not be asked, gatherers and keepers of secrets. I found the greatest store of knowledge in the lands, I found the heart of Erdreja. I have walked into the darkest of peoples camps and been welcomed. I have sat at the heart of matters as decisions that would affect the world were made. I have shown some the way when they were lost, and blinded others when their way would cause harm. I have brokered betrothal promises between a Lady and her shadow, and “helped” the most wretched of souls be voted best dressed in a grand ball. All this with the knowledge and experience of new companions behind me. And all in the one year that I have stood upon this world. I did not expect to become one of the Bards. I am proud to be one of them however.

You should go to where you would not expect to be, and you may be surprised. The guilds can grant you the experience you need to become stronger, but they can give you something more. They can give you allies. They can give us allies.

Adamu, White Lancer of the Prince Bishops, Lion of Lantia, and Bards Guild.

Shadows dance and demons dwell,  
In lands of smoke and steel.  
Where sorrow rings on distant bells,  
With few to hear the peal.

But where blood was shed, flowers grow,  
And soon the land is born anew.  
For demons come and demons go,  
But Lions all stand true.

Briar-Rose Summerfax

## A traditional Folk Song – fill in the blanks!

'Glory'

To the tune of Blood on the Risers (Battle Hymn of the Republic)

He was just a local farmboy and he surely shook with fright.

He'd ridden into town because tonight it was the night  
He'd saved up since his birthday he went to find a \_\_\_\_  
but he ain't gonna \_\_\_\_ no more.

Chorus

Glory, Glory, what a helluva way to die  
Glory, Glory, what a helluva way to die  
Glory, Glory, what a helluva way to die  
And he ain't gonna \_\_\_\_ no more.

She wasn't \_\_\_\_, she wasn't \_\_\_\_, and barely fully grown.  
But even then she \_\_\_\_\_ the \_\_\_\_\_ at nearly thirty \_\_\_\_  
She \_\_\_\_ him like a \_\_\_\_, like he'd never known before.  
But he ain't gonna \_\_\_\_ no more

Chorus

The last thing he remembered she was reaching in the \_\_\_\_.  
He couldn't quite believe how \_\_\_\_ the \_\_\_\_\_ was he saw.  
And luckily he \_\_\_\_\_ long before his \_\_\_\_\_ \_\_\_\_.  
but he aint gonna \_\_\_\_ no more.

Chorus

(Half speed, solemn)

There was \_\_\_\_ upon the \_\_\_\_\_, there was \_\_\_\_\_ on the walls  
And now he's joined the Ancestors and safe within their halls  
But no-one could remember if they ever \_\_\_\_ his \_\_\_\_.  
So he aint gonna \_\_\_\_ no more.

Chorus.

Though she'll never know, one of the first Lions that I saw showed me the way  
to be true to oneself, and carry the heart of my adopted people. When I get  
lost, it's her example I follow, and if my own family show it would have been  
her that would have shown them the way. But she will never know this.

She was not the biggest fighter, nor one to raise a fuss,  
But I remember being proud that she was one of us...  
Though we may never stand together in a shield wall side by side,  
Because of her I lift my sword with pride.

Goodbye Libby.

A Little Bird tells us.....:

People of the Lions, the following are direct quotes from Queen  
Lania herself from the winter social. These quotes may be verified  
by any who sat at the central table as her Majesty was fed cake by

her loyal subjects;

"I am the Queen of Unlife",

"If anything has a living pattern, you have to kill it!"

"I'm a necromancer, and I'm good"

This may dictate a change in policy, but further details may be required.

## Advertisements



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

Greetings everyone;

First I would like to thank everyone for all the hard work they have put into

guarding the Faction this year. To make this easier on everyone, a rota is going to be put in place to ensure that no-one spends too long sat on the gate. A board will be available on the gate to sign up to the slots you wish to do.

In addition, we are looking for more people to take on regulator and body guarding shifts for the Crowns. This is an important role that we need more volunteers for. If interested, please contact myself or Sir Irinaye, the Regulator Captain.

Everyone who does gate guard duty this year will be entered into a lottery for the Gate Guard Ritual slot, and those who assist with body guarding, regulating and doing their rota-shifts on the gate will receive extra entries.

I am also looking for some Gate Guard Captains to assist in the running of the Gate, and a secondary deputy to handle the duties of the Knight Defender when Sir Irinaye and I are not available to do so. If you are interested, please contact me as soon as possible.

*Briar-Rose*

Knight Defender

People of the Lions!

The High Alchemists Office is looking for a talented individual to function in the role of Deputy High Alchemist. Applications are open and the successful applicant will be announced at the Gathering of Nations this year. I would ask any interested individuals to contact me either on campaign or at meetings of the nations of Erdreja.

Sir Malcolm Krafter - High Alchemist

## Calling all faction alchemists and scribes!! Your faction needs you!!!

Our lovely Quartermaster has informed me that we are low on potions and scrolls that can be used for healing after last year's campaign and we need to restock.

These items are quite often a last resort or a boost to the healers and incantors we have in faction but can be and often are invaluable.

If you have a free make slot and are willing to use this to help the faction contact me either on the lays, or approach me at the Spring Moot and I will add you to the list I am compiling along with the kinds of things you can make.

Virago has also given authorisation to cover at least make cost.

Ideally, we are looking for things like cure location potions, total heal potions,

healing mists, mend scrolls, shield from corruption and the like.  
If you can help please do let me know!  
Arya  
Deputy High Healer

## **Grimjaw Ironfist**

### **Master Weaponsmith**

Seeks like minded female dwarf  
for fun, adventure and romance and maybe more

can be found at either the armourers guild

or

jackals camp with the guardians of kessel

infidels need not apply