

We Are the Lions!

For more details go to www.cupa-lions.co.uk. This is a very brief overview that anyone from Albion *could* know but doesn't necessarily have to: you don't have to remember everything! Feel free to contact Dave McKenna, Tom Keeley, Rob Jones or a faction ref (Marcus Leverton, Kate Bradford, Tom Owen, Nathaniel Linton, Sam Merry and Jake Harris) if you need any general help or advice, or post on the Facebook page if you're after nation-specific help. For longer queries, feel free to contact us at cplions@gmail.com.

Player Characters

Albion is a vast and sprawling collection of kingdoms which species of all kinds call their home. From the fenlands of Anglia where Fen- folk reside to the tunnels and mines of the Bernician mountains that many strange creatures call home, Albion is a nation where what you do rather than what you are defines you. If you are thinking about starting a new group, please contact the command team to discuss your ideas to make sure they fit within and enhance the faction's identity. The command team reserves the right to ask you to change your character concept or their appearance if they are not in keeping with the themes and flavour of the faction - so if in doubt please ask before committing time, energy and money into preparing costume and equipment.

Modern Attitudes in Albion

Summary:

- The Lions faction at Curious Pastimes is set in the fantasy realm of Albion and uses motifs, themes and ideas from the Arthurian legends as its setting. However, the tales of Camelot are reflective of the time period in which they were written and as such fundamentally feature implicit sexism and other biases which we have not transferred over into the roleplaying game. Our Albion is an inclusive society in which biases or hatred against race, sex, sexual orientation or gender reassignment do not feature.
- One way that Albion is deliberately similar to mediaeval Britain is that it is a feudal society with clear hierarchies of Nobles, Middling classes and Peasantry. This is in part for flavour but importantly to add roleplay hooks and allow each archetype to access different areas of the game. This ties into the concept of *noblesse oblige* which means "privilege entails responsibility" - A player may choose to portray a character of any of these three social classes, regardless of traditional Arthurian stricture on role.
- Where the mediaeval aspects of Albion society have been retained to create a rich roleplay environment, these should never be used as a vehicle to discriminate or exclude a player based on their OOC beliefs or characteristics. For example, friction between worshippers of the 8 and worshippers of the 7 should not be used to justify religious discrimination.
- Albion and its people do not discriminate based on a creature's species. Creatures of all types from elves to trolls to beastkin are welcome within the nation; everyone is a Mortal.

What might be true in Arthurian Legend but is not true in the Albion of the Lions?

We protect “Damsels in distress”

- Our brave knights and monarchs can be of any gender, just the same as those we defend.
- The prayer calls out “child or helpless creature” as those in need of aid, not any subset of people.

Knights are men, women cook and heal

- Anyone in Albion can seek service as a warrior and if they are of the right social standing, be knighted. Many famous female knights take the honorific Dame though Ser would be equally acceptable.
- People who fulfil caregiving and healing roles can be of any gender.

Warriors are rulers

- It is important to note that in Albion, much as in modern Britain, people can be knighted or elevated in social standing because of their contribution to the nation as a whole rather than simply their fighting prowess. There are a number of different sorts of battles which are just as important, if not more so, than the physical fight. As such physical capabilities shall not dictate people’s ability to hold social rank such as knight, baroness, queen, lord etc. etc.

A Queen is a woman who has married a King. He is the power.

- The High Monarch may, according to the customs of each of the nations, raise anyone to the rank of Monarch of a nation at which point they rule at their pleasure.
- Approximately half of the nations of Albion are ruled by Queens and half by Kings.

Albion and the Species of the World

Albion and all of its people, as a general rule, do not discriminate based on a creature’s race. Again, the faction prayer refers to defending a “child or helpless creature” and does not specify a specific subset of people. That said, some characters may choose to hold suspicions against creatures and peoples of other nations that may influence their dealings with them.

Things that people of Albion would not do for example:

- Use slurs when describing creatures of non-human descent.
- Being cruel or unkind to another creature based on their lineage.
- Excluding a character from activities based on their lineage.

Things that people of Albion may do:

- Be suspicious of the wild elves of Lyonesse, an Island that’s part of the Algaia confederation, because of their attitudes towards death and rebirth because of their faith.
- Be disgusted by the brutality of the Orcs from the badlands of Teutonia when they butcher prisoners without a trial.
- Become frustrated by Norscans of any species for their coarseness and vulgarity.

It’s important to note that these are cultural clashes, not racial ones.

Faction Commitments to Equality

- To be more representative of the wider faction in terms of gender / sexuality / race / ability for the split of:
 - National rulers
 - Faction referees
 - IC Ranks
 - NPC presentation
- All ranks are to have gender neutral titles.
- Move away from using gendered language IC and OOC. For example, replacing “Kingdoms” to “Nations” or “Realms”.

Stuff Everyone from Albion Could Know

Who runs the warhost

- High Monarch Rudraigh Penhaligon, Thegn of Caer Culhaven: Chosen to wield Excalibur by the gods on the Isle of Anwyn in the spring of 1118.

The Realms of Albion

Realm	Ruler	What it's like
Anglia	King Trog'donah Roblocc	Farming, fens and swamps. Large troll population.
Bernicia	Queen Amelia Drakesheart	Far north, borders Caledonia. Harsh, wild, purposeful. People from Bernicia have a tendency towards the pragmatic.
Cornwall	King Nevin Trevelyan	Isolated, wild, superstitious. Was taken over by druids and is now in the process of rebuilding.
Deira	Queen Matilda Stanhythe	Formerly prosperous and powerful, almost destroyed by the battle against Maldred. Rebuilding is in progress but very slow.
Elmet	King Pellinore di Seward (currently away from the nation questing for lost treasures)	Large, poor, pretty traditional. Borders Cymrja. King Gallad's absence on many quest created instability, and his siding with House Heron caused his removal from power.
Essex	King Stanley Randolph	Strong naval tradition. Historically peaceful and prosperous because of thriving trade.
Norholt	Queen Elanwyn	Isolated, independent, small population. Norholt library is a famous seat of learning. Norholt has only recently become the tenth Nation of Albion.
Oxford	The Crown Council of Oxford Regent Lady Katherine of Oxford is head of the crown council.	Oxford is currently in turmoil, plagued by a lich and undead sent to aid the former head of the crown council - Hawksmore.
Sussex	King Benegar	Prosperous, bountiful and resourceful. People from Sussex have a reputation for being dogmatic.
Wessex	Queen Ida Astwick (currently Missing)	Rich, powerful and populous. Sometimes seen as arrogant but also religious. Recent events have seen the wealth of Wessex being found elsewhere, leading to rumours of strife.

Gods of Law

Creed: God of war. Intelligent, honourable warfare. Creed watches over those who give their lives to protect others.

Damacest: God of mercy and magical, medicinal and alchemical healing and health.

Draco: God of justice. Embodies the principles of fairness, impartiality, and righteousness in the dispensation of rewards and punishments.

Melaphine: God of death. The end of all things, the remembrance. Death should not be feared nor aspired to.

Sastrines: God of nature and the harvest. Lakes, rivers, fields, animals, hills and farmland. Nature is varied and complex but not limitlessly wild.

Solkar: God of righteous vengeance. Proportionate punishment and measured response.

Trask: God of duty. A promise or oath is the most important bond a person can create.

Other Gods

There is one other god who is recognized as a deity of Albion but not necessarily part of the pantheon. It is currently legal only for the peasantry and middle classes to worship them.

Ranalf: Lord of change, thieves and tricksters. A shadowy cult often associated with criminality but also elaborate jokes.

Peasants may worship whomever they wish as they are not expected to know better except for the older, darker gods of Albion. No one may worship them, lest they rise again.

Recent Events

This is all information that could conceivably have got back to people in Albion, but as information channels are notoriously poor, it could just be conjecture or might not have got to your town/village at all. How much you know is entirely up to you.

Please Check out our News from the warhost for Most recent updates :

<https://www.cupa-lions.co.uk/the-warhost/news-from-the-warhost>

Past Histories :

The Sundering of Reality

There are many planes of existence that esoteric beings of all types hail from and some years ago those beings tried to invade our plane - also known as the 'True Plane' - in an attempt to flee a fell power on the Plane of Illusion. In order to seal this power away, the factions and their allies from the far reaches of the universe sealed off the plane of Illusion, but unknowingly in doing so sundered reality itself into three separate strands - The 'Corporeal Droll', The 'Elemental' Droll and The 'Spiritual' Droll. At the Renewal of Magic 1123, the free peoples of the world came together to use the chantels, powerful artefacts that each held an aspect of the universe itself, to remake reality. We now stand at the beginning of a new age of the world.

The Corporeal Droll

In this reality the warhost has been absent for too long, and without their strength and vigilance a conniving Gethan Gaharis was able to seize power in Albion. He has outlawed all religion, sacked the temples to the Gods of Law and persecuted and driven away all non-humans from the land. However, his enemies close in around him and now the warhosts have returned to the Droll. His days are numbered and in Spring of 1123 we will confront him.

The Elemental Droll

In this droll the fae war was resolved swiftly and brutally. This created a time of relative peace where the nations of the world had the opportunity to focus on their own internal affairs, and within Albion this created the perfect breeding ground for politics and sedition. The Crown Council of Oxford challenged and destabilised the notion of

monarchy, using its agents to establish councils to overthrow monarchs and govern realms such as Essex and Sussex, creating civil strife in our sceptered isle. The civil war in Albion that followed was bloody and destructive, leading to atrocities that are unbecoming of those that follow the tenets of the Lions prayer.

Events From Before the Sundering (Specific to The ‘Spiritual’ Droll)

Gethan Gaharis

Gethan had interrupted parliament and sent all sorts of horror to hurt the warhost and their loved ones at home. He was a clear threat to the Droll of Albion, and sought to earn Excalibur on the Isle of Anwyn. His failure stripped him of his senses and now resides in Ravenscar Hospital in Cornwall.

Renewal on the border of Elvesham

The warhost summoned their allies to Oxford to defend Elvesham against the Kindah invaders sent by the forces of domination. They were successful, and the allied factions captured a piece of the Orrery hidden in the beacon of Idyll.

The God Eater

A terrible being who has, to date, hunted down and eaten a Norse god and a Fir Cruthen god. Known to be the Monarch of House Sable. Killed by the united factions in 1119.

Pact Mundi

An ancient Fae rite enacted at the Renewal of Magic 1115: each nation was asked to pick a side. It binds all members (of which Albion is reluctantly one) to a course of actions chosen by a council twice per year. If anyone breaks the terms of the pax, terrible retribution is said to follow. No-one has tested this yet, but it binds fae and non-fae alike.

War in Cornwall

The former High Monarch Artur was defeated at the battle of Renewal 1115, along with the evil elder druids who wanted to bring back the old gods.

High Monarch Idris and Excalibur

The former High Monarch abdicated power in 1115 when he realised that the taint from Artur was corrupting both him and the land of Albion. He returned Excalibur to the stone and has not been seen since.

Houses Swan and Heron

The ancient fae house of Heron has been active in the background of Albion for as long as there has been an Albion. At the Pact Mundi, they chose the side of Domination, against the mortals in protest at what they felt Albion had become. Over time, members of the house have visited the warhost and some became so convinced that they were on the wrong side that when Domination murdered one of their members, four other broke away and swore themselves to the High Queen and created House Swan.

High Queen Gratzilla

Was forced by Herne to choose between her loyalties - Albion or House Swan. Facing the destruction of those most recently and bravely sworn to her, she relinquished the sword and the throne. She remains the head of house Swan and one of Albion's strongest allies.

The Hooded Man/Herne the Hunter

A mysterious figure, swathed in robes and carrying a long yew bow, the Hooded One may be glimpsed for the shortest time from the corner of the eye. They are part of an ancient cycle, which sees the death of one High Monarch succeeded by another. With his weapon of war, he brings to an end the High Monarch's purpose; only then are they free to pass to Melaphine's Halls and let the former High Monarch take up their mantle as the Hooded Man.

Morgaine

Generally helpful and a powerful ally of the warhost, though always capricious. It looked like she died in Cornwall in the spring of 1115 but somehow, she returned to life and has returned to help the warhost in a changed form. She can be very hostile to those involved in the second death of her son.

The Merlin

A very powerful mage who has appeared in different bodies. They have previously travelled with the warhost but now they only appear when they feel like it or are desperately needed. He can be a source of great support to the warhost, but only on his terms.

The Court of Shadows

Powerful fae beings from inside the mists of the forest-realm of Elvesham. Consists of two houses combined by Morgaine's hand in 1113 but now sundered once more. House Crimson captured and tortured High Queen Grace before she was named by The Lady of the Lake. Gold has been all but wiped out.

Maldred

Really evil undead horror. Destroyed Deira but was in turn destroyed some years ago. Many Deirans still have scars from that time.

Other Stuff Worth Knowing

The Round Table

If you want to find out what's going on, go and sit at the round table for a bit. Everyone is welcome, and all speak as equals. This is where the faction often tries to figure out how to deal with whatever catastrophe is afoot. It's also the best place to find the nice gin.

Poisons

Traditionally banned in Albion, the laws were somewhat relaxed under Gratzella to her detriment as our allies took a dim view of what they perceived as double standards. Completely outlawed once more under High King Penhaligon despite his personal ambivalence.

Necromancy

Raising undead is against the law without re-mit It is disliked within Albion and is Non Negotiable . Banishers have been successful in the faction, but there is a lot of distrust of anyone who walks this path. As with All Conjoined Magic **Each must apply for a remit and be given watchers.**

Demonology

Generally frowned on. It is against the law to make deals with demons for personal gain is a big NO but there is a grey area around using demonology to blow them up. As with All Conjoined Magic **Each must apply for a remit and be given watchers.**

Thaumaturgy

The most widely accepted conjunctural magic, although some still remember the Talen family, who were high level thaumaturgists, and tried to destroy the warhost. This is a sensible choice for those looking to explore conjoined magic within the Lions without fear of social stigma. As with All Conjoined Magic **Each must apply for a remit and be given watchers.**

Social hierarchy

There are three classes of people within Albion with different privileges and expectations upon them:

Nobility

Middle classes

Peasantry

The Lions' Prayer

Worth learning as this is chanted vigorously and at volume on many occasions in the warhost!

To this duty are all Lions beholden:

Only the weak lie, cheat and steal.

We are not weak.

Only the craven would not aid a child or helpless creature.

We are not craven.

Only the avaricious seek to gain through evil deeds.

Our wealth is found elsewhere.

In this, and in the service of Albion

To stand against evil wherever it is found.

We are the Lions

And we shall not Falter!