

We Are the Lions!

For more details go to www.cplions.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 Matt Bradford, Dave McKenna, Neil Payne or a faction ref (Baz Robinson, Matt Isherwood, Sara Law Bryce) 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 comprised of mostly humans. There is a strong troll presence within the fenland of Anglia and elves live in most kingdoms, although they tend to be isolated and represent a tiny portion of the population. We would recommend choosing from these options, as other races are vanishingly rare and not of Albion heritage. If you wish to play a non-standard race, please contact the command team to discuss your ideas to make sure they fit within and enhance the faction's identity.

Stuff Everyone from Albion Could Know

Who runs the warhost

- High King Albion, Thegn of Caer Culhaven: Chosen to wield Excalibur by the gods on the Isle of Anwyn in the spring of 1117
- Hand of The King, King Quentyn Blackwell of Anglia: a knight and a diplomat.
- Sir Pelinnore of Elmet. A questing knight who can usually be found leading a charge against impossible odds.

The Kingdoms

Kingdom	Ruler	What it's like	Groups in the warhost
Anglia	King Quentyn Blackwell (with the warhost)	Farming, fens and swamps. Large troll population.	-The Order of the Bear
Bernicia	Queen Cersei DeVries (with the warhost)	Far north, borders Caledonia. Harsh, wild, purposeful. People from Bernicia have a tendency towards the pragmatic.	-Knights of the North -The Banners of Hearts-Ford
Cornwall	King Leofric Trevelyan	Isolated, wild, superstitious. Was taken over by druids and is now in the process of rebuilding. It is sometimes referred to as Kernow.	-Caer Culhaven
Deira	King Beaumont Trevallyan (with the warhost)	Formerly prosperous and powerful, almost destroyed by the battle against Maldred. Rebuilding is in progress but very slow.	-The Lance of Deira
Elmet	King Gallad de Siward	Large, poor, pretty traditional. Borders Cymrja. King Gallad's absence on many quests has created instability.	-House of Thorns -Sentinels
Essex	Queen Esmerelda Harcourt (with the warhost)	Strong naval tradition. Historically peaceful and prosperous because of thriving trade.	-Court of Essex -Arcane Tempest
Norholt	Queen Elizabeth Yates (with the warhost)	Isolated, independent, small population. Norholt library is famous. Norholt is recently risen from a principality to be the 10 th Kingdom of Albion.	-Cast of Vengeance -The Library of Norholt

Oxford	Crown Council of Oxford	Cultured, civilized and a seat of learning. Earl Samantha Hawksmoor is the public face of the Crown Council.	
Sussex	King Luncan	Prosperous, bountiful and resourceful. People from Sussex have a reputation for being dogmatic.	-The Hospitallers of Damacest
Wessex	King Cornelius Mourning	Rich, powerful and populous. Sometimes seen as arrogant but also religious.	

Gods of Law

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

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

Draco: God of justice. Deeds must be weighed against their outcomes.

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 are two other gods who are recognized as deities of Albion but not necessarily part of the pantheon. It is currently legal to worship them openly, but it has been illegal in the past. The High King has not yet commented on their worship.

Mithras: God of neutrality. Avoid confrontation or the taking of sides.

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

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.

Armour of the Tyrant

Recently discovered in Merlins Forge in the spring of 1119 appears to be an artefact of the old gods.

Gethan Gaharis

Gethan had interrupted parliament and sent all sorts of horror to hurt the warhost and their loved ones at home. He had been seeking a way of permanently ending the cycle of Albion. Fortunately his reign of terror was ended in Elmet in the year 1118. After a long battle he locked himself in the ritual circle and desperately pushed for more power to achieve victory. It was a step too far and the circle stripped him of his soul leaving him a husk.

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 capture 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 King of House Sable

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

High King Idris and Excalibur

The former High King abdicated power in 1115 when he realized 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 Gratzella

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.

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. Currently banished to the Isle of Anwyn under the new High Kings orders.

The Merlin

A very powerful mage who has appeared in different bodies. He has previously travelled with the warhost but now only appears when he feels like it or is desperately needed. He is capricious, quick to anger and unusually emotional in his current form. He can be a source of great support to the warhost, but only on his terms.

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 totally frowned on by everyone. It's non-negotiable. Banishers have been successful in the faction, but there is a lot of distrust of anyone who walks this path.

Demonology

Generally frowned on. Making deals with demons is a big no, but there is a grey area around using demonology to blow them up.

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. There are a number of highly experienced thaumaturgists within the faction, so if you are thinking of playing a conjunctural magician but want a bit more support, this is the sensible choice.

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!