

# We Are the Lions!

For more details go to [www.cplions.co.uk](http://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 Dave McKenna, Lucy DeGraft-Johnson, Tom Hallsmith or a faction ref (Chloe Bradford, Jonathan Gregory, Mark Homes, Rob Jones, Sam Merry and Karmen Trice) 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](mailto:cplions@gmail.com).

## Player Characters

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Albion is composed mostly of humans. There is a stronger troll presence within the fenland of Anglia and elves live in most nations, 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.

## Modern Attitudes in Albion

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### Summary:

- The Lions faction at Curious Pastimes is set in the fantasy realm of Albion and uses motifs, themes and ideas from the Athurian 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 9 and worshippers of the 7 should not be used to justify religious discrimination.
- Albion, although a predominantly human nation, does not discriminate based on a creature's species. Creatures of all types from elves to trolls to beastkin are welcome within the nation, *however* the faction command reserve the right to vet non-human characters to ensure that:
  - The faction remains predominantly human - this is a key part of the faction identity and is intended to remain such going forwards.
  - The non-human characters fit within the themes and flavour of the faction. For example a group of ogre knights who fit within the faction hierarchy from the mists of Elvisham would be acceptable, ogres from caves who say 'ug' and hit people with clubs would not.

As with any new group in the faction, please run your ideas by faction command prior to attending an event if possible to discuss ideas and hash things out.

# 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, as a predominantly human nation, 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”.
- Ensure equality is taken into consideration when assigning faction vet picks.

## Stuff Everyone from Albion Could Know

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### 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 Quentyn Blackwell (with the warhost)	Farming, fens and swamps. Large troll population.
Bernicia	Queen Cersei DeVries	Far north, borders Caledonia. Harsh, wild, purposeful. People from Bernicia have a tendency towards the pragmatic.
Cornwall	King Leofric Trevelyan	Isolated, wild, superstitious. Was taken over by druids and is now in the process of rebuilding.
Deira	Currently Vacant	Formerly prosperous and powerful, almost destroyed by the battle against Maldred. Rebuilding is in progress but very slow.
Elmet	Currently Vacant Under the Stewardship of Sir Callidore	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	Queen Esmerelda Harcourt (with the warhost)	Strong naval tradition. Historically peaceful and prosperous because of thriving trade.
Norholt	Queen Elizabeth Yates (with the warhost)	Isolated, independent, small population. Norholt library is a famous seat of learning. Norholt has only recently become the tenth Nation of Albion.
Oxford	Crown Council of Oxford	Cultured, civilised and a seat of learning. Earl Samantha Hawksmoor is the public face of the Crown Council.
Sussex	Currently Vacant Sister Helena of the Hospitallers is acting as Regent for the nation.	Prosperous, bountiful and resourceful. People from Sussex have a reputation for being dogmatic.
Wessex	King Cornelius Mourning	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

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

**Damacest:** God of 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 are two other gods who are recognized as deities of Albion but not necessarily part of the pantheon. It is currently legal only for the peasantry and middle classes to worship them.

**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.

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

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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.

## 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. We have all been experiencing the events happening in The 'Spiritual' Droll up until the Renewal of Magic in 2021, where Illusion was unsealed once more; Now reality is trying to merge itself together again. We exist in this turbulent time, where we have the ability to travel between the Drolls using powerful artefacts known as 'Cantles' that are aspects of reality itself and will be used, one day, to reforge the world.

In the meantime there are still many wrongs to right and great evils to be fought across these different threads of reality. We, The Lions, shall not falter in our righteous quest to bring order, justice and good to all corners of the universe, a beacon of light for our allies to rally to and our enemies to fear.

### **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.

## 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 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.

### **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.

### **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

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### **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. This is a sensible choice for those looking to explore conjoined magic within the Lions without fear of social stigma.

### **Social hierarchy**

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

Nobility

Middle classes

Peasantry

## The Lions' Prayer

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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!*