
THE DUCHY OF THE MIDNIGHT SUN
EMERALD HILLS
THE MIDNIGHT SUN TIMES
Collectible Newsletter - End of August 1995

First up on our list is the results of the Prime Minister election on August 5. Our candidates were Rayel Greenholde, Tiny, Shang Tsung, and Cannabis. Our new P.M. is Cannabis, and somehow I ended up being scribe as well as herald and jester, hee hee. Allow me to introduce myself, my name is Finn McGill, a student of the bardic arts....

Wait, Kitten says "One more word out of you, bard, and you die.".....Well, too bad. I'm now in charge of making sure the newsletter gets out. And helping practically everyone disperse information, so expect to get a newsletter regularly. By the By, You're Charmed. Read All of This.

OK, back to business.

Announcements

7/4 9/5 The midreign of his most exalted Class Presidentness Sir Cabal will be held the weekend of September 1-2. Since we are now part of EH, some of us should go. The event will be held at the EH Tyler site, with a \$10 per person flat fee, covering camping, feast, site fee, car fee, and embezzlement. Another reason to attend is that copies of an addenda to the corpora concerning matters of import to our duchy will be circulating, and need to be signed.

We need instructions & maps to the EH Tyler site.

If you have any records, sign in sheets, persona sheets, paperwork, or paper money, please give of these to the P.M., for use by our Duchy.

The Canterbury Faire, a non-Amtgard Renaissance fair, will be held at the ~~EH Tyler~~ site on September 27, 28, and/or 29.

This weekend, Labor Day weekend, Golden Plains is holding their midreign. If you're reading this, it's probably too late for you to attend. Same goes for the Iron Mountains event, in Denver.

John and Janice, whose last names i have forgotten (though just as well) are engaged to be married! (Kermit the Frog "Yaaaaaaaaayyyy!") Janice is recovering well from her illness.

Anything you wish to submit either to this newsletter or the EH newsletter, or the Inter-Kingdom newsletter, I will be happy to take them off your sweaty little palms and make sure they get to the right set of sweaty little palms. (Mine or Kalxen's). We need advertisements, poetry, art, etc.

Our Crown Qualifications will be held sometime early in October, Date: probably the 7th or 8th.
Stay tuned for up-dates (get it? up-dates?) Lord Duke Luxton is running the culturals.
Events will include the following:

Cultural Events:

2-D Art: i.e., Drawing, Painting, Pastels, and Cross-Stich, mebbe.

3-D Art: Sculpture, Models, Sculptures of Models (Woo-Hoo!)

Cooking: Roast Venison, Roast Mutton, Period dishes, Baklava

PLEASE BAKLAVA!!!! These are, of course, only good suggestions.

Weapon Construction

Armor Construction

Shield Construction

Court Garb: Good-lookin' digs, fancy/elaborate costume.

Field Garb: Your fighting costume.

Color & Stitchery Garb: A mix of the above, non-class specific.

Writing:

Comedic: Take Tiny..... PLEASE!

Serious: Battle Tactics, for instance.

Poetry: The muse sits / silently / writing newsletters..

Bardic:

Song: A-Typing we will go, A-Typing we will go...

Storytelling/Poetry: There once was a Duchy, by the name of..

OR "The Muse sits,,,Silently,,,Writing Newsletters."

Performance: Skits, Slapstick Humour, Beheadings (uh, say what?)

Dance, Contortioning, Nose-Picking for Depth, etc.

All performances should be less than 5 minutes in length, with the exception of Nose-Picking, which should not happen. We do not endorse...

Rose : Entries will be considered donations to the duchy, and you will be considered for a Rose.

Passive Construction: This is miscellaneous items that don't quite fit anywhere else.

Fighting events will be:

Single Dagger

Single Sword

Classic Florentine (sword & dagger)

Amtgard Florentine (paired weapons (try this with staves!))

Sword & Board

Flail & Board

Staff

Missile Mastery: Throwing Daggers, Bow & Arrow, and Spell Ball.

Open Weapon, Melee

2 Man teams (find yer best bud)

3 Man teams (find your company)

And perhaps a mages duel. Must be seen to be believed.

Dave Beattie and Denise (Brenna watch-out-for-that-poisoned-pommel of Barwicke) will be running the fighting events. They will be split into two days, because of the heat. I personally believe the Earth is falling into the sun. 106 degrees!!

Judges and Reeves are needed for all events. Please, if you wish to reeve, you must be reeve qualified and if you wish to judge culturals, you CANNOT have entered anything.

Candidates for office must pass a Reeve/Corpora test, and enter NINE fighting and NINE cultural events.

And now, For the Vicious Rumours.

Sandar & Shlei, our former Regent, were seen at the park August 26th. They have not been out in a while 'cause they have moved. Quote: "Careful. She's Pregnant!"

Heather & Thommie, another former Regent, are doing just fine out in Mineola. They say Hi, and are looking for people to pick them up on the way to events in East Texas (i.e., The EH Midreign) in exchange for boarding at their place. Thommie is continuing to mellow.

'Tis rumoured that the following people are running for Duke:
Chris (Kahlanth). You know, the guy with the clouk.
David "Dirty Old Man" Hall.
BlackAngel. We need a Vaargaar in an office. Wait, we already do....

As you probably know by now, Tiny and Blackangel are Vaargaar initiates. Now they have to get tattoos of a blue wolf's head on vermillion, a fanged Viking skull, Dierdre's face, a Harley-Davidson (real and/or tattoo), ride out to Arizona once a year, and drink a case of Old Milwaukee in an hour.
Without puking. heheheheheehhehehehehe.....

I've obtained perhaps the only extant copy of Clu's Neverending Songbook. If anyone sees Clu, ask him if I can copy it, and tell 'im I've got a few songs to add.

Fuzzy & Mary: Snugglebunnies. Need I say more?

Tier Glynne needs bodies to come out. They play Sundays, 11-whenever, at Crowley Park in Richardson. Go East on Red Oak, Which is one block North of Lookout Drive & Jupiter Road. Annoy the neighbours, laugh at the ducks.

Alexei is really a closet liberal Democrat. And I'll be the next Duke.

John, ye olde short quiet mustachioed assassin, and Shari (did i spell it right?) recently decided to transfer to Tier Glynne, and were involved in a car accident. Shari's right fibia was broken, and John's lungs were thankfully saved from collapsing after colliding with the steering wheel.

And the Dynamic Duo are rumoured to be doing nasty things to people in EH, just to get revenge. Brings new meaning to the phrase "MARS NEEDS WOMEN!"



Midnight Sun Times

Special Edition, March 18, 1995

Several good things came out of the reeve's meeting held on Feb. 7th. In an effort to keep everyone current and up to date here are the results. Doc and I have agreed that whoever wins the Monarch position we will have an allthing on April 8th. Several points will need to be perminately ratified at that time. In an effort to keep things calm and collected at that time, I respectfully request that if you need clarification or viewpoints on anything, talk to me. I will direct you to the primary supporters and/or opponents of any item. If you are interested in debating any of these points, contact me. I would prefer to see an orginized debate instead of a free-for-all at that allthing. This is not specifically directed at anyone, but BRENNNA, GUILDMISTRESS OF REEVES, IS TIRED OF PEOPLE ANSWERING QUESTIONS FOR HER. IF SOMEONE ASKS A QUESTION DIRECTED AT ME, LET ME ANSWER IT.

Reeve's Meeting February 7, 1995

Lets start off by clarifying a few points. These rules are long standing park or rulebook rules. They will not be discussed at this reeve's meeting. They must go before an allthing or the Monarch and Prime Minister to change.

1. Druidic "Magic Projectile" and "Stoneskins" These spells unfortunately are written with the same sloppiness. 1 point per casting. PERIOD
2. Barbarians are not immune to lightening bolt. They will get their 10 second count if they are killed by one, however.
3. Bladesharp and Bludgeon work in the same way that a red weapon does. They will affect armour and shields. Improve weapon works only against armour.
4. As discussed at an allthing in October, Barbarians are not allowed throwing daggers. This can only be changed by an allthing in April. (due to time restraints.)
5. Speciality arrows, in 5th edition revised, archers had the repair arrow ability, and all arrows could be destroyed and it was specifically listed as a good way to get rid of those nasty arrows. When we adopted 6th edition, we still allowed the 3 time tap killing of arrows. Any weapon listed as unlimited (regular arrows, throwing daggers) cannot be destroyed.
6. Game holds should only be called by the reeve on the field. Other hold are only to be called for real life emergencies. "Retrieving" is only allowed in specific instances. You may retrieve if you are dead or if you have gone to base or nirvana and counted 100 to simulate "retrieving" a new weapon. You may not use "Retrieving" as a personal hold to avoid being killed, and if retrieving off the field, must go to base to reenter game. Any one given a personal hold by the reeve must return to base and call "alive" when rejoining the game.
7. Harden cannot be used on armour, garb, etc. It may only be used on shields, weapons, game play items (spellbooks).

Now on to the agenda for this reeve's meeting. REMEMBER: We as reeves cannot change rules. We can only interpret them. The purpose of this (and other reeve's meetings) is to provide uniform and consistent rulings on the field. The ideas contained in this agenda are merely interpretations that have been put forward, I do not agree with all of them no one does. Hopefully, we can come to a compromise that everyone can live with. (Major changes will go to the next allthing)

BARDS

1. Charm: 300 count max limit (standing Duchy rule)
Must stay within the game boundaries.
Cannot put the person into real world danger.
Victim must comply.
"and" does not make 2 requests.
If request includes a movement to and from, it must be same rate.
may defend self (may be limited to running).
Victim must agree or dispute the request at the time. He cannot decide the request is unreasonable and immediately engage the bard in combat. If the reeve decides the request is unreasonable, another request will be given.
2. Visit: Once the visit is announced, the bard must move into the opponent's base.
3. Legend: 1 victim taken at the onset of the spell.
Others (up to level of the bard) may be taken later
Since they must move out of the way, the bard and his victim are granted an immediate and temporary hold until they are set up.
Victims may be slain at anytime once the bard is set up.
within a 20' radius the bard is immune to attack
Victim can be effected by immune
Immunity/Protection eats spell
Extension works for the initial 20' casting, but does not extend the 20' immunity.
Dodging incoming fire does constitute defense and breaks the spell.
4. Extension: Bardic extension works on Druidic magic
5. Imbue: Does not allow Access to both Druidic and Bardic by level
6. Honor Duel: 20' range
Cannot effect game until after the victory march
Bard may honor duel one person per team
7. Lore: After the bard recieves a "no" answer, the bard and victim must separation to 20' casting range
8. Emotion Control;
Berserk - Spell casters cannot cast magic.
Confidence - Magic points are "Free"
spells may not exceed the caster's max caster for game
Until the next allthing we will play with these two rules, but it will be voted on perminately at that time.
 1. may be rolled down to pay for weapon cost
 2. will stay if rolled to lower level (1/life spells, etc)
9. Mimic: Cannot mimic monsters
No magic - even if lended
Until the next allthing we will play with this rule, but it will be voted on perminately at that time.
Lasts only for one life.
10. Yield: Move to Bard not healer (standing Duchy rule, the other way is just kind of silly)

WIZARD

11. Until the next allthing we will play with this rule, but it will be voted on perminately at that time.
Lend: Magic lent counts toward max spell list of both lender and lende.

GENERAL

12. Line of Sight: This is the stupidest thing in the rulebook if you want my opinion. Here is how we have defined it in the past: 50% of the victim must be visible when the spell is completed. "Hiding" does not include hiding behind your own shield. You may still hide a weapon or other equipment behind yourself.
13. Yield - force is defined as physical restrain. Victim may be killed or counter spelled.
14. Heal in the following situations: vs. Barbarian armour, is it 1 point healed per casting. vs. natural monster armours, as above. vs. natural monster sectional invulnerability as above
15. This needs to be voted on at an allthing. Barbarian armour vs. poison, touch of death, etc. We have always play that poison and touch of death still affect the player through natural armour (includes natural monster armour).
16. Armour - protects the portion of your body that it covers. Higher point values of armour apply not total point values of armour. Hit locations are singular (arms - 2, legs - 2, torso - 1) This means 2 point bracers under 4 point half-sleeve chain means you can take 4 hits to any part of the upper arm before being wounded, 2 hits to the lower arm, or a combination of no more than 2 to the lower and 4 to the upper, a long winded way of saying the higher point value applies.
17. If a shield is hit by a flame arrow, it must be tapped face-down on the ground 5 times within 5 seconds.
18. This needs to be voted on at an allthing. Siege weapons - can be blocked or parried by a weapon.
19. Dead bodies can be teleported as an item.
20. Special projectiles are reusable. This does not mean that every arrow you own can be marked and used as whim, just like the poor mage having to retrieve his Sphere of annihilation, you have to retrieve your arrows.
21. We as reeve's agreed on a ranking system:
 - 1 - Reeve qualified and active as a reeve
 - +1 - 1+ year reeve qualified/experience
 - +1 - 3+ years reeve qualified/ experience
 - +1 - Past Guildmaster of Reeves
 - +1 - Masterhood of Reeve / Walker of the Middle
 - 5 - Guildmaster of Reeves Always highest rank.This is to be used to determine senior reeve on the battlefield. It applies only when playing the reeve class. In a later newsletter, we will try to publish all reeve's rankings.
22. The Relic Spellsword was designed to be used just the way it is being used with 1 major exception, held was meant and intended as DRAWN FROM THE DAMN SHEATH

23. This needs to be discussed at an allthing. Items that stop shots that would wound or kill the wearer of these items. Why does the shot that catches the edge of an item wound or kill you and the held or carried item get broken or turn the attack without undue effect.

Past results from Reeve's Meetings or Questions posed that remain un resolved.

1. A "Dispel Magic" will not repair an item destroyed by a Druid's "Shatter" or "Warp Wood" spells. They will be repaired by a "Mend" spell.
2. A "Protection" spell of any kind cast on a person will extend to items worn (i.e. armour; spare weapons, etc), but not carried (i.e. shields and weapons-in-hand).
3. Killing Grounds is considered to be a Fixed Enchantment with an activation spell. It can be dispelled before it is activated and subject to all the other rules of Fixed Enchantments.
4. Anti-Paladins and Paladins that are dead cannot be effected by a Wizards "Sever Spirit".
5. A "Sphere of Annihilation" will take off one level of a Healer's Protection or a point off one section of a Druid's Stoneskin, and is negated by Protection from Magic.
6. Daggers are up to 18 inches. Short Weapons are up to 3 feet. Long Weapons are up to 4 feet. Spears and Staves are 5 - 7 feet only and are not red for magic using classes. Red weapons and polearms (counted as red) are in excess of 4 feet. Weapons under 3 feet to be red must conform to the 1 pound per foot rule. All other red weapons (those over 4 feet) are not required to be 1 pound per foot. (For safety reasons only)
7. The Druid is assumed to be inside the tree during a Plant Door. Does this mean that the tree can be affected by spells that destroy items, i.e. Shatter or Pyrotechnics, and what would the effect be if the tree were hit by a Petrify or Sphere of Annihilation spellball? What would be the effects of death spells that effect a particular person or AOE (Call Lightning, Mutual Destruction, Killing Grounds, Curse, etc)? Only Fireball is listed as having a particular effect, should we extend this to Lightning Bolts also? (p.27)
8. Back to Plant Door for a minute. The incantation states "touch tree with both hands"? How are you going to spell cast with both hands touching the tree?
9. Can we change the subdual blow to being announce after a successful hit or announced just once when combat is engaged?
10. White 'siege' weapons act as red Weapons when used against Enchanted Shield and Harden. Weapons with 'Battle' Enchantments be treated as immune to White weapons for the purpose of parries, but if not enchanted some way a hit by a 'siege' weapon will destroy the weapon.
11. Dragons be given the ability of 'Devour': 'I devour thee' *5, Unlimited uses 20 ft. range does not work with anyone who they are in melee with.
12. Opponents turned to stone are classed as Items and can be destroyed by the following methods. 2 Lightning Bolt or Fireball spells. 1 Sphere of Annihilation, Pyrotechnics, Shatter or Call Lightning.
13. Madus are combination Weapons and Shields and are therefore destroyed completely by anything that destroys either part.

Excerpt from the poem "Mockman of the Black Spital Dancers"

from the book Garou Saga

"Down in gloom haunted forests
Where sad waters drip with tears,
There Death courts his final rest
Where demons plow their fears.
Their harvest is full sorrows
Which they strew about the hears,
While wraiths weep for the morrow,
And the morrow never nears.

Where time casts no shadow
Save the the flight of memory,
Here Desire's phantoms grow
In the Garden of Desultory.
Sad shades of that land's daughters
Are the moonlight's lonesome prowlers.
They weep beside sad waters
For the souls of dead White Howlers.

Once the fierce Garou stood guard
And held Ceasar's legions firm.
Those who halted Ceasar's standard
Could not halt the devouring Wurm.
Whacked on ill-omened winds blown
Over a people brave and strong,
With tenacious hold it had grown,
Choking life and love and song.

Only pale ghosts recall
The old Howlers of the place.
The Wurm caressed them all
Dark thoughts diseased the race.
Then returned with ghastly laughter,
Laughter lodt to Wurm's embrace,
Black Spital Dancers ever after,
And the abyss was in their face."

BIZARRO

By Dan Piraro

Day 752 — My captors continue to taunt me with bizarre little dangling objects. They dine lavishly on fresh meat, while I am forced to eat dry cereal. The only thing that keeps me going is the hope of escape, and the mild satisfaction I get from ruining the occasional piece of furniture. Tomorrow I may eat another houseplant.

FINDING THE CAT'S DIARY

3-11
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 Piraro

THE QUIGMANS

By Buddy Hickerson

Hmm. This not so fun

Hickerson

Aftermath of a prehistoric "pillow" fight.

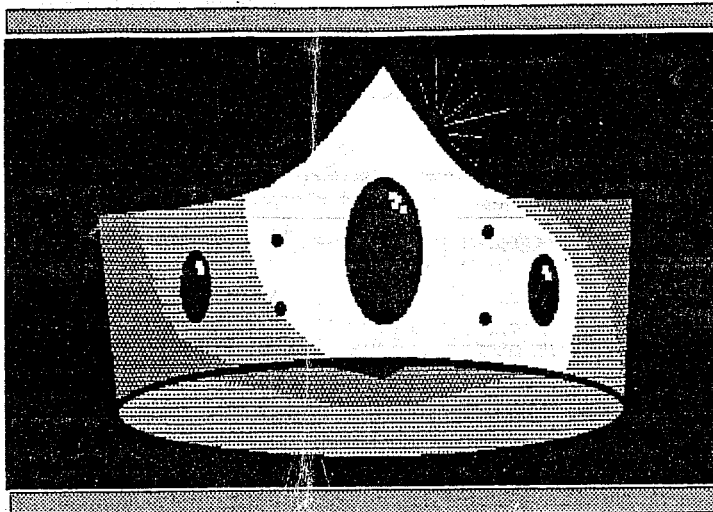


On the road to Kingdom: What's it gonna take?

Trip to Las Cruces proves prosperous

On April 8 and 9 of this year Duke Cearan Blagden put in motion our first steps to becoming kingdom status. Blagden, who was just recently elected Duke of the Duchy of the Midnight Sun, was accompanied by Countess Morphea, Count Thanatos Grey Darklock, and Baron Michael Dunraven, to attend the royal coronation of King Stephan of Dragon Spine, located in Las Cruces of Mexico. Apparently all went well with this diplomatic envoy. They were treated well by all attending, invited to join fellow royalty at the high table, and asked to participate in some of the festivities planned for the grand celebration. Important people in the Kingdom of Dragon Spine, were King Stephan, Prime Minister Stephanie, and the outgoing king, Sir Duke Aleric.

Heartfelt congratulations go to Sir Thanatos Grey Darklock, who received the Knighthood of the Flame and his white belt. Their efforts were well rewarded as negotiations are still in progress on us becoming the Grand Duchy of the



The first tentative steps towards kingdom status were taken already by Cearan Blagden, Duke of the Duchy of the Midnight Sun.

Midnight Sun, principality under the Kingdom of Dragon Spine. This first step towards kingdom status is what some members of the Duchy have been waiting for. Some of the benefits of

credits will be recognized by the populace of Amtgard. 3) Furthermore all of our future titles will be stepped up a notch, i.e. Counts will become Dukes, Dukes will become Grand

"On paper, we deserve it; In desire and effort, we should have had it long ago"
Simon HighCross, Regent

becoming a Grand Duchy under the reign of Dragon Spine are that we are: 1) Allowed to make our own knights, with a veto vote by Dragon Spine, and a list of valid reasons if the knighthood is not granted at this time. 2) All of our titles and

Dukes, etc. But, this will mean giving up the status of independence. Basically, It all boils down to this, So far Blagden is deleviring upon his campaign promises, which is much more than the mundane politicians have delivered. -BA

Guildmasters

Fighting Guilds:

- Guildmaster of Archers: Ewen McFadden
- Guildmaster of Assassins: Alexis
- Guildmaster of Barbarians: Kodiak
- Guildmaster of Bards: Cearan Blagden
- Guildmaster of Druids: Cowden Flameburg
- Guildmaster of Healers: Morphea
- Guildmaster of Monks: Akira Tsuji
- Guildmaster of Monsters: Kodiak
- Guildmaster of Scouts: KalXen
- Guildmaster of Warriors: Darkangel
- Guildmaster of Wizards: Entropy

Nonfighting Guilds:

- Guildmaster of Reeves: David Cantor
- Guildmaster of the Arts: Tiny
- Guildmaster of Artists: Zendra Riverose
- Guildmaster of Garbers: Simon HighCross
- Guildmaster of Literature: Tiny
- Guildmaster of Sciences: BlackAngel
- Guildmaster of Engineering: Eric Guardian
- Guildmaster of Gladiators: Thanatos
- Guildmaster of Heraldry: Briga Valkyr



RANT AND RAVE THE BIZZARE RAMBLINGS OF TINY

Well, here I am; Tiny, genuine backbone of our Guildmaster of Literature, and actions, - if they are to be moral- I'm supposed to write is responsibility- responsibility something. Well, seeing as how to something higher than my we had the biggest elections in family, my country, my firm, my the history of the duchy, I guess success. Responsibility to the

you a thought from Emperor Marcus Aurelius- "What is not good for the swarm is not good for the bee." Think on it guys. Well, now I'm really on a tirade. This is the most critical time our duchy has ever been through. Are we really willing to give up

our independence? I wish I had the answers, but I don't. The people of the Midnight Sun are going to have to think for themselves. I can't do it for you; my job, as an artist, is just to stir things up and guess when to duck. Good luck out there, Tiny.

"What is not good for the swarm, is not good for the bee."

-Marcus Aurelius

I'll give you some wisdom from the realm of politics. Here's a little something from Vaclav Havel, the former president of Rumania. "We are still under the sway of the destructive and vain belief that man is the pinnacle of creation, and not just a part of it, and that, therefore, everything is permitted.... We are incapable of understanding that the only Order of Being, where all our actions are indelibly recorded and where, and only where, they will be properly judged." That's right people, there are these little things called morals. If you have them, you can go far in positions of authority. If you don't your fall from grace will be hard, fast, and very public. A leader must do what is right for the duchy. On that note, I give

Tidbits for Newbies

All right new people, listen up. I have only been playing Amtgard for a couple of months now, and I still consider myself a newbie so don't take this personally. Here are a few guidelines in playing Amtgard that I have learned and found to be wonderfully useful. 1. On the field, don't hit people in the head, besides the fact that it's illegal, it hurts.

2. If you have a choice of targets to attack in melee, pick the one who's not garbed, If you are using a bow, shoot a wizard or another archer, don't waste arrows on shields or monks. 3. Don't be afraid. Don't be afraid of combat, (The weapons may sting, but won't hurt.) Especially don't be afraid to tell some of those old-timers a new idea that you think is neat. -BA

PERSONA PROFILE: AN IN-DEPTH INTERVIEW WITH DUKE CEARAN BLAGDEN



Cearan Blagden

Cearan Blagden was born to a family which owned the Black and Tan Inn. The Black and Tan Inn was a good rest stop for adventurers and travelers, because it lied upon a major crossroad. While he was growing up, his father lost the inn to a group of swindlers. Shortly thereafter, Cearan departed for the big city. There, He picked up hints and tips on swindling, being a quick and

creative thinker, Cearan travelled back to the inn and

THE MAN WHO WOULD BE KING

"won" it back. In time a small community rose up around the inn and the community became known as Barwick. He soon became elected Mayor of the

Shire of Barwick. His adventuring side took over and he decided to travel. During his travels, he became a Saracen and worked with a tribe known as the Shadowdemons. He quit the Saracens on his way back home and began travelling with a group of pirates and picked up the adventuring class of Bard. Some good came of travelling with the Saracens, however, while working to help others

attain knighthood, he himself was knighted. He renounced his knighthood and his belt after a bitter betrayal by the Guild. Cearan slammed his belt down on the High table for all those at Spring War to see. Cearan is currently a lieutenant of the Huntsmen and Duke of the Duchy of the Midnight Sun. -BA

The Midnight Sun Times

March 9 1996

Rulings of the Reeves' Guild, MS-EH, March 2 1995

The following points were raised at the meeting, and resolved as follows:

- * EMOTION CONTROL-CONFIDENCE >> If cast on a 3rd level or higher spell caster, a new spell list must be used, minus any points for 1/game abilities already used. When EC expires, the caster reverts to the old list, minus any points for additional 1/game effects used.
- * LIGHTNING BOLTS do not count on garb shots. FIREBALLS do. SPHERES can not destroy Iceballed or Entangled people, but can destroy PETRIFY or FLESH TO STONE victims (treated as objects).
- * PETRIFY and FLESH TO STONE function as written (as in, any differences between them stand).
- * The Barbarian FIGHT AFTER DEATH ability does not heal any wounds or armor.
- * Spellball INCANTATIONS must be audible to 50 ft.
- * BARBARIANS may not hold any weapons or other equipment that carry enchantments. If a weapon is enchanted, they must drop it.
- * 6th level SCOUTS may not combine their special ability with Stack to wear 3 (or more) enchantments; they may carry 2, and Stack allows a wizard to place 2, and neither allows more than 2.
- * ENCHANTED ITEMS may be handed to other players, so long as the item has a designated 'owner' at any point in time (the person carrying it).
- * Wizard PROTECTION is not sectional.
- * Spell-casters may not charge SPELLBALLS that exceed the number of balls purchased. That is, if a wizard has 3 Iceballs, and already has 2 frozen victims, he may only charge 1 more Iceball.
- * For game balance, multiple EXTENSIONS are not allowed.

If I have omitted any other rulings, I apologize, as I did not take careful notes at the meeting.

IT SHOULD ALSO BE NOTED, that, by long-standing practice, for safety reasons, that the shafts of all POLE-ARMS must be at least minimally padded. Likewise, ALL WEAPONS must be padded on all surfaces except for small areas for hand-grips. These policies will be enforced.

Thank you,

Darkangel, GM of Reeves (MS, EH)

These are the current credit totals on record at the Duchy of the Midnight Sun. Please see the Prime Minister about the problems you will undoubtedly have with these totals, and note that they are merely a reconstruction of all the sign in sheets of which we have record. Also note that while it is the Duchy standard to keep records by real name, Persona names will be added to all these records.

		Anti-Paladin	Archer	Assassin	Barbarian	Bard	Druid	Healer	Monk	Paladin	Scout	Warrior	Wizard	Color	Monster	Reeve
Abendroth	James	:	13	24
Adair	John	:	.	.	61	1	.	.	9	.	.	36	.	8	9	2
Adams	Elizabeth	:	3	2	3	.	.
Adcox	Dennis	:	1	.	.	26	1	55	.	2	3
Akins	Steven	:	.	24	3	24	.	.	10	.	1	17	.	1	4	.
Andrews	Joe	:	.	.	1	.	4
Andrews	Leon	:	1
Aron		:	.	.	15	8	.	.
Atkins	James	:	.	6	42	.	14	.	8	.	67	8	19	8	5	4
Baker	Chris	:	18	12	.	1	43	12	.	.	1	12	.	9	1	1
Bartholome	Sean	:	4	.	1	.	.
Beattie	David	:	.	41	.	.	.	39	1	.
Benny	Samantha	:	2
Benson	David	:	.	6	8	1	2	.	.	.
Berryhill	Rob	:	8
Bland	Rachel	:	11	.	10	.	.
Boone	Ray	:	1	2	4	31	.	35	54	.	1	.	31	12	6	5
Brackett	Steve	:	1	1	.	.	.
Brandon	Kevin	:	11
Brashear	Helene	:	2	.	.	.	1
Brooks	Jonathan	:	.	1	38	.	.	1	.	.	1	18	.	2	6	.
Burgess	David	:	.	.	47	5	.	1	.	.
Butler	Sam	:	2	.	.	1	.	.	1	.	.
Carnell	Tim	:	14	1	2	.
Carr	Brian	:	11	1	.	.
Carr	Roger	:	2	.	.	5
Cassidy	Janice	:	32	.	.	.	1	.	89	.	2
Chatham	Melissa	:	6	.	.
Covington	Tim	:	48	.	.	6	2	1
Crosby	Thomas	:	20	54	.	.	2	.
Daugherty	Erin	:	.	.	4	35	18	1	.
Dear	Erik	:	5	2	.	.	.	42	.	1	1	.
Delgado	Andria	:	.	.	.	1	2
Demars	David	:	2	.	90	.	4	.	.
Doherty	Matt	:	.	.	.	5
Dziorny	Mary	:	6	1	.	.
Ford	Noah	:	.	.	2	3	.	.	4	.	.
Fugitt	David	:	1
Gambon	Dwayne	:	2
Gilder	David	:	1
Goodwin	Gregory	:	.	2	.	28	4	2	1	.	.
Grady	Robert	:	2	1	.	1	75	1	.	9	.
Graham	Stephanie	:	14	5	.	1	2	.
Grubbs	Brad	:	.	1	2	1	6	1	.	.
Gurney	David	:	.	.	44	.	.	.	1	.	.	4	.	2	.	.
Hall	David	:	52	.	.	.	17	5	2
Hall	Josh	:	.	.	29	11	4	13	2	.	.
Hall	Shawn	:	28	.	1	.	.
Hall	Stephanie	:	5
Hamblen	Justin	:	5	7

		Anti-Paladin	Archer	Assassin	Barbarian	Bard	Druid	Healer	Monk	Paladin	Scout	Warrior	Wizard	Color	Monster	Reeve
Hanson	Sean	16
Harris	Malcolm	.	.	.	9	.	.	.	1
Harris	Matthew	8	1	10	1	1	.
Harrison	Celeste	3
Harrison	Rob	.	1	48	.	.	5	.	.	1	4
Headen	Jillian	6	1	.	.
Helgeson	Ben	1	3	.	.	11
Helton	Leif	26
Hester	Kayri	3
Hills	Heather	33	.	1	.	.
Horne	Scott	4
Hurst	Geoff	15
James	Kevin	3	9
Johnson	Arvid	.	.	.	5
Jorgensen	Doug	.	.	.	1	.	.	21	.	.	.	3	1	1	.	.
Jorgensen	Shannan	.	.	4
Keesee	James	.	8	42	.	1	.	.
Keltz	Mark	.	15	3	.	.	.	2	25	.	.	.
Kidwell	Kevin	19	.	.	.	4	11
Koeberle	Chris	.	.	.	44	12	.
Koen	Gabriel	9	.	1	.	.
Koenig	Jeff	.	.	1	36	.	4	.	.
Krolik	Rita	1	.	2	.	.
Kundmueller	David	10
Lawson	Jarid	2
LeBrecht	Andy	.	1	38	.	.	.	18	.	.	1	15	.	1	1	10
LeMonde	Chris	12
Lee	Bryan	3
Lindsey	Erin	7
Lotzer	Jonathon	5	.	.	3
Marion	Jon	.	.	.	3	.	.	3	1
Matlock	Bryan	.	.	9
McGehee	Mark	.	1	99	.	33	8	.	.	18	.	.	.	22	5	22
McKinney	Carl	.	.	4
Miller	Brant	2	.	.	1
Miller	Bryan	1
Montano	Alex	3
Moore	Buddy	17	47	3	.	2
Morgan	Brad	.	2	.	3	7
Moss	Jesse	.	.	7	.	.	.	26	.	.	.	20	2	.	1	.
Murphy	Michael	5	.	1	1	1	.	.	1	.	.	3	8	1	3	2
Murphy	Sarah	.	1	3	.	.
Nelson	Deirdre	3
Neuschaefer	Gary	1	28	.	2	.	48	.	.	6	7	1
Newell	Elizabeth	28	13	10	5	1
Novogradac	Angela	.	.	.	1	.	.	69	.	.	.	6	.	14	.	1
Novogradac	Benjamin	10	3	.	.
Oquin	Ray	.	1	.	4	5	.	.	8	.	.	38	49	4	.	1
Pape	Barry	1	.	1	.	.	.	1	2	.
Patton	Chris	1	28	.	4	2	.
Patton	Leah	19	7	2	.
Peavy	Michael	.	.	.	68	3	1	.	1	.
Pesce	Patrick	.	.	16	.	.	.	1
Peterson	Darin	3

		Anti-Paladin	Archer	Assassin	Barbarian	Barbarian	Druid	Healer	Monk	Paladin	Scout	Warrior	Wizard	Color	Monster	Reeve
Petruna	Michael	:	.	.	1	28	.	.	.
Pickett	Sherry	:	1	5	3	1	.	.
Quarm	Anthony	:	2
Rogers	Wendy	:	1
Saenz	Noemi	:	1
Schmedthorst	Lee	:	.	.	9
Sikes	Eddie	:	.	1	3
Simpson	Aaron	:	.	.	1	28	60	.	3	1
Smith	John	:	.	17	1
Stansbery	Julie	:	2	56	3	3
Steele	Jerriann	:	15	1	2	.
Stokes	James	:	3
Sudkamp	Bradly	:	5	.	.	.	28	.	.	.	1	.	.	1	.	.
Sudkamp	Christina	:	.	1	1	1	.	.	65	44	5	1
Sudkamp	Denice	:	101	9	49	.
Sullins	Kenneth	:	7	.	.	.	5
Taylor	Sam	:	.	.	1	1	.	.	12	.	.	4
Upper	Ken	:	1
Wardrop	James	:	1	.	.	3
Warren	Bryant	:	.	.	1	1	2
Watts	Duane	:	.	.	.	2
Weilenmann	George	:	9	1	2	.
West	Crash	:	6
White	John	:	7
Whittington	Eric	:	10
Wiles	Eric	:	3	.	1	.	.
Williams	Jesse	:	2	7	.	6	3	10	2	.	.
Williams	Ray	:	7	3	.	.	30
Witherspoon	Jeremy	:	.	.	20	1	1	.	2	.	.
Wright	Kelley	:	7
Yettman	Bobby	:	.	1	1	8	2	.	.
Yoon	Caroline	:	.	9	.	1	2	.	12	.	.
Yoon	Chang	:	.	.	26	2	2	.	8	1	.
Zander	Sandy	:	5	1	1	.	.	.	9	.	.	1	.	1	.	.
Zeman	Jerome	:	19	1	3	.	.

Midnight Sun - Times

Words from the Monarch

Dear Populace,

I have been in office long enough now to see the good and bad sides of being the Duchess of Midnight Sun. On my one hand, I don't have to kow tow to some swell-headed King, but my other hand is tied by my inability to reward some particularly outstanding Duchy members without some Kingdom's approval. This is one of the things I'm working on during my reign.

The largest issue confronting me upon accepting the crown was the possibility of becoming part of Emerald Hills. My personal feelings, that we and Emerald Hills have too many basic differences in philosophy of play (not to mention past bad blood), have been confirmed by your vote to discontinue negotiations. If Dragonspine's recent change of status isn't enough to convince us that our drive to retain our independence is worthwhile, I can't imagine what would be.

The ongoing quest for new members is going well. The warm weather is encouraging more participation and Lord KalXen's aggressive word-of-mouth campaign has brought in many new faces: welcome UT'Dians! Several of us have been actively distributing flyers (more are available) and been rewarded with still more new faces. I have been pestering local newspapers to come out and do stories on us and, thus far, only the Morning News has taken me up. I haven't given up on the others yet. I'm hoping the media attention will get even more people interested.

Other business in the works include more trash cans and a Port-o-let for our park, an official tax-exempt status with the IRS.

While I only accepted the crown reluctantly at first, I have found great satisfaction in public service. I have relied on many of you for your knowledge of political situations, names and protocol and hope to continue with your help. I'm afraid I may have stepped on some toes along the way and will probably step on a few more. I hope more of you will be pleased than disappointed when you learn that I intend to run again. I will serve as well as I can for as long as you'll have me.

Yours in duty to
the Midnight Sun,

Morphea Hekstar, Duchess

Words from the Regent

Lets face facts - Midreign draws ever closer, time is ticking away. Many of you are already lending a hand; in fact it may seem you've taken on a second job. I, however, you are not yet involved and you would like to be - watch for me and we will find something geared to your talents. If we all band together, I'm sure that our event will crystallize into something memorable.

Lord Micheal DunRaven Esquire.
Regent of the Midnight Sun

Words from the Guildmistress of Arts

Unto the populace of the Midnight Sun,
Greetings--

First let me introduce myself, I am Morgana Rose McAllaistaire the current Mistress of Arts for our fair Duchy. It saddens me to confess that I have been rather lax in my duties but I shall begin to make amends from this time forward. But to accomplish this feat I need the help of all the populace.

I have been doing a great deal of traveling in the past few months and no matter which land I was in I was very pleased to see a great number of their populace dressed in garb. I hope to see more of our new people in garb as well as those of us who have been around for awhile.

Garb doesn't have to be fancy or even very expensive for that matter. T-tunics are appropriate for both men and women. The guys can add a pair of pants if they are shy about their legs. A simple shirt and pants can also work for both sexes. A simple gored skirt and 'peasant' blouse is fairly quick and easy to make. There are some truly wonderful costumes that can be adapted from the current crop of Halloween patterns.

If you have any questions please feel free to come and speak with me. I've been told my manner is standoffish but please don't be fooled. I tend to be rather shy and often find it difficult to start conversations. Come talk to me!!

Another thing of importance is the Cultural Tourney at our Midreign. WE NEED ENTRIES!!!! I especially want to

encourage our new people to enter things. Yes, I realize that our Crown Qualls are in July. That just means EVERYONE needs to be extra productive over the next few months.

The categories for the Tourney are as follows---

CHESS
FLAT ART
GARB
PASSIVE CONSTRUCTION
COOKING
WRITING
PERFORMANCE
ARMOR CONSTRUCTION
SHIELD CONSTRUCTION &
WEAPON CONSTRUCTION

Once again let me extend the offer to one and all if you need any help with garb or questions about the Cultural Tourney please come and talk with me.

Yours in service to the Duchy,
Morgana Rose McAllaistaire

Words from the Scribe,
Guildmaster of Sciences, Smiths,
Wizards, Healers, Monsters and
Autocrat of the coming Quest,
Feast and Dollar tourneys.

HELP !!!!!!!!!!!!!

Yours in service,
Lord Thanatos Grae Darc'Locke

Reeves Guild News

The Following were passed by Duchy in a past Allthing but need to be either flat out ratified or reworded or done away with. My comments will appear after each.

- 1.) Opponents turned to stone are classed as Items and can be destroyed by the following methods. 2 Lightning Bolt or Fireball spells. 1 Sphere of Annihilation, Pyrotechnics, Shatter or Call Lightning. Keep it as is.
- 2.) No multiple extends allowed. Keep it as is. Covered in the new rules.
- 3.) Unless otherwise specified in the rules spells can be cast with Weapons in hand. Covered in the new rules. Nuke this one. (unfair until I can stab my Amtgard sword into the ground to re grab it at need or Magic leaves a telltale glow that I can see and I don't need to wait for someone to tell me they are protected)
- 4.) Madus are combination Weapons and Shields and are therefore destroyed completely by anything that destroys either part. Keep it as is.
- 5.) Anti-Magic destroys any Magic, Spell or Enchantment that comes into contact with it. These do not renew or comeback if the area of Anti-Magic is left. Covered in the new rules. Nuke this one.
- 6.) From this point on a Blue ribbon shall represent a Touch of Death or Vibrating Palm ability that is active. This ability shall last till discharge. Covered in the new rules. Nuke this one.
- 7.) Spell list must be submitted to the Reeve before the battlegame starts. Covered in the new rules. Keep this one.

Powers of the Reeves Guild

While on the field and doing their job the Reeves are Judge, Jury and Executioner. The following powers were given to Reeves in our park long ago and are still active so here you go.

Reeves are always right on the field. If you think they are wrong, find it in the rulebook and bring it up OFF the field. Do not argue on the field with a reeve. If you are judged as a problem on the field here is the sequence of event.

You are warned.

Back off at this point.

You are called dead.

Take the death quietly.

You are called Shattered.

Go sit down.

There is a major attitude problem here.

Your team is called Shattered.

Look for a new life, cuz this one hates you.

You are asked to leave the Park.

Go home and decide if you can play this game without drawing another one of these.

If asked to leave the park twice in six months you are suspended for six months. These penalties are listed in the normal order of receipt. Unfortunately you can jump to the head of the list. Any dispute with any of these warning or penalties can be taken to the Duke, Guild Master/Mistress of Reeves or the Reeves Guild. If overruled than an apology will be given.

Other Business in the Duchy

Other business in the works include more trash cans and a Port-o-let for our park.

Official tax-exempt status with the IRS.

More work on the possibility of doing Demos at some of the local Gaming and Comic book conventions.

Dollar Tournays to raise funds for the Duchy treasury.

The upcoming Mid Reign of Morpheia Hexstar and Michael Dunraven. With a Quest for the Duchy Relics, a feast, election of KalXen or Brenna of Barwicke or any other fool who wishes to run to the office of Prime Minister, a (hopefully short) Court and most importantly LOTS and Lots of out of town guests.

Things in the works for the upcoming Allthings.

Adopting 2 or more Relics for a total of 6 but only keeping 3 in play till we grow still larger.

Amending the 1 year reign to include a vote of confidence at the 4 1/2 month mark.

Election of a Board of Directors to take care of the above mentioned I.R.S. tax exempt status and official Amtgard contract negotiations with Burning lands B.O.D.. This gets all of our ducks in a row (officially) since we have existed for 3 1/2 years with the records to prove it.

F.Y.I.

There are several other things that will be appearing or need to happen in the near future.

A complete dues paid list and till when.

A phone list. Real names would be nice to also have since I hate calling someone's mom and having to ask for her son PHUQUE. Yeah, you pronounce it like you think you do.

All Households, Companies, Personal devices registered with the Guild Master of Heraldry.

Guild Masters meeting followed the next few weeks by a Guild meeting. If there are more than 2 of you in a guild then we need to go over things.

Weapon and/or Cultural gatherings to upgrade everyone's toys and garb.

Contracts

Wanted: Zendra Riverrose's Mouth
Reason: Talking where the Hills have ears.
Reward: Peace and Quiet.
Limit: None, the longer it stays shut the happier we will all be.

Wanted: White Hand Orcs, Dead !!!!!!!
Reason: We don't need no stinking Orc's
Reward: They taste mighty fine.
Limit: 2 per hunter per day.

Wanted: Morphea Hexstar, Alive, tied, and willing
Reason: Cuz I'm soooooo lonely.
Reward: The good intentions of a Master Wizard
Limit: Well there is only 1 of her but if she gets loose you can bring her back again.

Wanted: Damian?
Reason: Pure chewing satisfaction.
Reward: It's so much fun.
Limit: Anytime, anywhere.

Wanted: SIR Cerean Blagden and Squire Micheal Dunraven
Reason: No Knights and Squires game as of yet. The rest of us want to hit you too.
Reward: Pain and Suffering are their own reward. Anyway remember the 3 truths. Bones heal, Pain is temporary and chicks dig scars.
Limit: 1 game. that's all we want..... Really.

Wanted: More Players
Reason: More Fun
Reward: More Status
Limit: I think we should stop at 2,500

Advertisements

Blagden and Darc'Locke Armouries.

You've seen the rest now fight with the best. Prices at request. All weapons guaranteed for 6 month's of normal use. Direct inquiries to Thanatos Darc'Locke or to Sir Cerean Blagden.

KITES ETC.

For Kite spar in all sizes and lengths. 707 and 505 almost always in stock,

~~11111-B-North-Central
Between Forest and Royal.~~

Dallas, Tx. 75243

(214) 899-0700

Bruce Novelli

Owner

House StarLocke.

Fine quality merchandise at reasonable prices. Beltclips, Shirts, Pants, Hats and more. Direct inquiries to Morphea Hexstar or Thanatos Darc'Locke.

All advertisements and contracts cost \$1.00 for 1 issue. This money goes to the Duchy for future uses.

As always if you want someone hit:
No target too hard
No payoff too small
Just advertise in the Midnight Sun-Times.

Kraken

(Restricted)

Armour: 4 Points Sectional Invulnerability

Attacks: Flail as Red weapon. (4ft. Max)

Abilities:

1. *All weapons, Red, Enchanted, Arrows, etc. do only 1 point of damage.*
2. *Immune to all Entangles, Iceballs and Petrify due to huge size.*
3. *Immune to all verbal magic except Call Lightning, which will take an overall level of Invulnerability.*
4. *Unlimited Shove (as tentacle Sweep) 'I shove thee' *5, 20 ft. Range, 20ft. Push.*
5. *Entangle as a verbal, as per Scout entangle 'May mother nature bind thee' *5. Exception, the person Entangled must be freed from the outside. 8 Entangled victims max. If someone is freed that Entangle is lost. Victims devoured free an entangle for further use. Entangled victims must stop moving, if this is in relationship to a boat or ship you are dragged over and under, goodnight you have just drowned.*
6. *Devour, acts as a White weapon attack. 'By touch, 'I devour thee' *5. Anyone Devoured is unresurrectable, acts as a Sever Spirit/ Sphere of Annihilation (there ain't nothing left to work with).*
7. *Unlimited Teleport. Water only. 'Submerging' *5..... 'Arriving' *5.*

Description:

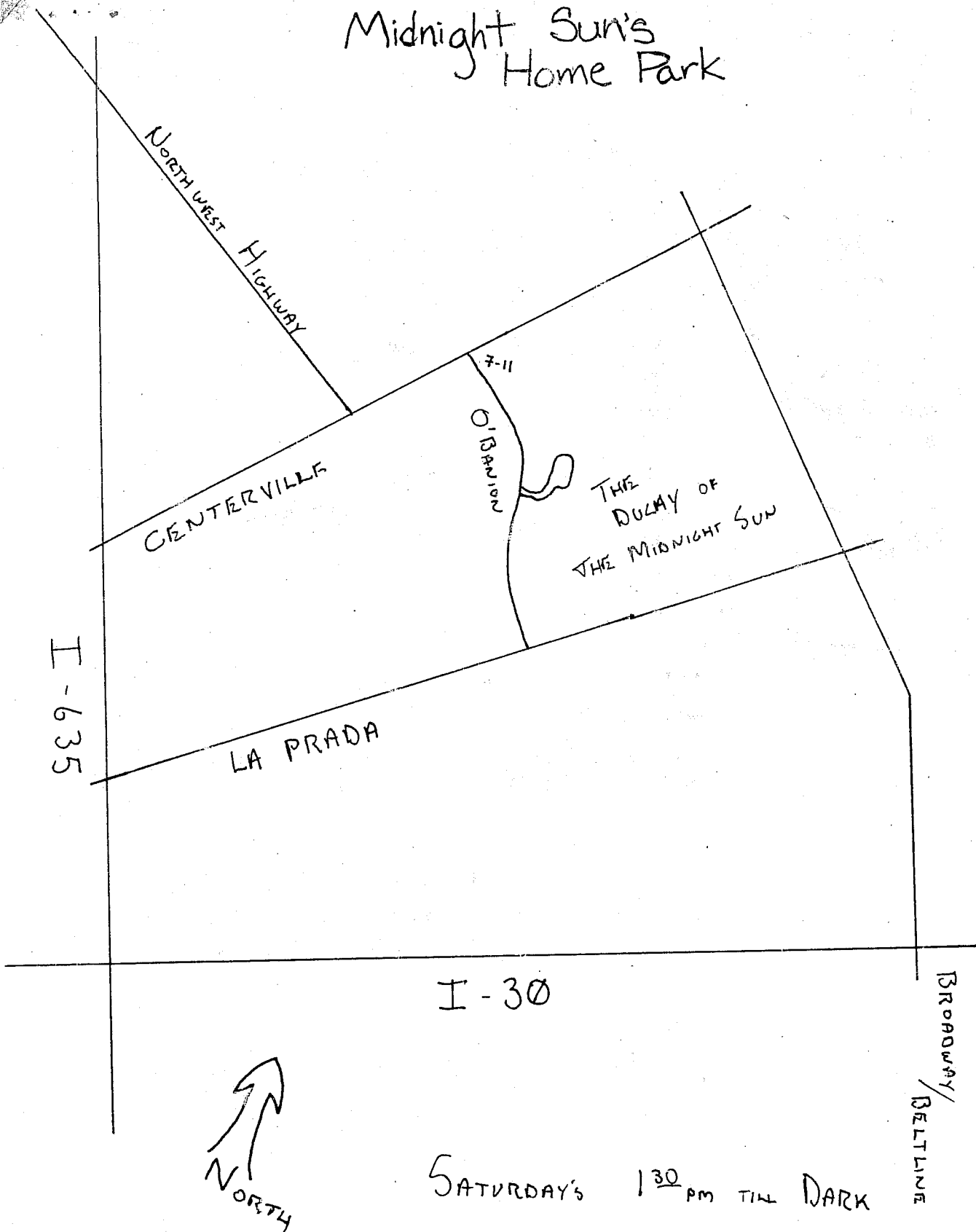
This is the BIGGEST, UGLIEST, MEANEST thing floating in the Oceans. 10 Tentacles, Huge beak, nasty disposition and only 1 eye. Ala Jaques Cousteau's worst nightmare. Originally in Jules Verne's 20,000 Leagues Under the Sea. The only thing that stops it is lots of Ball magic and brave souls to fight it.

Lives: 2

Levels:

No levels this thing is butch enough.

Midnight Sun's Home Park



Mid Reign Feast

Duchy of the Midnight Sun

In the Reign of Morphea Hexstar and Michael Dunraven Esquire. This event shall be held on the weekend of April 16th 1994 from Friday the 15th to Sunday the 17th. The event shall include:

Friday : Party, party, party!!!!

Saturday : a Quest for the Duchy Relics, a cultural tourney,
a Feast and Court.

Sunday : Juggling or a Pirates battle.

FEE's:

\$3.00 Site fee, no matter what.

\$5.00 Feast fee prepaid, \$7.00 on the day.

Direction:

From the North:

Get to Denton then take highway 380 east to highway 78 go south to the Lakeland park sign, turn right (RD550). Straight ahead 1-2 miles and you are there.

From the South:

Get to Dallas then take I-30 east to the Beltline/Broadway exit. Turn left under bridge and follow road till the 78 split. Veer right and follow 78 to the Lakeland park sign, turn left (RD550). Straight ahead 1-2 miles and you are there.

From anywhere in DFW:

Get to highway 78 and follow it to the Lakeland park sign. turn onto RD550 Straight ahead 1-2 miles and you are there.

CONTACT : MARK Mc GEEHEE
(214) 495-8249 AFTER 4:30 PM
2717 MEADOW PARK DR
GARLAND TX 75040

SEND CHECK OR
MONEY ORDER