



THE Eclipsed STAR

- King Cho-Hag
- Regent Kardore
- P. M. Origami
- Champ. Stinkfoot

All ZE newZ Zat I Zink iZ fit to print

Issue 04, Vol. 1 February, 2001

From King Cho-Hag, the First

I thank everyone for attending this past Coronation in Gainesville. It made it possible for us to pay for this year's insurance. Yeah! I would like all the Monarchs to send, if nothing else, tentative dates. Base it off current reigns please. The Calendar needs to be updated for the next six months. Thank you for your assistance. I still am open for private conversations if anyone feels they need to express any concerns.



ATTENTION every person that thinks that he/she can sew! I am holding a contest for a single or multiple seamstresses to make garb for me. I am looking for the best that Neverwinter has to offer. Top dollar will be paid. Contest will be held at Falling Fire on Sunday Feb. 18th. Bring your best work! Not necessarily the newest.

Thank you, everyone!
King Cho-Hag

A Coronation review from Sir Roger

By Sir Roger Shrubstaff

First, congratulations to Sir A u w y n e , Knight of the Flame, incoming King Cho-Hag, Regent Kardore and Champion Stinkfoot. Congratulations also to everyone who also received awards and recognition, and to all those other out there who helped make it a great event. A little chill can't keep a kingdom down! Also thanks to the few brave souls who made the trek from afar to be here, including the long lost Kudzu and Evil Ryss. And Bump.

Minor note - anyone find a Cellphone during the final cleanup? It was an Ericsson R280, I wasn't able to find it in my car on the way back.

Now, for the rundown:

At Clan XVI, when we were elevated to Kingdom status, I remember someone commenting on our name, "Neverwinter", stating "They better pray they never have a cold event..." Well, not sure what it got down to, I think it was in the 20s at one point. There was definitely frost on the windshields. That, combined with some rain Friday night, and a ban on fires due to fire hazards, it pretty much kept much of the non-fighting activities indoors and near the fireplace. I know the other kingdoms are probably going to snicker at this, but it was cold here.

The bardic was great fun, despite being indoors. I've been at one other indoor bardic, at Spring War (the mud one). Many good performances, but I need to take time out to single out Quincy of Lost Woods, who was absolutely incredible! Anyone who has not heard him on the flute, he can play! His main piece was a four movement piece by Bach. Very fast and incredible to see. I need to find a way to get him and Draco at the same event somehow.

Other than that, I would like to note it was a completely moose-free bardic. Pirate Bob unveiled a new piece, "The Pirate and the Gypsy", very nice. And a host of old favorites as well.

Thanks to whoever it was behind the most "vanilla" quest, and I use that term loosely, I have ever seen. Quest? Well, you guys go here, you guys go there, and let's kill each other...

The kingdom althing was mercifully short at about 3 and a half hours. Somehow we managed to get though 90% of what we wanted to. A miracle! Managed to keep Quorum (just barely) throughout, too.

Thanks to Velfan, Hawk, Ahriman, Toda, Tonbo, all the others who manned the kitchens. I know I'm forgetting a ton.

Awards

In mortal danger award:

Sir Kitirat, caught by his wife attempting to sneak onto the battlefield despite express orders to not fight and take it easy. Apparently he had been gravely ill only hours before.

Lucky bastards awards:

Evil Ryss was here and no one, to my knowledge, was subjected to the cornflake joke.

Incorrigible Award:

People go to an amtgard event, its cold so they play "Settlers of Cataan" in the feast hall.

Business Acumen award:

ZE EVIL FRENCH, forced to handle the feast serving duties, contracted it out and accepted the low bid from Das Goblinya (the Goblins of the Red Star). So goblins served at feast.

Tactics award:

Flotsam of Norgham, playing druid, erected a flamewall then used confusion on a Rogue barbarian, then jumped behind the wall and watched the ashes come through after him.

Mysterious Award:

Raptor, who employed a misting machine to cover his table in dense fog at feast.

Best placement of a belt favor award: Galette Fraise of ZE EVIL FRENCH.

CORONATION REVIEW

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CORONATION REVIEW From Page 1

Traitor to his species award:
Chernobull (Toda as minotaur) serving up some of his former kinfolk at feast.
Nervous Membership award:

ZE EVIL FRENCH, who apparently must sack one of their members every year.
Th a t 's all I can think of for now.
Viscount, Sir Roger Shrubstaff

The art of heraldry in Neverwinter

By Leofric Moonson

As most things go, heraldry is a topic you either love or are so apathetic about that you wouldn't want to learn anymore about than what you see in old Ivanhoe and Robin Hood movies if heralds were giving out free beer and camel rides to everyone who registers a name or device. I feel that way about brewing even though I am the one making the free beer. Don't get me started on forging live steel or constructing armor. That's okay. We all bring something different to our game and help each other. I'll help those with a passing or possibly genuine interest in how to chose a device and a name.

When most people think about heraldry, they imagine a medieval knight with a picture of a dragon or a lion painted on a big shield. They might also imagine men in brightly colored tabards blowing on long golden horns in the royal throne room as the king enters and an even more elaborately dressed herald shouts out the king's proclamations. Figuring out what device, that is, a coat of arms, you'd like to use as your own personal symbol and figuring out what name to call yourself is all anyone ever really needs to know as far as they are personally concerned.

Some of these aspects are still used today. Heraldry is used in creating flags for every country in the world. We have the stars and stripes and Japan has the rising sun. It is used by other international entities such as corporations. Shell Oil uses a yellow scallop shell, Mitsubishi uses three red diamonds. It is used by individuals and families all over the world as a source of pride or just for the sake of pomposity. I have used three over the course of my life, one for the SCA, the other two in my personal life. I haven't yet decided yet if I'll use one of these in Amtgard, but

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I will definitely adopt some sort of device to represent myself as Leofric Moonson.

As I see it, Neverwinter needs a Guild of Heraldry. It can add so much to the flavor and look of our personae and to our events. Just imagine rows of banners hanging in feast halls and courts or around a campsite and devices decorating people's garb or feast gear, court heralds wearing surcoats with the Neverwinter sun and phoenix standing next to the king's throne. I think that the kingdom champion should likewise wear a surcoat with the kingdom's device when they are in court or otherwise representing the kingdom in their duties.

I don't think that the registration of heraldry should be tightly regulated. We don't want to tell people what they can and cannot use to represent themselves. There should be some limits on what people can put on their shields/banners such as explicit pornography (yes, I realize this is redundant) or things that are insulting to others such as a swastika (and yes, I realize that a swastika is originally an ancient symbol of good luck and divine favor). The same should go for people's names. Announcing yourself as His Grace, Duke Bob the Barbarian (unless you have earned the title) or Igor Longone the Rapist is simply wrong. I'm positive that local groups discourage newbies from doing such things. I certainly hope they do. I also do not think that people should be restricted to using established and historical conventions of heraldry. That will take out a lot of the fun if you can't call yourself Harmony of Lothlorien or use the Mona Lisa as your personal device.

What I am talking about when I say people should register their name and device is glorified bureaucratic record keeping. However, you would be a bit upset if you put in the time and effort to create your name and device only to have someone else use

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Anglo Saxon Riddles

Presented by Leofric Moonson

Answers to last month's riddles

Number 35

"...The drenched acre of earth first fathered me out of its frozen womb. My mind knows I was not knit from woolen fleece or twined from hair..."

Answer: Chainmail

Number 50

"...if maids and men attentively tend to his needs, feed him faithfully; he favors them with life's delights. Dire his vengeance when his pride is left unleashed."

Answer: Flame/Fire



This month's riddles

Number 30

I flicker like fire, flirt with the wind,
Swathed in splendor, tossed in storm,
Eager on journeys, eaten by flame,
Ablossoming grove, a burning glee.
Friends often pass me from hand to hand
For worthy men and women to kiss me.
Where I rise up, they reverently bow
To me in throngs, there shall I enrich
Men's destiny and their soul's delight.

Number 37

I saw a beast; his belly bulging
hugely on his back. A bold man
served him with strength, his stomach's
filling flew out through his eye.
He never dies when he must spill
his guts for others, but a cure creeps
back to his breast and breath revives;
he fathers sons, the fathers of himself

Answers to riddles 30 and 37 to
come in next month's issue.

-Anglo-Saxon Riddles, Translated by
John Porter

Minutes for Neverwinter Allthing, 12/20/01

12:30 p.m. Prime Minister Origami determines there are 92 dues paid members and we have met the quorum count of 49. Need 33 votes for 2/3 quorum.

12:32 p.m. Pass out condensed version of Robert's Rules of Order

12:34 p.m. Call Allthing to order

12:35 p.m. Open discussion for Weapon Standards Sir Kitirat is taking the order of speakers.

Stinkfoot wants to:

(1) Introduce new weapons

(2) Cleanup polearm standards

12:47 p.m. Ahriman motions to change polearms standards

12:49 p.m. Ahriman withdraws motion

12:51 p.m. Kitirat motions for the next six (6) months, polearms standards should be set by the Champion. Sir Tonbo seconds

12:55 p.m. Call to vote

12:56 p.m. In Favor: eight (8), Opposed: eight (8), motion fails

12:57 p.m. Rolando motions to table discussion on weapon standards. Call to vote:

in favor: 16, opposed: 20, motion fails

1:00 p.m. Talstar/Auwyne motion to remove all current weapon standards. Rolando seconds

1:04 p.m. Talstar withdraws motion

1:06 p.m. Auwyne motions to allow Champion to set current standards. Champion shall have the right to set weapon standards for the Kingdom during their term. Toda offers friendly amendment to instead amend previous weapons standards to allow Champion to amend/change weapon standards for the kingdom. Amendment accepted

1:10 p.m. Call to vote

1:15 p.m. Motion passes

1:16 p.m. Ahriman begins discussion of mundane laws:

underage drinking/relations

illegal substances

1:19 p.m. Sir Roger begins Highlands discussion

1:24 p.m. Moondancer discussing Highlands

1:28 p.m. Alana discussing Highlands

1:29 p.m. Voter recount is 39 present. 33 needed for 2/3 quorum

1:30 p.m. Origami tables discussion of Highlands

Corpora revisions begin

1:31 p.m. Toda has the floor. Propose Editorial Power amendment "Corpora committee has the power to clarify the corpora for spelling and grammar in accordance with the English language."

1:34 p.m. Section 1.1.4 - Tabled.

Section 3.5 - No objections

1:35 p.m. Section 3.5.1 - Tabled.

Section 3.8 - Tabled.

Section 4.2.4 - Tabled

1:39 p.m. Call to vote

1:41 p.m. Vote passes (on Editorial Power and 3.5)

Section 5.1.2 - Tabled

Section 5.1.2.1 - Tabled

Section 5.1.2.2 - Tabled

Section 5.1.2.3 - Tabled

Section 5.1.3 - No objections

1:44 p.m. Call to vote

Vote passes (on 5.1.3) > 33 votes

Section 7.3.2.3 - Tabled

Section 7.4.5 - Tabled

Section 7.5.4 - Tabled

Section 8.2.2 - Tabled

Section 10 - Tabled

Section 12.2.6.2 - No objections

1:47 p.m. Call to vote

Vote passes (on 12.2.6.2) > 33 votes

1:48 p.m. Ahriman begins discussion on Section 1.1.4

1:50 p.m. Modified to "scheduled meeting". Call to vote

Vote passes > 33 votes

Section 3.8

1:53 p.m. Call to vote. Vote passes > 33 votes

Section 4.2.4

1:59 p.m. Replace "office" with "provincial or kingdom"

2:00 p.m. Call to vote. Vote passes > 33 votes

2:02 p.m. Section 5.1.2, 5.1.2.1, 5.1.2.2

2:04 p.m. Call to vote. Vote passes with 34 votes

2:05 p.m. Section 7.3.2.3. Add "minimum of 15 points"

2:07 p.m. Call to vote. Vote passes with > 33 votes

2:08 p.m. Section 7.4.5

2:14 p.m. Call to vote. Vote passes with > 33 votes

2:16 p.m. Section 7.5.4

2:18 p.m. Call to vote. Vote passes with > 33 votes

2:20 p.m. Section 10 "should be" changed to "will". Second sentence removed.

2:26 p.m. Call to vote. Vote passes with > 33 votes

2:27 p.m. Section 10.1.1

Call to vote. Vote passes with > 33 votes

2:30 p.m. Corpora revisions complete

2:32 p.m. Allthing closed

Minutes taken by Count Kelbo

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the same material a few months later. By registering, there will be a record that a newcomer can check on before they decide on what they want to use. If that newbie decides to use the name anyway, the Herald's Guild won't register it. Given the nature of our game, registering a few names and devices

would be acceptable, but not 30, just so no one else can use them. In addition, registration should be free. No need to charge someone for this and it would hopefully also encourage some to register. They will be able to register via e-mail or postal mail. The registry, called The Rolls of Heraldry would be available from the kingdom's website so

people can consult it as they think about what names and devices they want to use. The registry could also be used to keep track of awards. Heraldry can make it easier to remember people you don't see that often.

Registering is just one facet of the Herald's Guild. Education is another one.

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Neverwinter Classified

Chainmail Jewelry

I would like to offer my services in making custom made chainmail jewelry. I use 18-gauge 3/16" turn stainless steel for all the jewelry. This is medical grade steel and will not rust. I am proficient in many different styles, 4-1, 6-1, half Prussian, full Prussian, Prussian snake (must see), box weave, birdcage and more. Price vary upon length and style, bracelets will start at \$10 and necklaces at \$15. Chainmail key chains also available. Please contact Auwyne at Auwyne@aol.com to discuss custom pieces.

Gak Enterprises Inc.

The Kingdom's for most suppliers of new tech swords would like everyone to know that they are now open to the populace. New tech swords are made from light yet durable carbon graphite and funnoddle. Expert sword maker Stink Foot from the Land of Falling Fire painstakingly handcrafts each sword to perfection. Swords range in length from 32" to 40+". Swords start at \$15 dollars and go up to \$30 for custom made ultra light models. Please contact Stinkfoot or Auwyne at Auwyne@aol.com

Photos and Video

Ahriman is looking for video and photographs for use in demo material. If you have any material that the can be used, please contact him at toddwilliams@hotmail.com.

Event Sites

The BOD is looking for good sites for Silverwater to hold events at. If you have any information let the BOD or the Court know.

Advertisers

Looking for people looking for things, or people looking for people looking for things

Seeking Squire

Squire for hard work and little thanks. Must be willing to get hands dirty. Lumberjack experience a plus! No experience necessary. Grovel before Asswipe for additional details

Custom Weapons

Weapons made to order, any type. Speak to Tonbo for examples and prices.

Amtgard Florida, Inc. Board of Directors

The following people are the current Board of Directors for Amtgard Florida, Inc. for 2001. The first five are your elected board members. Those with an asterisk before their name hold board seats because they are either the Monarch or Prime Minister.

The BOD is responsible for the legal affairs of Amtgard Florida (Neverwinter). They manage the finances, make sure our paperwork is on order and conduct the business of Amtgard Florida, Inc.

Real Name	Persona	Group
Anthony Malangone	Kelbo	Falling Fire
Barry Guertin	Bjorn	Darkwater East
Ken Shannon	Kitirat	Darkwater East
Kyle Platte	Tonbo	Silverwater
Patrick Flanagan	Stinkfoot	Falling Fire
* Daniel Delgado	Origami	Darkwater East
* Ray ?	Cho Hag	Falling Fire

Heraldry From Page 3

The guild will design classes on the different aspects of heraldry from tincture, to usage in medieval Europe, the Islamic world and Feudal Japan. You'll learn what terms were used in different parts of the world. Neverwinter's Corpora states that a Heraldry test is part of Crown Qualifications. The Heraldry Guild would design such a test.

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There would be other tests for various levels of heraldic education, the passing of which would be required for someone to call themselves a herald and being admitted into the guild.

Why should we have a Herald's Guild in Neverwinter? Because it is fun and it looks great!

By Leofric Moonson of Stormarhafn

Kingdom Calendar

If you have any additions/comments to/about the calendar, send them to Ahriman@nightmail.com

February

Florida Renaissance Festival South

Every weekend of February plus Feb. 2nd and 7th plus March 4th weekend. Location: Quiet Waters Park, 401 S Powerline Rd Deerfield Beach.

02/3-5, 9-11 Hoggetowne Medieval Faire

Location: Alachua County Fairgrounds, State Rd 222 & Ne 39th Ave. Gainesville.

02/9-11 Florida Conquest gaming convention Location: Tampa

02/14 St. Valentine's Day

02/19 President's Day

March

03/1-4 Ringling Museum Medieval Faire

Location: John & Mable Ringling Museum of Art. Across the street from the Sarasota Airport at the intersection of Hwy 41 & University, Sarasota.

03/15-18 Italian Renaissance Festival at Vizcaya Location: At Vizcaya on the James Deering Estate, on Biscayne Bay I-95 & US-1, Miami.

03/17 St. Patrick's Day

03/25-26(TENTATIVE)Kingdom Midreign Location: Kingdom center, TBA

April

04/01 April Fool's Day and Daylight Savings (set clocks forward one hour)

04/15 Tax Day

04/20-21(TENTATIVE) Kingdom Qualifications Location, To be held in kingdom north, more to come.

May

Florida Conquest gaming convention, most likely the 2nd week of the month Location: Ft. Lauderdale

05/13 Mother's Day

05/28 Memorial Day

June

06/17 Father's Day

06/24-25(TENTATIVE) Kingdom Coronation Location Kingdom south, TBA

July

07/4 Independence Day

07/22 ? CLAN sometime in July

August

Florida Conquest, most likely the 2nd week of the month Location: Naples Website Florida Conquest has more information.

September

09/3 Labor Day

09/23-24(TENTATIVE)Kingdom Midreign Location, TBA

October

10/8 Columbus Day

10/28 Daylight Savings (Set clocks back one hour)