

# Kingdom Rules Clarifications

For those of you that have asked about them, or just didn't know about them, here is a reprint of the Neverwinter rules clarifications for use on kingdom fields. These rules apply to all member groups of Neverwinter. These rulings have been compiled from the initial Monarch's Retreats, Alliance meeting and Kingdom level All things.

## General Questions

1.) When a player calls dead, they must immediately shout dead such that it can be heard up to 50 ft away. Their hands or weapons must then immediately be placed over their head.

2.) May a bladeshaped weapon wielded one-handed deal two points of damage/destroy shields? Yes

3.) What is the difference between a spear, staff, and pike? I.e. are their size limits to any of them. (i.e. can a mage take a 10 foot spear, place some padding on the back, declare it a staff and have it cost less points, etc?) Staff must be slash legal on both ends (and under 8ft for spellcasters), polearm must be slash legal on one end, spear does not have to be slash legal (and have a maximum length of 12ft for spellcasters.)

4.) What items (shields, weapons, spellballs, spellbooks, wands, thrown weapons, pouches with barbarian herbs in them, etc) are destroyed when hit when they are not in use? Does the shot go through and kill the person, or just destroy the item? All non-combat items are destroyed when hit in combat and the person takes a wound if the strike would have then continued to hit him.

5.) What is the minimum/maximum length of a javelin? Javelins must be between 3 and 5 feet.

6.) Only one throwing weapon per hand (javelins and boulders included) may be thrown at a time.

7.) Slashing and Bludgeoning weapons can strike more than one location at a time, affecting all locations struck simultaneously.

8.) May a spellcaster poke with a staff? Yes

9.) When using a 6ft in length or smaller melee weapon, the weapon (in the case of Slashing/bludgeoning) or elbow (in the case of stabbing) must go through a 45 degree arc change before a blow is valid (particularly second and subsequent blows.)

10.) Green weapons can strike a single location only. If a green weapon somehow strikes multiple locations with its head at the same time, it is the judgement of the target as to where to call the hit.

11.) May a Barbarian move while healing himself, a scout move while bandaging or using the entangle trap? (i.e. are these combat as compared to non-combat abilities?) No, no, yes

## Shields

12.) Are all shields considered wood for the purposes of warp wood? If not, when must they be declared metal, and what are the restrictions on this? (i.e. a 8 foot steel shield would be near impossible to move, etc.) Yes, consider shields both metal and wood.

13.) Is a hand holding a shield affected by hand shots? No

14.) What is the definition of a shield, does it have to be in hand to be in use? Would an exception to that be a buckler (which are normally attached to the forearm)? If so what is the definition of a buckler? (i.e. when is a plate attached to your forearm armor and when a buckler/shield?) Shields must have and use a hand grip. Yes. No. Bucklers are strapped to one arm and are considered separate from shields.

15.) Anyone allowed to use a small shield may instead use a singular circular buckler no more than 1 foot in diameter on a flat plane. A buckler may be strapped to one arm, and not held in hand. Note: This does not allow use of both a shield and buckler. It is an either/or option.

## Bows, Crossbows, and Arrows

16.) Does a penetration arrow go through an enchanted/hardened shield? (i.e. not destroy it but continue on to the player)? No

17.) Specialty arrows must now have their heads covered with the color of the ribbon. None of the 4 colors of the ribbons can be used as head covers otherwise. (example: red covered head for flame arrow, etc). Ribbon may still be used in addition to the covers if desired.

18.) Hand Crossbows may be used by any player who can use a short bow. Hand crossbows do 2 points of damage.

19.) Does a shield hit by a flame arrow have to have its face or just an edge tapped to the ground? Face.

## Class Questions

### Assassins

20.) Can an assassin take 2 points of armor twice (getting 4 points of armor) at 6th level? No

21.) Can assassins take teleport twice at 6th level? Yes

### Barbarians

22.) Does a barbarian retain wounds & lost armor they received before dying while fighting after death? Yes

23.) What happens when a barbarian is under the effects of a confusion spell, and the druid communes or passes without a trace? Barbarian attacks the last spot the druid was.

24.) Also may the barbarian attack who he wishes or only the closest target if the druid is dead/out of sight? see above. If attacked he may attack the closest target.

25.) May a barbarian attack others en route to the druid, or must he ignore them? Ignore them unless they attack him.

### Bards

26.) Can a bard mimicking a barbarian's berserking abilities still cast spells? Can he pick and choose the abilities he gains, or must he take all the limitations of the class as well? No, No.

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# How to construct a new tech sword

Materials needed: Core, Foam, and Tape, Cover

Suggested Materials:

Core: Graphite golf club (as light as possible)

Foam: Hexagonal Funnoodle with hole and camp pad (blue)

Tape: Cheap clear tape

Cover: Tights (found in women's section at Wal-Mart)

Finding Materials:

The hardest thing to find is the golf club. I do not suggest buying a club it cost too much. If you go to golf club repair shops and ask what they do with the old clubs they will normally give them to you. From here you want to pick the lightest club possible.

Next the search for Funnoodle. Wal-Mart is the best place to buy it (cheapest), but you can find it at K-mart, Walgreen's, and even some grocery stores. The two noodles that you will want to choose from is the Hexagonal and the round (but both need to have holes in them). The Hexagonal is lighter but breaks down faster.

You will also need to get Camp pad foam. You will find this in the camping section at stores like Wal-Mart and K-mart. It is normally blue. K-mart currently has the lightest and cheapest camp pad foam.

Tape is also important you want a cheap thin but yet strong tape. Scotties hard wear store seems to have the best, but you can find clear tape at Wal-Mart, Lowes, Walgreen's, and just about anywhere that sells packing supplies.

Now for the cover, you have two things you can do. You can sew a cover or buy a cover. If you sew one it lasts a lot longer, looks better, and is cheaper. However they take 10 times as long to make and put on. The second thing you can do is buy a cover (socks, tights...etc). Socks are heavy but do not cost much and you get a lot of them also they last forever. Tights, not pantyhose, are my choice for covers. They are quick to put on and come in different colors. However they do not last long and can be expensive. Now that you have gotten everything for your sword you are ready to construct it.

Construction:

First off you want to prepare your club. Start off by cutting about 1 inch off the handle (this is the heaviest part). Measure the club about 2 1/2 inches shorter than

what you want your sword to end up at and then cut the extra off of the tip. Next take about two inches of duct tape (you should have duct tape around if not then you are not a true amtgarder, go get some) and rap it around the tip (leave about half off the tip) twist the extra about 3 times. Since the golf club is smaller than the hole in the funnoodle you will need to put a six-inch spacer on the tip. I suggest using a wedge of funnoodle torque down.

Next cut your funnoodle about 2 inches longer than you want the blade to be. Insert the core into the noodle leaving the noodle about two inches about the end of the core. Torque wrap (attach) the noodle to the core above the handle. Cut two pieces of camp foam to insert into the hole at the tip of the sword. Now cut two pieces of camp foam to use for the tip of the sword (should be the same size as the funnoodle). Vertically tape (up and down the blade) the noodle in clear tape, this should hold the tip in place.

Next cut your pummel about inch longer than the end of your sword and torque wrap to the core. Put on your cover and use duct tape to balance out the sword. The sword is now complete, you may want to add grip tape for comfort but it is not needed.

—submitted by King Auwyne Esq.  
King of Neverwinter

## RULES CLARIFICATIONS From Page 1

### Monks

27.) Does Vibrating Palm count as a weapon for sanctuary? No

28.) Is a monk who has the enchantment Touch of Death cast on them unable to go into sanctuary? (i.e. are they always considered to have a weapon in hand while this enchantment is cast on them?) No

29.) Does Touch of Death and Vibrating Palm discharge on first contact? Must say "touch of death" or "vibrating palm" to discharge it.

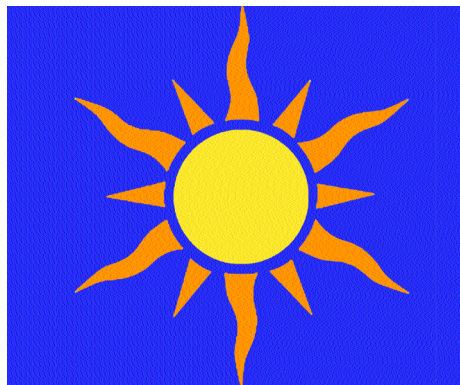
30.) Does Touch of Death work through beserker armor? Yes

31.) To use the monks transfer life ability he must touch the recipient and state "I give thee my life". Effect: Monk immediately loses 1 life from his total and the other person stands immediately at full health on a new life (enchantments on the person are removed). If the monk is on his last life, he is shattered.

32.) Turn dead has a 20 ft range with the verbal "Turn Undead".

### General Spell Questions

33.) In the rules it states that you must cast a spell loud enough so it can be heard 50ft away or by the target of the spell, which



ever is shorter. What happens if there is not a target for the spell (forcewall, fireball, etc)? Non-targeting spells must be heard 50 feet away. This includes spellballs.

34.) Can you Pyrotechnics/Shatter a spellbook hidden in a pouch? No, magic is line of sight to the target of the spell.

### Spellballs

35.) Does entangle/iceball/petrify effect a person if it hits their enchanted shield? No

36.) Can you cancel your iceball/entangle/petrify spells once they have effected a target? No

37.) Do spellballs discharge immediately upon first impact, or first impact with a valid target? Immediately upon first impact. (exception fireball)

38.) Do fireballs kill everything they touch while still moving? (i.e. bouncing off one player and another, do they kill both?) Yes. Fireballs are active until they touch the ground, discharging on anything and everything they touch. Remain active fireballs continue to destroy anything they touch for two minutes after their motion has stopped.

39.) Does this only occur if the fireball is declared remain active? See above.

40.) Can you resurrect someone destroyed by Sphere Of Annihilation? A

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# Winter Coronation 2001, Reign of Cho

## Cho-Hag/Ray, Kingdom Monarch

Hello to everyone that makes up our kingdom and to those whom are joining us for our third term coronation. I hopes everyone has had a good time. I just wanted to relate to all of the populace of the goals I have set myself.

I need everybody's co-operation on settling issues of the Kingdom, and setting up althings for when they are needed. I would like everyone to know if they have issues or questions that need answering, then I am glad to be of service. I will traveling as much as I can during this term, just as I did this past term. Hopefully it will promote the idea that we are all part of a greater whole. I also ask that if anyone knows people that have been overlooked, do them a favor and point them out to me. F i n a l l y, if the allotted time that I have is blessed, the BOD, corpora and guidelines will hashed out for final draft and everything will be stable instead of changing or rumors of change floating about.

I know, I am living a dream.

Watch, listen, and judge for yourself

Cho-HagCho-Hag/Ray,

Kingdom Monarch



## OriGami KiriGami/Daniel Delgado, Kingdom Prime Minister

During the summer of 1997 a friend and co-worker told me about this really cool live action D&D kind of thing. We decided to go to a meeting that they were having and talk to some people there about it. Turns out this was the first official meeting of Darkwater East (where we chose the name of our group).

I started off as a monk and was the first monk from Darkwater to make it past the 12 week barrier. Had the silly name of Aroun at first until I realized that my hobby of origami makes for a damn good name for Amtgard. Recently though I play a barbarian more often then not.

Took the job of PM to get more communications going between groups and I wanted to see the vote totals posted to the populace faster.

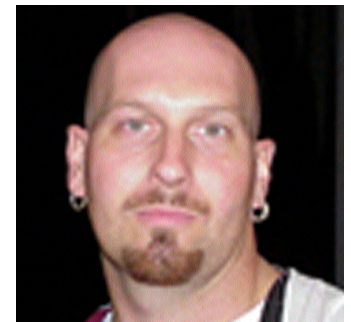
Page to Squire Bjorn and a camp follower of the Evil French until they deign to notice my presence :). Brief stints in the Brothers and Sister of War and Vengeance and Whalers on the Moon. Member of Da Boyz and giver of talking stuffed animals.

## Kardore/Frank Musgrove, Kingdom Regent

I started playing this game in spring of 98. My personal goal is to become a knight. I am 25 and a single heterosexual male. I enjoy fighting/making chain mail/sewing garb/and having a good time. I want to see the kingdom grow and for everyone to have as much fun as possible. I have a simple motto while in office K.I.S.S. (keep it simple stupid). I don't want to do anything elaborate. I will be traveling a lot in and out of kingdom. I traveled a lot the first year I was in Amtgard. I am a 6 level wizard, 6 level scout, 2 level warrior, 2 level barbarian, 1 level monster. I have been a barony champion and barony regent. I am a rather shy person in truth (until the mead works in or I get to know you). I have tattoos and piercing. My life outside of Amtgard is my life (boring). I am a member of the Shining South. I am a member of House Obsidian. I'm a page to Lady Ladyfoot (Stinkfoot). This the second time I am typing this please let me know if it makes sense. I'm really drunk right now. Yeah!!!!!!! please don't make me look like a total ass (part of one is cool). I also have the following awards: 2 garbers/ 1 griffon/ 2 hydras/ 1 owl/ 3 roses/ 3 warriors/ and the title of esquire.

## Stinkfoot/Patrick Flanagan, Kingdom Champion

*(editors note: As Patrick declined to offer anything in the way of a biography, we at The Eclipsed Star decided to do a Mad Lib style profile on him. Feel free to make up what you like about him.)*



I began life as a young \_\_\_\_\_ child. Raised by \_\_\_\_\_ on a small farm in \_\_\_\_\_. What do I like best about Amtgard, it would have to be the \_\_\_\_\_. I just love it when I get into a good \_\_\_\_\_.

As Neverwinter's \_\_\_\_\_ I want to make sure everyone \_\_\_\_\_ and has a good \_\_\_\_\_. I started playing Amtgard in \_\_\_\_\_ when \_\_\_\_\_ came up to me and said "\_\_\_\_\_". We \_\_\_\_\_ all day until they kicked us out of the \_\_\_\_\_ and I was very sore the next day. As Champion, I want to see that \_\_\_\_\_ are safe for everyone to \_\_\_\_\_, that the games are fun and \_\_\_\_\_ gets a chance to \_\_\_\_\_.

What do I see as the future of \_\_\_\_\_? Well we have a lot of \_\_\_\_\_ to deal with. If we \_\_\_\_\_ together, it should not be difficult to get on with it. I also think we need more \_\_\_\_\_ in Amtgard. Every event I go to, I always here someone complaining about the lack of \_\_\_\_\_. Anyway, good luck to everyone and \_\_\_\_\_ a nice day.



# Weapon and Shield standards for the Kingdom of Neverwinter

*These guidelines were determined by althing January, 2000.*

**By Tonbo and Auwyne**

The purpose for having weapon and shield safety standards is to try and have the safest weapons and shields on the field. The King and the Kingdom Champion have approved these standards. It will be the job of all local champions to enforce these standards with the backing of the local monarchs. These standards became mandatory on all fields as of February 19th of the year 2000. Weapons should be checked on a weekly basis (check your own).

This section will give the minimum diameters for weapons. Please remember that these are minimums and all weapons will be judged for safety on a case by case basis.

## **Shields:**

As per an Althing vote a shield is required to have at least two inches of foam (non-compressed) on the face and on all edges. The edge of all plywood shields must be covered with at least one layer of ensolite or camp pad, and then funnoodle or two inches of foam (camp pad). I suggest that all other shields do this as well (it helps the funnoodle last longer). Note that Boogie boards are not considered foam for the purpose of padding.

## **Weapon construction minimums:**

<u>Weapon Length</u>	<u>Minimum tip</u>	<u>Diameter</u>
Weapons 5 ft and under	2.5 inches	2.5 inches
Weapons 5ft to 7ft	3 inches	2.5 inches
Weapons 7ft to 9ft	4 inches	2.5 inches
Weapons 9ft	5 inches	2.5 inches

## **All weapons:**

Must have a minimum of one inch of padding from the core to each striking surfaces.

## **Of note (from previous material)**

Pommels must have a minimum diameter of two inches. Weapons classified as polearms must have 3 inches (diameter) of padding on their striking surfaces.

Weapons classified as pole arms must meet the thrusting tip standards but can have a minimum of a three inches diameter slashing edge. Funnoodle is smaller than three inches there for Funnoodle can not be used by itself.

*Note: By Althing vote a pole arm may never have a flat blade.*

## **Flat blades:**

Need a minimum of 3/8th inches padding from core on the non-striking side.

Flat blades need a minimum width of 1.5 inches.

## **Safety padding:**

Weapons must have safety padding on all areas except the striking sections and where it is held by hand (max 6.5 feet handle area). Furthermore, the first third of any weapon must have safety padding whether it is held by hand or not. In the case of a quarterstaff, or similar weapons, which have no defined primary striking tip, the entire length should have courtesy padding between the striking tips. Safety padding should be at least .5 inch thick of closed cell foam on each side of the core.

## **Pommels:**

The minimum diameter of a pommel shall be two inches.

## **Butt spikes:**

Butt spikes must have at least 12 inches of safety padding and follow the thrusting tip minimums. Note: Butt spikes were spikes and are thrust only but still must be safe.

## **Flails:**

A flail chain and head cannot exceed 18 inches (stretched). Measure this from the tip of the shaft to the end of the striking head while pulling it taught. Also, a Flail can not have more than .5 inch between chain links. This is before being pulled taught. Flails may not be more than four feet in total length.

## **Axes:**

While keeping the spirit of medieval weapons at heart please remember that no weapon may have points that may enter the eye. Please be aware of this when making an axe.

## **Javelins:**

Javelins are thrust only weapons that may be thrown. Also Javelins must have safety padding along the entire shaft. By Althing vote Javelins must be three feet to five feet in length.

## **Zulu Spears:**

Zulu spears are a one handed thrust and slash legal weapon. They must have a minimum of 12 inches of striking surface and must have safety padding along entire shaft (except where held by hand). Note these are not Swords with less padding on them and there for must be used with safety in mind. Continual miss use of this weapon will result in it being banned.

## **Bows and arrows:**

Bows can not have a pull of more than 35 lbs. and arrows can not have a draw of more than 28 inches. Also, arrowhead tips must be at least 2.5 inches in diameter.

## **Throwing weapons (spell balls):**

All throwing weapons must have a 2.5 inches diameter. All throwing disks must have at least a 1.5 inches striking edge.

# “You had a field...? Luxury !”

Offe red by Sir Roger

This one went out on Amtgard-L but I would like to submit it for the kingdom newsletter.

Based on the “Four Yorkshiremen Sketch” from Monty Python. This probably makes more sense for those of you who started in small, forgotten corners of the realm than those who started in a major kingdom.

1 - “Just think, who’d have thought all those years ago that we’d wind up here, sipping a glass of franzia on the Riviera...”

2 - “ah, yes. When I think back on how it was when I started this game. There were seven of us, and we played on this tiny little field that had no trees, just grass....”

3 - “You were lucky to have grass. We had a barren piece of ground...all ten of us, and our sheriff used a weapon with a solid pvc core that left huge welts and all we had to drink from was rusty hot water fountain.

4 - “Luxury! In our shire, we had to play on the median strip on the road.

1 - “interstate median?”

4 - “Yes”

1 - “You were lucky. We had to play

on a concrete median in a busy main street in the commercial section of town.... there were fourteen of us, and we had to dodge traffic to get there, our champion used to beat us with weapons using a rattan core, and the local cops would arrest us for jaywalking!”

2 - “When I said field, I meant an open pit sulfur mine, but it was a field to us...”

3 - “We were evicted from our open pit sulfur mine...”

4 - “Well of course, now, we had it tough. There were twenty four of us, and had to arrive at daybreak to pick up garbage on the road before we could play, and when we did play, our champion would hit us with a sword that contained a cattleprod built into the tip. We drank from a dank puddle on the road, and fought over who could drink from it. And the cops would round us up every week and fine us \$50.00 for disturbing the peace.

1 - “We had to peddle cigarettes and flowers on the street corners before daybreak to have enough money for our coffe r s to bribe the cops so they wouldn’t arrest us for sedition. Our only water came from the condensation drip from the air conditioned hut our sheriff relaxed in, and when we

finally got to play, he would have our GM of Archers shoot us with arrows with hunting tips on them, if we were lucky!

2 - “We had to stay up all night, and lick the sulfur mine clean with our tongues. A n d when we started our battlegames, our champion would pummel us with his spear that contained an anti-shark bang stick on the tip, and we thanked him for it!

3 - “We used to dream of playing in a sulfer mine.... We used to have to spend half the week before wiping up the blood, which was the only moisture available, and then our champion would spill more as he hacked off our arms and legs with his monofilament flail...

4 - “Right. We had to start digging our graves an hour before our battlegames ended the week before, we had to eat egg crate foam for sustenance, our champion used a two-handed sword with a solid uranium core on us, which he claimed was safe due to the lead pipe surrounding it, and then the cops would murder us in cold blood, make the survivors fill the grave while they danced singing hallelujah.

1 - “You try and tell that to the young newbie amtgarders today, and they won’t believe you.”

## Silverwater Merchant’s Guild

Come One, Come All! The Silverwater Merchant’s Guild Has Arrived !

Our Guild sells handcrafted items, made either by members of the Guild, or on commission by non-members. For non-members, we will sell your items for a 10% commission, freeing you to participate in the event.

We craft and sell: handmade jewelry, custom-made costumes, ancient coins, rose-petal scent beads, crossstitch, bamboo mugs, custom glass etching, leatherwork, etc.

We will also be setting hands-on demonstrations for people to learn above skills — based on request and time. Let us know what you wish to learn and we’ll set up a workshop! We will supply tools and material for you to craft and learn!

In addition, any merchants that wish to set up with us at an event are more than welcome. Help us build up Merchant’s Row to a worthy size!

Baroness Siobhan Uaine-Dagon

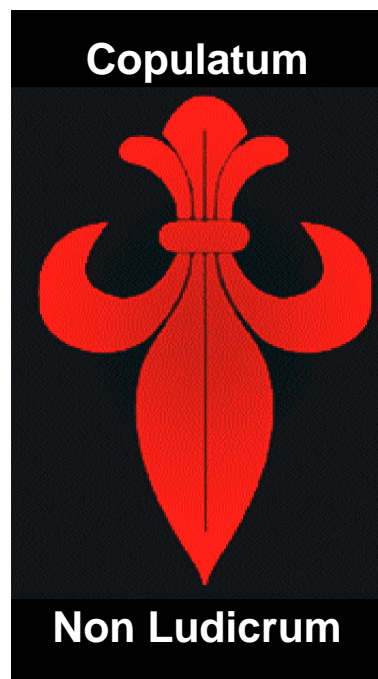


## Need someone dead?

### A re you dead?

Its the middle of the night, you are sitting in the feast hall ( or some location where persona roleplay is in affect) and some one walks up and stabs you a couple times. Damn....no stonesskin on! Well, your dead now so don’t be doing a lot of talking and begging. Just role play with it, be a ghost, whatever. Also, if you have been persona killed, don’t take it so personally.

For those of you looking to make a little bloody coin by murder, learn the blasted rules! If you don’t like people escaping from death on technicalities, then don’t give them any excuses.



# RULES CLARIFICATIONS

From Page 2

SOA utterly destroys what ever it touches first. (i.e. a person, weapon in hand, item in hand, or shield) An item can not be mended or a person resurrected unless a new object is gained at their base, or a corpse is summoned from nirvana.

### Verbals

41.) What is the range on Banish and Finger of Death? 20 ft and 50ft respectively.

42.) Can a magic-user cast extension multiple times to triple/quadruple range? No

43.) Fly spell. To land the player may either cast cancel magic upon himself or state "Landing" x 5 while standing still.

44.) May a you take a stunned or yielded person as a prisoner ? Ye s

45.) I capture people and they just "take a death" so I can not keep them captive. W h a t is the ruling on this ? Yielded people can not take a death until the spell's time limit is up, and tied prisoners may take a death only after a 300 count

46.) Yield players may be forced to get objects for caster, work for the caster, etc, they are slaves to the masters will for the count.

47.) The Lore spell must be used within a 300 count of its casting.

48.) Charm and Control spells: Honor Duel, Talk to dead, Hold Person, Liplock, M e s s e n g e r, Yield, Lost, Sleep, Mass Sleep, Confusion, Feeblemind, Charm, Legend, Truth, Lore. Spells that are not on this list are not considered charm and control.

### Protective Spells.

49.) Does a healer's Protection from Death cast on a Wizard protect him if he casts a mutual destruction. Ye s

50.) Protection from projectiles does not stop enchanted objects.

51.) Circle of protection. If the circle is left FOR A N Y REASON the circle is broken. It is also broken if an attack or magic is cast from within the circle at a target outside the circle or a non-verbal spell is cast within the circle. It is broken the MOMENT the spell is started (this includes spellballs).

52.) Is armor, garb, etc, protected by proflame/promagic? Pro magic, projectile, death and flame protect everything except hand held items, bucklers and shields strapped to arms.

*-compiled from clarifications as of January, 2000.*

# Amtgard Florida, Inc. Board of Directors Election

The following are candidates for the Board of Directors for Amtgard Florida, Inc. They are listed by name and group.

Real Name	Persona	Group
Andrew Apold	Roger	Silverwater
Anthony Malangone	Kelbo	Falling Fire
Barry Guertin	Bjorn	Darkwater East
Chris Gibson	Auwyne	Falling Fire
Frank Musgrove	Kardore	Shining South
James Lamantia	Talstar	Shining South
Jason Nicholas	Toda	Silverwater
Jeff Harju	Pointy/Velfan	Bloodstone
Jennifer Fischer	Joy	Falling Fire
Ken Shannon	Kitirat	Darkwater East
Kyle Platte	Tonbo	Silverwater
Patrick Flanagan	Stinkfoot	Falling Fire
Shawn Bauldrees	Moondancer	Darkwater East
Todd Williams	Ahriman	Silverwater
Tree Noakes	Tree/Seakon	Falling Fire

The procedure is as follows:

You must be a dues paying member of Neverwinter/Amtgard Florida, Inc. to vote. You have three votes to cast for three different candidates. Each vote must be for a different person. You cannot vote three times for the same person. Votes will taken by the local Chancellors to the Kingdom Prime Minister at Coronation.

We're Knights Of The Round Table We dance when'er we're able We do routines And chorus scenes With footwork impeccable We dine well here in Camelot We eat ham and jam and Spam a lot!	We're Knights Of The Round Table Our shows are formidable But many times We're given rhymes That are quite unsingable We're Opera mad in Camelot We sing from the diaphragm a lot! (dance interlude)	In war, we're tough and able Quite indefatigable Between our quests We sequin vests And impersonate Clark Gable It's a busy life in Camelot SOLO: I have to push the pram a lot...
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# Neverwinter's Class Guildmasters

### Paladins/Anti-Paladins

Sir Roger

### Bards

Nami

### Monsters

Ahriman

### Wizards

Otis or Toda

### Archer

Velfan

### Druids

Joy

### Reeves

Kelbo

### Assassins

Tree

### Healers

Father Donovan

### Scouts

Zel

### Barbarians

Talstar

### Monks

Talstar

### Warriors

Olok

Congratulations to all the guildmasters for 2001. You hold these positions of responsibility for the entire year so make sure you tend to your duties for the entire year. Tend to your class, tend to the growth of your class both in content and quality. It is up to you to make sure new members have answers to questions about these classes. Take it seriously.

# Coronation Schedule

## Crats/committees

Auto-crat: Lily Sumac

Gopher/Clean-up/Set-up committee:

Darkwater East

Feast-crat: Velfan

War committee: Falling Fire

Head of Security: Kardore

Servers: ZE EVIL FRENCH

Medi-crat - Bjorn

## Friday

Ditching/Nightgame if appropriate

Light Munchies for those who are early birds!

## Saturday

8 a.m. - 9:30 a.m.: Breakfast with warm drinks!

Before Noon: Games / Tourneys

Noon - 2 p.m.: Lunch and Althing

3 p.m. - 5 p.m.: Questing

6:30 p.m.: Feast

8:30 p.m.: Court with awards and transfers of power

10 p.m.: sleepy time - Bardic and munchies

## Sunday

8 a.m. - 9:30 a.m.: Breakfast time again (leftovers)

Ditching/games until 1:30 p.m. when we try to kick you out if you don't want to help cleaning.

5 p.m. (hopefully earlier) - outta here!

## Directions:

Go to Interstate 75 (either north or south depending on your start point) Take I-75 to Exit #78 and get off there. Take 441 north. Stay on this road about 10-12 miles. On right side of road is sign for Oleno State Park and a paved side road, turn right here. On right you'll see entrance to Oleno State Park, go past this to the next road (dirt road) Turn right on this road. Follow road for 1.5-2 miles on left side you see sign for Florida Bible Camp (should be Brown and Orange) Turn in here and follow road back to site.

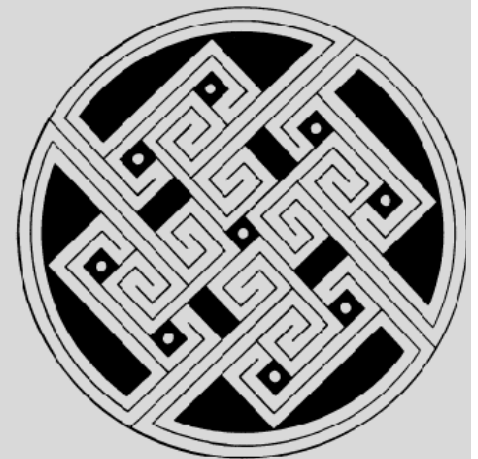


# Anglo Saxon Riddles

Presented by Leofric Moonson

Our Anglo-Saxon ancestors had a great love for riddles and proverbs. Any bard, known as a *skald*, always had a large storehouse of dozens of riddles in his repertoire. It was considered a mark of wisdom in chieftains and those aspiring to make a mark for themselves to solve the riddles of the skalds. Inventing new riddles around campfires or

on sea voyages was a favorite way of passing time. Not everyone could sing songs or recite epic poetry, nor recount bible stories (another mark of a talented bard) in poetic language but everyone could come up with a new riddle or two. Granted, most of them were probably idiotic, but some were so clever that modern scholars still haven't answered them convincingly. In the tenth century. Bishop Leofric of Exeter commissioned a book of Anglo-Saxon bible verse, poetry, proverbs, charms and riddles. It is through this book that we know most of the riddles that have survived to this day. The *Exeter Book* contains ninety-five riddles. Here are two of them. The answers will follow in the next issue. Have you enough wits to solve them? No cheating!



## Number 35

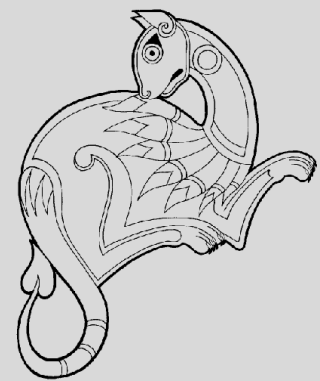
The drenched acre of earth first fathered me out of its frozen womb. My mind knows I was not knit from woolen fleece or twined from hair. No weft was woven in me, no warp I have, no throngs of thread sang my tissue, no whirring shuttle snaked my flesh nor loom-bar laced me with its blows. Worm's weird skill did no weave me, spinning beauty in their golden webs. Yet all over earth I am honored, held in hero's high esteem. Thought-skilled men, thoroughly wise in words, will guess this garment's name.



## Number 50

He is the world's warrior, born in wonder for mankind's good, begot by two mutes. hatched in glittering, hurled in hate by foe against foe. Women fetters his strength daily; he bows in duty, serves meekly 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.

-John Porter, *Anglo-Saxon Riddles*



# 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

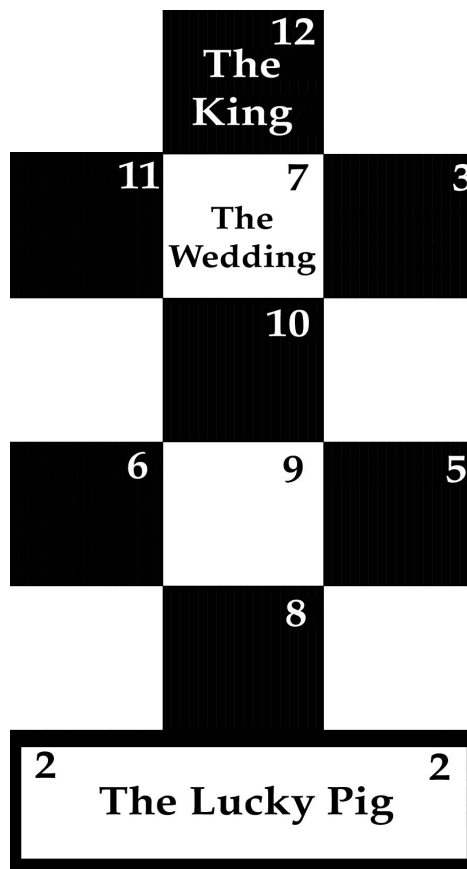
Weapons made to order: any type. Long-range javelins now available! Speak to Tonbo for examples and prices.

## The Lucky Pig

*P resented by Leofric Moonson*

This is a simple dice game for two players. All that is required is a pair of dice, an even double handful of coins or other material to be used as markers and the gameboard. The gameboard can be embroidered on cloth, carved in wood, drawn on paper or traced in the dirt. Assassins, monsters and other nefarious types may choose to carve the board on a victim's skin and use various body parts as markers.

Two players take turns rolling dice. A f t e r deciding who goes first, the player rolls the dice. On a roll of 3, 5, 6, 8, 9, 10 and 11, the player places a marker on that square. Square 7 is the Wedding square. The player must always put a marker on a square. Square 12 is The King. Upon rolling a 12, the player may take *Primer Nocturne* and take all of the *gifts* on the Wedding square. A player who rolls a 2 is The Lucky Pig and takes all markers on the board. There is no 4 on the board. If a player rolls a 4, they loose their turn and must pay their opponent a marker. The winner is the player with all the markers.



## Kingdom Calendar

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

### January 2001, The 21st century

01/26 Stromarhafn Meeting

Location:Sarasota, Time: 7:30 p.m.

Contact Leofric for more information or call 941-351-4386 and ask for Pooh.

### 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