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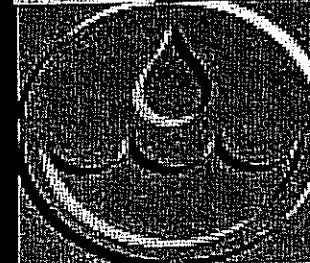
*Lauren, seamstress, in a gown of her own fashioning with a
client who wished to remain anonymous.*



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During the Reign of
His Royal Highness
Trelath Mourningwood



No.1 Vol. 1TM
\$1.00 Donation

From the Sage

Well the first issue of the Siren that I put out seemed to be a success. Thanks to everyone who entered something, you made my job easier. Also thanks for the help getting this one together, it was much easier since I knew what to expect. Our stepping down king, Trelath and our new king, Chewie, Princess Elissa, and the Prime Minister Lakus have put their support in me to put out the Siren. Finally a special thanks goes out to Snicker and Fionnghal for putting up with me while I fought through the computer problems and the stress this seems to bring me, I love doing it but I take it too seriously sometimes.

In Service to the Dream,

Seraphim Amethyse Amazon Esq.



Amethyse Amazon Esq.
Publishing Editor

Vicent, Ensel
and various clipart sources
Art Slaves

Wynlara, Sir Lukas, and others
Photographers

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Amethyse Amazon Esq. c/o Alice Satterwhite, 2306 Mc Cue 121, Houston TX 77056 or at Amethyse@pinkpig.com

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Your New Monarchy, Court and Representatives!!!!

Monarch

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Prime Minister

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John Price (Trelath)
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Paladins -

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Wizards -

Scouts - Lord Galron Silvermoon

Archers -

Assassins - Elora Raven-Goldmoon

Heraldry - O'Banion

Knights - Sir Avery Kess

Anti-Paladins - Sir Q

Life of Chivalry

In my youth I had many tutors, including my Mother. While in her lap or on the floor at her feet she taught me many things. She taught me to respect my elders first and foremost, and never to intentionally hurt another person whether physically or verbally. She told me it didn't matter if they were the King and Queen or the lowliest of servants that we all had our place in the scheme of life and what we said or did would always follow us the rest of our lives. She taught me that a man should always respect women and children and to protect them from harm. As for men I was to respect them as well but to be aware that all men were not honorable and to always get to know a person before giving them my full trust.

My tutors taught me how to be courteous in Court and to escort a Lady, and to protect her honor. I was taught to never be rude to others and to never interrupt when others were talking. Above all I was never to pick a fight but to try diplomacy rather than battle, because even if I was in the right, the other person might be more skilled in fighting than I am. But when in battle you cannot rely on chivalry, your opponent will take advantage of this and could possibly kill you while you are being polite. If he sees a weakness he will take a swing at you. If he sees you falter he will hit even harder to beat you down.

This is so even in practice or mock battles. So where chivalry has its place in court and everyday life it has no place in ditching or a battle. One does not win by courtesy he wins by skill alone and sometimes by sheer luck.

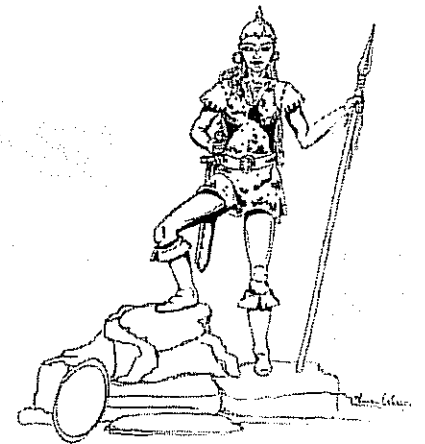
In practical terms one should not hit their

opponent in mock combat with intent to do bodily harm no matter who their opponent is. Here courtesy goes a long way in making friends (or enemies).

As for those who sluff their shots it is their conscious not yours, if you are playing fair that is all that matters. A repeated shot when an opponent is dead is not acceptable and rude. If a person doesn't take his or her shots leave them standing there alone, with nobody to fight. They will soon learn why they are being shunned. Above all else it is rude to call another persons shots for them. If there is a question as to where the shot landed they should call it not you. If they are chivalrous themselves they will call their shots correctly if they were not chivalrous then mores the pity for them as they are missing out on the fun of the game.

So let us all return to the age of Chivalry and start having fun again.

By an observer of life in the Amtgard World
And a Lady of the Court.



Letter from the Regent

My fellow Wetlanders!

I have only been Regent over our Kingdom for a short time, but I love how it's turning out. I have seen more involvement in A&S from the different lands that I've traveled the past 1 1/2 months than I have seen in the last year. We need to remember that A&S is the heart of Amtgard. Without A&S we could not make weapons or armor to go out on the battlefield and the sidelines would be drab and boring. Without the wonderful garbers and chefs, we would eat Vienna sausages out of a can and there would be no bodice cleavage or kilt or tights wearing men to look at. Singing and/or playing an instrument entertains and soothes the savage beast in us all - especially after a long day of fighting.

There are many hidden talents in our Kingdom and I aim to look for them and help others to discover it in themselves. Thank you for giving me the opportunity to serve as your Kingdom Regent and I hope to continue to serve as the next reign is coming upon us.

Thank you,
Elissa Mackan



GIGO

As always, if it's newsworthy, we need to know about it. If there's a happening in your park, or an event report you've written, or poetry, or photos, or art, or anything you'd like to share with the Kingdom, please send it in to *the Siren*!!! Remember that submissions should be sent to Amethyse either at a park or via e-mail at <amethyse@yahoo.com>



the Siren

Page's School

Since we started the Barony of Crimson Moon, there has been a problem. For every two dues-paid adults in our park there was one child. Every time they'd want to play alongside us, they were told to "go play somewhere else." So I got together with all the parents and decided to found the Page's School of Crimson Moon.

Our Primary Focus at the Page's School is the improvement of our children's appreciation of Amtgard and the period we play in. Too many times have I seen children forced off to the side while their parents go play Amtgard or do A&S. Amtgard was designed as a family organization, and we should treat it as such. Failing to feed the interests of our children is a sure way to loose them as future members later. Even if they do stay, they will only know to leave the grown-ups alone and therefore we loose EFFECTIVE members for this game we all love so much.

The Page's School is designed to stop that.

We are not baby-sitters. We are not nursemaids. We are a group of Wetlanders that are dedicated to the inclusion of the children of Amtgard families into our weekly activities. We get credit for coming out; we also get to participate in Amtgard. Why can't they?

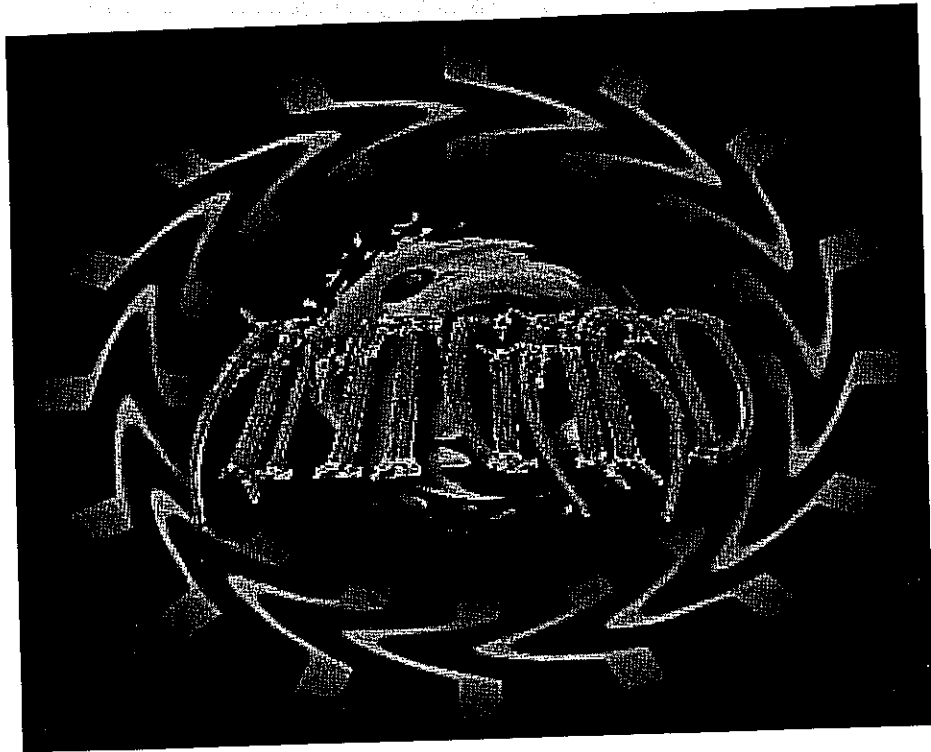
In the past two months we have turned a horde of 10-15 rugrats (depending on their parent's attendance) into a School of 10-15 useful members of Crimson Moon. Of our 10 active children, 4 of them are experienced warriors on our field - fighting against the adults. 3 of them have turned in A&S projects to our various provincial officers, and not a single active page is over 10 years of age!

The Pages have an online presence. Their

website is <http://www.maltesecross.com/page.htm>
and they invite you to visit and look around.
You can also get in touch with the school by e-
mailing us at

Vivat the Wetlands!

Ld. Masamune Katzushima



The Official and Accurate History of the Kingdom of the Wetlands

by Nomad

There are few things more beautiful than fire. From humble origins, a fire can start in the simplest manner. I simple spark from two rocks can ignite the whole world. But fire's majesty does not stop at its origin. Fire feeds fire. Two small flames meld when brought together building into a greater fire.

When a fire gets large enough, sparks can fly from it and start other fires. This is the way Amtgard has grown. How fitting that the name of the home of Amtgard is the Burning Lands.

This is not a tale of all Amtgard, however, this is a tale of the newest flame to burn brightly enough to be called a kingdom.

Not all places are lucky enough to be a spark's jump from the home of this organization, but where nature leaves off, faith takes over. Like the priests in Rome carefully attending the eternal flame, the flame of Amtgard has been nourished by many great people. People have taken pieces of the flame and let them run wild far away from the original blaze.

I am proud to have carried the torch.

I first felt the flame in a land called Irongate. The now Duchy of Irongate is a gem in the crown of the third active Amtgard Kingdom, the Golden Plains. Duke Avery of Irongate brought me out to a small park where some wondrous people showed me the construction of weapons and the basics in their use. During my time there, the flame of Amtgard grew in the land and in me, but the grass does not grow beneath my feet, and I had to leave that land that I love. Before I left, I made sure to build a strong torch so that when my traveling stopped, I could set the flame of Amtgard anew.

My travels brought me to the ocean and I marveled at what I saw. The land where I settled anew appeared moist. Setting a flame would be difficult. Nevertheless, I set my torch to the ground and I waited for the flame to take hold.

After a short time of tending this flame alone, a man came with tinder and some fuel for the fire. Sir Vaargard stood at my side, and together, we fanned the flames, waiting for things to grow. At first his noble manner and fierce weaponry frightened me, but as I saw him bend down to nurse the flame with me, I found my respect for this odd man to grow.

Next came a strange barbaric fellow that answered to the name of Lothar Q. I had met many like Lothar in my travels, but after a few minutes, I realized that most of them were mere imitations of this ferocious individual. He wielded weapons larger than he was with ease and grace. With a club in his hand, he was a force to be reckoned with.

Both Lothar and Vaargard assured me that the flames of Amtgard burned in this wet place. I began to think the heat had muddled their minds, because flame can overcome most anything, except water.

After a few months, our hard work looked to be bearing fruit as the moist ground began to smolder. The thick white smoke that came from the ground drew others, and the flame began to grow. Our flame drew the attention of others who tend flames, and soon we had visitors from the lands Lothar and Vaargard spoke of.

When they first visited, I could almost see the soot on the hands of men like Crinos and Crimson. The work they had put into tending their flame showed in their faces and their smiles. Within hours of meeting, we agreed to band together to protect each others flames from the wind and the rains. A new flame was born that day. A small flame that would grow and change, a flame called the Wetlands.

Soon, sparks ignited the ground around us both, and Amtgard began to spread into the surrounding lands. Some blazed too brightly and burned themselves out. That is the sad story of Spidervale, but that is another story. Some burned brightly and moved across the landscape forgetting from whence they came. That is the story of Blackhawk Keep, but again, that is another story. Some found they could not exist on their own, so they added their fuel to other fires, that is the story of Stormwall, but yet again, that is another story.

Soon, the flames steadied, and it was clear that the light of the Wetlands could be seen across the lands. A great meeting of the monarchs of the different groups came to pass at the second Spring War, and annual battle found in the fires of the Celestial Kingdom. I held a charter before these monarchs penned by myself with the considerable help of Sir Vaargard.

As our pens marked the contracts, a bright light filled the gathering. Our flames had just combined into a great bonfire.

That night, acting as the spokesman for this newly founded group, I petitioned the monarchs to gaze into our blaze and find it worthy of the title kingdom.

The year to come was not an easy one for any of us. Although we could all see the great blaze we had fed through the years, we could not agree on how to feed it, and at our worst times, the flames all but consumed us. Amongst ourselves, we fought to ensure that no one flame would get the glory or the warmth from the great fire. We fought to prove which flame contributed most to our fire. We fought for good reasons and for bad, and in some cases, we fought to fight.

The great flame saw us through, and by the end of the year, we found ourselves burned but not consumed, tired but hopeful. As the fire we built turned on us, we learned to compromise and work with each other. We learned to warm ourselves from the flame equally instead of pushing one of our members away to get a few inches closer.

During the year, I found the duties of representing the flame to be more than I could handle, and I stepped down. Sir Fnord took over and brought the group to the level I could not. Through his organization and the work of many people, my dream and the dream of many a Wetlander came true. At the third Spring War, the Wetlands became a kingdom.

We chose to celebrate before choosing our king, so we hosted a great event, the second Triple Midreign. Well-wishers from the Kingdoms of the Golden Plains, Emerald Hills and Celestial Kingdom all came and congratulated us on our achievements.

The only order of business left to let our flame burn free was to choose a king. Many sought the position, but in the end, the fires and the people chose a man from the land of Mordengard. The flames chose a man of honor and spirit. They chose a man who from his first days before the fire embraced the flames with no fear of being burned. Long live King Morgan Ironwolf and well may he reign.





Denah and Connel Playing around inside the Crystal Tree at the Texas Renaissance Festival.



O'Banion Strutting his stuff in parade



Amethyse carrying two banners during the parade at the Texas Ren Faire



Tasmania She-wolf and Amethyse holding banners and posing for the camera



Snicker enjoying a show and his time off at the Texas Ren Faire

Bardic Competitions

Over the years it has been my honor and privilege to host, judge and enter many many many bardic competitions. I have come up with judging criteria and formats that I like. Here some tips:

1. Contact your judges BEFORE the event. Make them aware of whatever theme the competition might have. They may feel a need to do a little research (they probably won't do any, but its nice to give them the chance).

2. Selecting a theme and announcing it far in advance of the event can make the competition more interesting and challenging.

3. Set aside a specific time and place for your competition. Have this included in the schedule of the event. If you can let your judges know this ahead of time, it helps them plan their day and avoid possible conflicts.

4. Be sure the place you choose to hold the competition is fairly quiet and doesn't have high traffic. (Some people think a crowded, noisy feast hall is the place to have a bardic competition. That is SO WRONG. In my years of travelling and performing, it has been very rare to find a feast hall that is quiet and attentive.)

5. Make all the competitors feel comfortable. A place to sit is nice. You could even provide them with water.

6. Award nifty prizes. I like scrolls, jewelry (pins/necklaces), baldrics, favors, fancy drinking vessels, furniture, music, song story and poetry books; audio recordings, and titles like "Royal Bard" or "Your Majesty". Any kind of token/jewelry that I win or am given I affix to my baldric and they become like boyscout merit badges. Bad Bardic prizes are: alcoholic beverages or food (legal/health problems) and promissories of anything (hard to collect).

7. Consider naming several winners like "best overall", "funniest", "most authentic", and/or "honorable mention"

8. If you have many contestants divide the competition into sub categories like "period pieces", "current middle ages", "poetry", "storytelling", "songs", "instrumental", etc.

Some methods of judging your competition are:

1. Select 3 or 5 Judges (odd numbers break

ties) to rate each contestant according to preset criteria. This is a pretty good method and fairly common. Sometimes the judges can be biased or have their own agendas

2. Have all the contestants judge each other. I usually require all contestants to do so, even if they don't feel qualified. I like it best because then the bards are choosing their own champion. This works even better if you also have 2-4 non-competing "celebrity" judges to throw the curve a little. The biggest problem with this is adding up all those damn judging sheets.

3. Use Tokens. I've attended events where performers were encouraged to perform throughout the day and solicit tokens (one per person) from their audience. Whoever had the most tokens at the end of the day won. This can be more fun if the token is something cool like a piece of candy or period coinage. Then the handful of tokens can be the part of the prize.

4. The worst method of judging is by audience applause. Not only is that hard to gauge, but the general SCA audience doesn't really know art from filk. They tend to think that if they laugh then they are entertained. They forget that they can also be educated, moved to tears, made to think, or enlightened in some other way. Just like combatants, Bards and other artists really are the best qualified to judge one another.

Here is a brief description of the judging criteria I use for competitions:

Documentation - Does the performer set the piece in a period context? If it is an historical piece, how well does it answer who, what, when, where, why and how about the piece/composer? For original pieces, is it based on a specific period writing style, historical event, etc? Tell the audience what makes the piece period (if anything) or at least appropriate to the SCA.

Authenticity - To what level is the performance a recreation of period one? Think about use of language, instrumentation, performance style. Does the audience feel "brought back in time?"

Technique - How well does the performer execute the material? Playing technique, diction, staying in tune, memorization skills, audibility, all that nitpicky stuff. How well rehearsed is it?

Complexity - How complicated is the piece? Are there some really tricky phrases? How elaborate is the arrangement? Any difficult alliteration? Foreign language? Was the piece difficult to find/learn? Did the performer have to translate/arrange it? Was it something any schmuck could do, or did the performer really work at it?

Creativity - How much of the performer is in the performance? Is it done pretty straight, or does it have some improvisation? How well does the performer evoke emotion? Is the presentation alive or static. How different would it be if performed a second time? Improvisation? Work with the audience?

Here is a sample of the judging sheet I use. Add up all the contestant's points from all the judging sheets. The one with the highest total wins.

Performer:

pt range	Score
Documentation(placement in period context)	
0-10	
Authenticity(mood, use of language, instrumentation)	0-10
Technique/Skill(diction, musicianship, etc)	
0-10	
Complexity/Difficulty of Attempt	0-10
Creativity/Presentation/Style(self-involvement/drama)	0-10
Total Score	

Constructive Criticism/Comments:

This page is copyright 1998 by Scott F. Vaughan. If you publish it elsewhere, please reproduce it in its entirety (including this paragraph) and send me a copy of the publication (1144 Nottingham Cir.; Cary, NC 27511, USA). If you post it to a newsgroup or mailing list please "CC" me (wystle@ipass.net).

Drunken Ogre

(done to the tune of 'Teen Angel')

That horrible night
The horse had died
From the Ogre's attack
I had fallen off and I was safe
Then he came stumbling back.

Drunken Ogre, can you see me?
Drunken Ogre, can you here me?
I am somewhere in the dark
Can you here my racing heart?

What was it he was looking for,
That brought him back that night.
Hiding out in that tree
He wanted a midnight snack..

(Chorus)

I slipped away into the night
I'm running far away
I'll always see his face in dreams
Till my dieing day....

(Chorus)

~Ashlann Tyrson~

Attention Wetlands Denizens:

Be it known that he who is your rightful Lord and Master, His Royal Majesty King Trelath Mourningwood I, has proclaimed a time of revel to occur to celebrate the defeat of the lowly rebellion that plagued this great land for far, far too long. All those who feel worthy of attempting to seize the Throne of the Wetlands may approach openly, for a Duel to the Death! All denizens are hereby required to attend and make merry, on pain of death.

Signed by My Hand,

King Trelath Mourningwood
Overlord of the Wetlands
Vivat Regnum Wood!

Seriously, tho - thanks to everyone who helped make this reign a success! I set out to try and make a *positive* mark on this Kingdom, and I hope I've succeeded. I've said it before - the King and Regent merely point the way - it's the people of this Kingdom that make it the great place it is. There's a reason I drive so far every weekend to be here *grin*. Good luck to Chewie and Elissa - I know you'll both do an excellent job! I'm running for Prime Minister at Midreign, and would appreciate your support once again. Until then - I'll see you on the field.

-Trelath

The Warrior's Norn

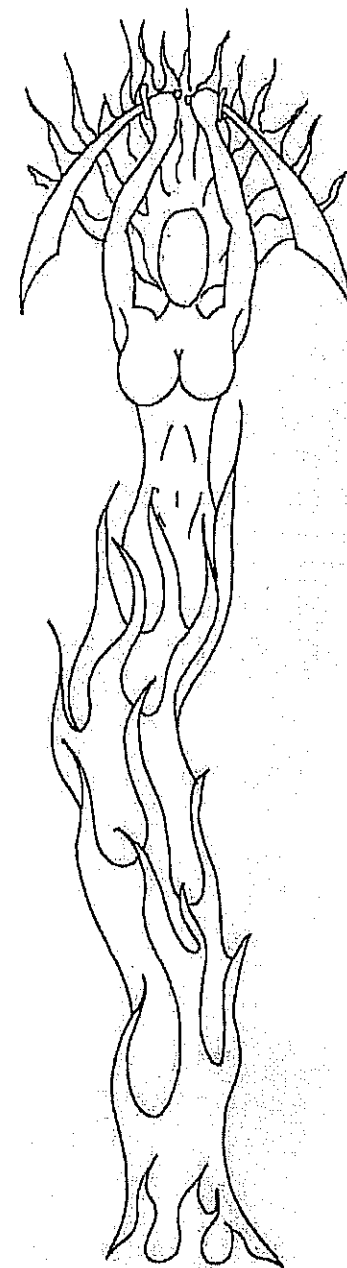
He saw Valkyries
Come from afar
To the tribes of God
Skuld held the shield
Gnnar, Hildir,
Gaundul, and Geir-Skangul
Thus now are told
The warrior's norn

Greenwood

Master Olaf rode forth
Era dawn of the day
And came where the Elf fulk
Were dancing away
The dance is so merry,
So merry in greenwood.

And on the next morn,
Era the daylight was red
In Master Olaf's house
Lay three corpses dead.
The dance is so merry,
So merry in the greenwood.

First Master Olaf
And next his young bride
And third his old mother
For sorrow she died.
The dance is so merry,
So merry in the greenwood.



Tyr

I of a hand am wanting
But thou of honest fame
Sad is lack of either
Nor is the wolf at ease
He is bond
Must abide
Until the God's destruction

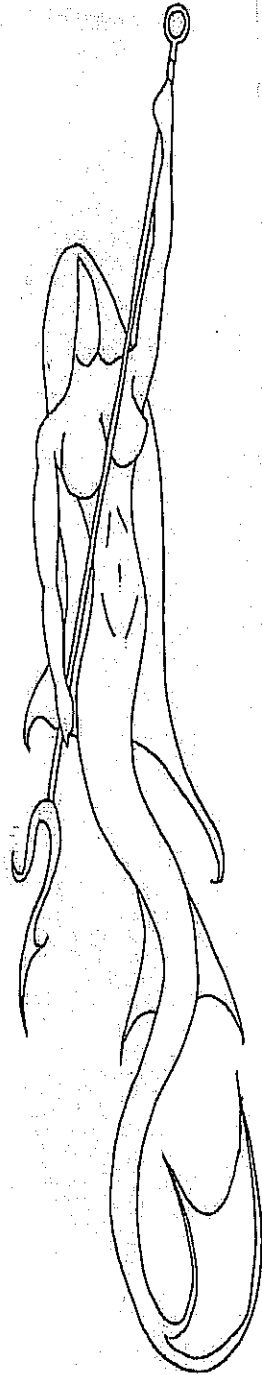
Odin

I know that I long
On a wind-rocked tree
Nine whole nights
With a spear wound
And to Odin
Offerered myself to myself
On that tree
Of which no one knows
From what root it springs

Loki

Be silent Tyr
Thou couldst never settle
A strife twixt two
Of thy right hand
Also
I must mention
Make which Fenris
From thee took

Gunnar Tyrson aka Russell Miller



Medieval Pick-up lines

2

1. How'd you like to ride my stallion? He's well trained for battle!
2. Pardon me, madam, but wouldeth thou like to see my longsword in action?
3. Every second of every our of every day is like a thousand knives of fire stabbing me in the heart. I long for thee incessantly, so much that mine sorrow seems without surcease. My alliteration is small comfort next to the warm gaze of thine azure eyes. I carve the comfort of thine embrace like some lost child cold and alone in the dark....So, you wanna !@£\$%
4. You wanna go upstairs and see my Holy Grail?
5. I like the cut of your jib.
6. My goat bite is no longer infected, so would you like to dance?
7. If I were that horse, I'd rather you mounted me without the saddle.
8. How about going out with a guy who doesn't have the plague for a change?
9. Wizard: You know, my hat isn't the only thing that's pointed.
10. Mlle. Darc, thy breastplate is wondrous! Wouldst thou hold my polearm whilst I attempt to light thy fire?



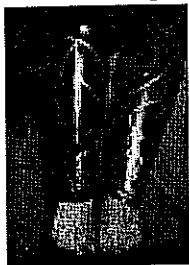
Wetlands Most Wanted

WANTED Consignments for eBay auctions!!! Contact Amethyse at 713.552.0666 or on the Wetlist or email at <amethyse@yahoo.com>

WANTED Model/toy horses and dragons for private collections, any size, shape and color considered. Interested parties include Denah, Scout, Tasmanian She-Wolf and Panda. Please drop us a line c/o Scout at dragon @pdq.net or at WhiteTigerCo@juno.com

WANTED Material for upcoming issues of the Siren!! Photos, poetry, stories, articles, event news... heck, anything that's interesting!! Electronic submissions should be in jpg, gif, or txt formats respectively. Hardcopy submissions are more than welcome as well -- just make sure they are clearly legible. Clean photo-copies of artwork are fine, unless it's color or pencil - then half-tones are preferred.

Leatherwork by Denah



Bracers, Belts, Bottle Holsters
Wallets, Sword Hangers

Whatever design or tooling you might need, Denah either has the know-how or knows who can do it for you. Custom art design for tooling available along with a wide variety of Amtgard oriented tooling stamps.

Contact Denah at events or at
WhiteTigerCo@juno.com

Medallions & Crowns - Sir Kane
Blackwraithe has been making medallions for Iron Mountains and Claw Legion for almost six years now. He feels it is time to expand to include all of Amtgard. Below is a price breakdown of costs.

A picture of the symbol will be required. Only orders of 12 minimum will be accepted. For the first order only there will be a flat charge of \$75 for modelling and mold making of the original.

Each medallion of the initial order will be \$15 per piece. A price reduction to \$12 per medallion will apply if the order is over 100 pieces. Allow 8 to 12 weeks delivery time. (I am only one person mind you) Shipping will be UPS, sent COD if I can arrange it.

The medallions are silicon bronze (solid). They will have no guarantee for only abuse will damage them. He prefers to start with Kingdom medallions, companies, households then subgroups.

Sir Kane is also producing crowns, with a \$200 minimum for a Monarch crown and \$100 for a consort crown. The cost here can vary due to how detailed or fancy you want to get.

Send all serious inquiries to
Blackwraithe@aol.com



Calendar of Events

12/1-3	<i>Kingdom Endreign/Coronation</i>	Elissa Mackan	Indian Springs Camp Grounds
12/15-17	EH Coronation	TBA	TBA
12/16	Toys for Tots	Elora Goldmoon	Granyte Spyre
1/13	<i>Weapon Master</i>	Damien	TBA
1/19-21	<i>Owl Con Demo</i>	Fionnghal Nic Phaidin	Rice University
1/27	Candlemas Endreign/Coronation	Fionnghal Nic Phaidin & Spryghte	
2/10	<i>Relic Quest</i>	Luke Stargazer	TBA
2/24	<i>Collegium</i>	Albreda & Lythis	TBA
3/16-18	Spring War	TBA	Bumet Fair Grounds
3/30-1	<i>Mid-reign</i>	Elora	TBA
4/28	<i>Night Hunter</i>	TBA	TBA
5/19	<i>Kingdom Quals</i>	Hamerin	TBA
6/1-3	<i>Kingdom Endreign/Coronation</i>	Elissa	TBA

Be aware that changes are pending on a lot of this info, so be SURE to check with your local monarch for updates!!! If you have local events to add, or if there are any Kingdom level changes, they will be happily added to the next issue. (Italics indicate Wetlands-specific events)

More information can be found at <<<http://www.amtgard.com/calendar.html>>> and questions can be posted to <Chewie@wt.net>

Cool Web Sites!!!

I have run across some cool spots that might be of interest to the web-surfing Amtgardian! Check these out! --Amethyse

-- **Texas Renaissance Faire**

For the info on the Faire this year!

<http://www.texrenfest.com/>

-- **Nene's Fantasy Art Gallery**

For wonderful fantasy art work that had appeared on magazines such as Dancing

Dragon Magazine

<http://www.nenethomas.com/>

-- **Bodger and Grift's Medieval Pickup Lines**

Wonder where all those medieval pick up lines come from?

<http://jvj.com/bandgpic.html>

-- **Purity Tests**

Wanted to know where to find lots and lots of Purity tests, this page is full of nothing but, to many to count

<http://www.armory.com./tests/purity.html>

-- **Granyte Spyre Web Home**

Want to know more about GS here it is...full of pic's and other goodies

<http://communities.msn.com/granytespyre>