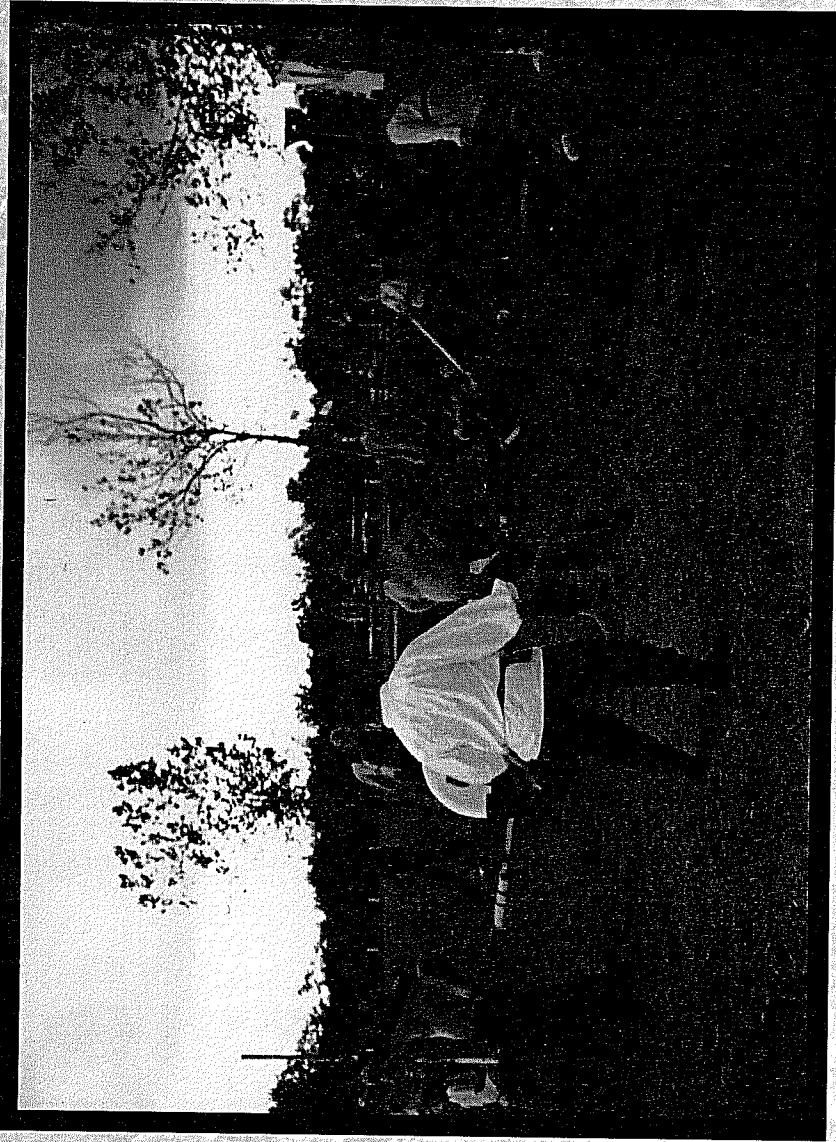


The Siren



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DONATION

NEWSLETTER OF THE KINGDOM OF THE WETLANDS



Volume 3

Issue 1

From the Sage

Welcome back to the pages of the Siren, Newsletter of the Kingdom of the Wetlands. We have a whole pile of information to digest this issue, as well as some of the usual cool stuff for the brain!

This Volume begins my second term as Sage of the Wetlands and editor of the Siren, the PREMIER newsletter in all of Amtgard. In the last year we have grown tremendously as a Kingdom. We have seen our Second Crown step up, in King Draegon Helstaven and Princess Alara, both hailing from the fine Duchy of Mordengaard. We have seen our component groups thrive and flourish. We have seen the Belting of our First Knight, the formation of our first Army, and have earned the praises of our peers. It brings a tear to this Old Sage's eye when I stop and look at all that this Kingdom has accomplished in such a short time. Proud, indeed, when I think that Stormwall, now one of the Crown Jewels of the Wetlands, was started two years ago in my front yard. Aye, it feels good to be a part of something that is growing and learning and becoming so much more than any of us had ever hoped or dreamed.

King Forrest Evergreen of the Emerald Hills and Sir Micheal Hammer-Of-God of the Celestial Kingdom came to me in a drunken reverie at our Coronation Event. They were philosophising on the Nature of Amtgard and Life-in-General.

"Lucas," they said, in slurred unison, "Do you know what the Nature of Amtgard is?" I replied with an amused silence. They expounded without delay.

"The person you talk smack about today, is the person you're going to be nostalgic for tomorrow when they're gone."

They wandered off into the night, holding one another up like old friends, a Tiger and a Green Dragon. I smiled at them, and at the thought. The Wetlands, we have love. The rest of Amtgard might be older, more seasoned ... but they don't get along without beer, and then only rarely. We have a lot to learn from them about Amtgard, but we already learned the hard parts a long time ago. The part about Life.

Well, as I have plenty else to say throughout, brevity here is doubtless welcome.

In service to the Dream,

Lucas Wyngarde

High Vizier of the Wetlands

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From the Monarch

Greetings fellow Wetlanders,

I am honored that you chose me to be the Second Monarch of the greatest kingdom in all of Amtgard. As Monarch, I intend to do all that is in my power to help the Wetlands strut its stuff for all the kingdoms to see and envy. The kingdom events have been spread throughout the kingdom so that as many groups as possible will get to show what they can do, and I personally challenge them to put their pride and talent on the line to make whatever event they are throwing better than they have ever seen it done before.

The Wetlands are also home to some of the finest of fighting companies and households, and to these groups I want to offer a chance to truly distinguish themselves. At Midreign there shall be a great Tourney open to all households and companies that can field five members in matching tabards and possessing a banner that bears their colors and device. The group that garners the most points in the tourney shall be rewarded amply and given a place of honor at feast and court.

Our artisans are second to none and they shall soon be given the opportunity to show why that is so. My Regent, Alara the Drake, will be traveling to the different groups to teach and she will also set up several kingdom level Arts and Sciences events. The garbers of the Wetlands are going to find ample opportunities to show their skills and bring the level of color up on the playing field. Banners and flags bring a lot to the game and I would like to ask the garbers of each group to see that their group has a Wetlands banner. (At Spring War, I don't want anybody to have any doubts as to which camp is the Wetlands.)

The thing that impressed me the most at my coronation, above all else, was the pride that the people of the Wetlands have in their Kingdom. That pride, combined with the talent that this kingdom is so rich with, and with positive attitudes toward the game, is what makes the Wetlands unique. There is nobody else in all Amtgard like us. LONG LIVE THE WETLANDS!!!!

King Dreagon Helstaven
Rex Terrus Aquaria



From the Princess

Unto the Populace of the Wetlands, Fair Greetings,
It's gonna be a busy reign folks! For starters let me give you my calander for the next few months, so you have a general idea where in the kingdom I'll be:

January:

- 10-12 Palestine, Northern Quest and teaching for the Forgotten Ones.
24-26 Bryan, Mordengaard Mid-reign and the Wedding of Duke Andrew and Jo.

February:

- 22 College Station, Kings College (Artisans take Note, teaching event for the SCA)

March:

- 1-2 Beaumont, teaching for Darkmoor.
7-9 Triple Mid-reign, Kingdom A&S competition.
22 Nacadoches, Wetlands Arts and Sciences Symposium (Big teaching event. This is also the deadline for submissions to the Wetlands A&S book.)

April:

- 18-20 Houston area, teaching for Granite Spyre, Mushroom Shrine, Crystalmir, and Stormwall. (Sorry I can't get to each of you individually, there just isn't time)

May:

- 3 Nacadoches, teaching for the Evergreen Vale.
17 Nacadoches, **QUALS!!** (distribution of the A&S book, cost is to cover copying.)
23-25 Coronation, Kingdom A&S competition.

Now that you know where I will be when, let me set the rest of my goals for this term. I would like to get a listing of artisans from each of the provincial leaders, this list ideally will include name, persona name, what the person does, skill level and a point for contact. This does not need to be a home phone number, a post office mail box will be fine. This listing is intended to make it easier for a person wishing to learn a skill to find a teacher of that skill, if not in town, then close by.

I am looking for submission for the Wetlands Arts and Sciences book. These can be over just about anything, so far all we have is a Weapon building article from Master Crinos and the garbing stuff I will be doing. Submit! Submit! I also need to know what you want us to teach at the A&S Symposium in March. Once I know what you want to learn I can start begging teachers for those subjects.

I will be doing some traveling to the groups to teach. Coming with me will be the Lady Esther for more stuff on garb and Master Crinos for those neat basket hilts. Patterns will be coming with us. If you want something in particular call me (409) 778-1268 (before 10 pm please) or e-mail me at psobaka@mail.myriad.net. I will call the week before for crash space for the three of us. If I don't come directly to your group look at the calander for the meeting that is closest to you, I want to answer as many questions on garb as I can in this reign. Dreagon has set some lofty goals for us, I know we can surpass them if we try. Long live the Wetlands, long live the Dream.

*Alara the Drake
Princess-Regent of the Wetlands*

Who's Who in the Wetlands

Royal Appointments

Court Scribe
Court Sage
Guildmistress of Garbers
Court Herald

Viscountess Fionnghal
Baron Lucas Wyngarde
Damia of Evergreen Vale
Zol of Darkenthal

Fighting Class Guildmasters

Archers
Assassins
Barbarians
Bards
Druids
Healers
Monks
Monsters
Scouts
Warriors
Wizards

Azim, the Great One
Master Wyngarde of Stormwall
Sable of Evergreen Vale
Sir Grei Lar of Duinsmir
Tyorl of Evergreen Vale
Spyn Thrift of the Forgotten Ones
Diboll of Mordengaard
Stu of Mordengaard
Lakus of Evergreen Vale
Master Margul of Darkmoor
Allain of the Forgotten Ones

Board of Directors

Chairman - Jason Jacobs
Membership Officer - Wyndi Tindle
Secretary - Eric Park
Treasurer - Clint Cowen
Darryl James
Kerry Havas
Lance Coppinger

Royal Guards

Gideon Goldmoon
Margul

Guildmaster of Knights
Sir Vaargard Malorious

Regent's Guard

Crinos of Darkenthal
Sable Cacophony
Simon Dracul

Guildmaster of Reeves
Crinos of Darkenthal

Kingdom Announcements

Coronation *It* Shines, Floods

The Coronation of the Second Monarchy of the Wetlands was held the weekend of November 22, at the Grimes County Fairgrounds. Representatives from all the Wetlands groups, the Kingdoms of Emerald Hills, Golden Plains, and the Celestial Kingdom were all in attendance, accounting for a total of almost 170 hearty Amtgardians.

Friday and Saturday went off without a hitch. The Monster Hunt Friday night was a riot, as was the Plague Quest held on Saturday. Some intense Juggling preceeded the Slave Auction (thanks especially to Sir Kamal of Golden Plains for his generous donations to our coffers!) Feast, while early, was hot and delicious. Court was one of the longer in recent memory, but was jam-packed with awards, emotional moments, "huzzahs!" for all.

Sunday morning at 4AM the first "blue Notherner" of the year blew in. By daylight, most campsites were annihilated by the Gale force winds and torrential rains. After much wetness, coldness, and meanness, the remaining brave souls huddled for warmth in the "heated" building (the Sterno campfire build by Sir Vaargard and company springs to mind. Imagine twelve grown men gathered around eight blazing tins of Canned Heat...)

All in all, it was yet another "Wet"-lands event!

Wetlands Groups Continue to Grow

There are no Shires in the Wetlands!

That's right, at the Coronation event the Shires of Mushroom Shrine and Crystalmir Lake were promoted to the rank of Barony, joining Evergreen Vale, Darkmoor, and the Forgotten Ones, at the status level.

The expanding chapter of Stormwall was promoted to Duchy status, joining Mordengaard and Granite Spyre as one of the "powerhouses" of our Kingdom.

As of this writing, it is unclear as to whether or not the fledgling group in Tyler will be joining our Kingdom, though dignitaries from the Emerald Hills have expressed no ill-will toward our annexation of a potential province so close to their borders.

First Knight of the Wetlands Belted, Our New King

King Draegon was doubly honored at his Coronation, as he not only ascended the Throne, but was dubbed the first Knight of the Wetlands!

In a grand ceremony presented by the Pages, Squires, and Knights of Amtgard, His Rather Shocked Majesty received the highest of all Amtgard Honors, induction into the Circle of Knights as a Knight of the Flame.

Congratulations, Your Highness!

Kingdom Announcements

Four Awarded Masterhood at Coronation

Four worthy gentlemen were awarded various Masterhoods at the Coronation event.

Crinos of Darkenthal was awarded Master Owl for years of continued excellence in Amtgard construction techniques.

Corwin Blackstone of Stormwall was awarded Master Barbarian.

Daniel, the White Tiger, was accorded Masterhood in the ways of the Warrior.

And your Humble Sage was awarded Masterhood in the Assassin class.

Special Thanks!

The Sage would like to personally thank all those kind folks who helped with the Feast, both before and after. I'm sure I'll forget some names, but those I can recall:

Monsoon, Gwen, and Meganna for all their help and for being there!

Porthos, Creature 2, and the Mushroom Fathers for aiding with the Feast.

Sir Squeak! and her friend (who's name I never got in the pandemonium following Court, sorry) from the Emerald Hills, who despite my protests, pushed me aside and scrubbed all the dinner dishes and cookware. I can NEVER thank you enough!

And Star, who risked being swept away in the monsoon to pick up bags of garbage!

Additionally, I would like to thank all those kind people, both Noble and Commoner, who aided in saving the site during Sunday Morning's deluge. The sight so many Amtgardians out there pitching in, helping out in the cold and rain, was truly what being a part of this club is all about. No matter our differences, we share more than we know.

Wetlands Internet Mailing List and Web Pages On-Line

For those of you with e-mail and Internet access, the Kingdom of the Wetlands has several Web sites of interest, with links to everything Amtgardian. We also have our own mailing list, allowing the Electronic Populace to communicate near-instantly, any ideas or suggestions they may have with members of all the Wetlands groups.

Page or Description	Address	Run By
Wetlands Mailing List (Wetlands Business Only, <i>No Spammers Allowed!</i>)		
(subscriptions)	wetlands-l-request@lists.io.com	Sir Ches
(Mail)	wetlands-l@lists.io.com	Sir Ches
Amtgard Mailing List (National, plenty of spamming!)		
(subscriptions)	amtgard-l-request@horus.anth.utep.edu	Sir Ivar
(Mail)	amtgard-l@horus.anth.utep.edu	Sir Ivar

Amtgard Gallery

"Twenty-two men on one jugging field.
This HAS GOT to be the ultimate in
mass pandemonium.
Ah, welcome to the Wetlands!"

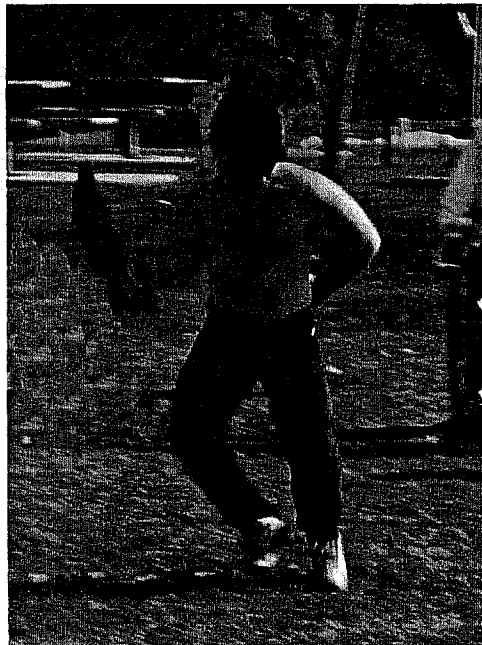


LEFT: "Dominick Largos of Darkmoor demonstrates to the astonished crowd, "You put your left foot in, you take your left foot out, you put your left foot in, and you shake it all about..." I give him a 7.5 for effort, but the form was off a bit"

RIGHT: "The Battle of the Network Monks" rages on. The Nameless Monk vs. the Ronin, Savion. "Got your arm!" "Got your leg!"



BELOW: "It's not often a non-photographic piece makes the Amtgard Gallery, but "Swan and Pegasus. 2" by Denah hap Tugruk, Esq., caught my careful eye."



RIGHT: "The Masked Avenger, long thought retired from professional combat sports, makes a rare appearance at the Stormwall Militia Tourney. "



Local Announcements

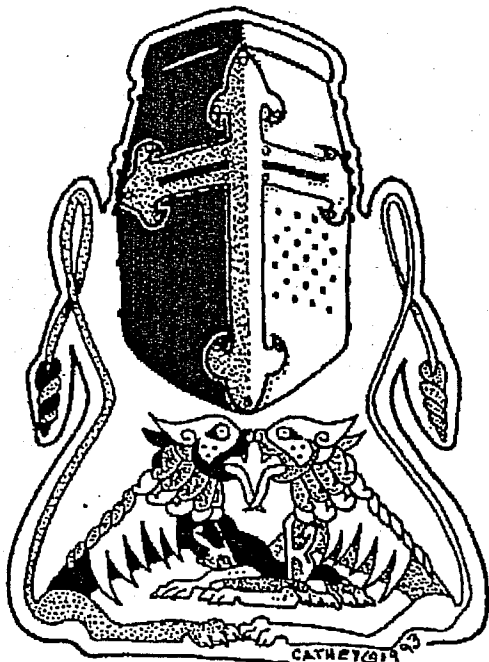
Yule Revel Scheduled at Granite Spyre

On Saturday, December 21, 1996, the Duchy of Granite Spyre cordially invites all Wetlanders to come down to the Memorial Park Battlegrounds. Following the regularly scheduled events, the Duchy plans to invade Double Dave's Pizza for a Yuletide Revel. There is no donation, and everyone picks up their own tab. Minors are allowed, but must follow all applicable liquor laws. Should inclement weather cause practice to be called off, plan on meeting at Double Dave's around 4PM. Wear your Amtgard finest, so everyone will stare at us!

United Wetlands Front Starts Off Strong

The United Wetlands Front has "recruited" over 70 loyal Wetlanders to the cause, in the first two weeks alone! The first planning meeting of the Militia is scheduled for Granite Spyre Coronation (the Kingdom WeaponMaster event) late Saturday afternoon. All members and potential members are invited to attend the meeting.

The General wishes to encourage all members of the Militia to construct their tabards as soon as possible, because Spring War is right around the corner. We need to look like an Army, as well as fight like one! For information of the UWF, contact General Wyngarde or your local Officers.



Monsters of the Wetlands

Lepus

(SW: Slyddur Rahbet)

Type: Standard Creature

Q/M Ratio: 1/1

Attacks: Melee and projectile weapons as per Barbarian

Armor: May wear up to 2 points OR 1 point Natural

Abilities:

- 1) Bolt for Cover (1/life) Must say "Bolt for Cover" x2, may be used while moving. Treat as Druidic Pass Without Trace. Lepus may return safely to base, or remove self from game for a 100 count. If removed from the game, the Lepus must announce loudly "Returning" x5 and be 20 feet from the nearest opponent before rejoining the game.
- 2) Leap (1/game) Lepus must say "Leap" x5 to activate. This power simulates the Lepus ability to leap into and out of battle. After activated, the Lepus must continue chanting "Leaping... leaping..." for up to a 20 count. While chanting, the player may not be attacked by melee weapons within a 20 foot radius, though verbal magic and thrown / projectile weapons still work normally from any range. The Lepus must say "Land" x5 before rejoining the melee, regardless. While this ability is similar to Monk Sanctuary, it should be noted that Lepus may carry weapons while leaping, though they may not attack while in the air.

Limitations: At 6th level Lepus have the option to switch professions, if they so choose, all previously gained Barbarian abilities are lost, though the racial abilities remain. Loses Natural armor when Berserk (i.e.: only Berserk armor counts)

Garb: Barbarian, Healer, or Monk garb, as appropriate for level and class.

Also, big rabbit ears!

Description: Imagine a hugely-muscled humanoid rabbit standing over six feet tall, dressed in a loincloth and wielding a blood-stained two-handed sword. Then imagine a whole ARMY of them, lead by magic-users and priests throwing spells and snatching incoming arrows out of the air with their feet. Scary?

In truth, the Lepus are a peace-loving and life-affirming people, content to live in touch with nature far from the grasp of mankind. Their leaders are wise and powerful Healers and Monks who have perfected spiritual harmony and balance. The remainder of the populace are semi-barbaric, nomadic forest-dwellers, living in thatch-roofed burrows on the fringes of civilized nations.

The Lepus as a race are known to despise the Undead, and go out of their way to destroy those creatures of darkness. In particular, the Lepus hate the Hordes of Manos, for their continuing reinforcements to the tides of evil.

Lives: 3

Levels:

- | | |
|-----|--|
| 1st | As 1st level Barbarian |
| 2nd | As 2nd level Barbarian |
| 3rd | As 3rd Level Barbarian |
| 4th | As 4th level Barbarian |
| | Leap becomes (2/game) |
| 5th | As 5th level Barbarian |
| 6th | As 6th level Barbarian OR may forsake all previously gained Barbarian abilities for the skills and abilities of either a 3rd level Monk or Healer. |

Merchants Row

Any Amt-Merchant who wishes to advertise in these pages should contact Lord Lucas with any specifics they would like to have mentioned. Ad space is provided free of charge to contributing Amtgard members of any Kingdom.

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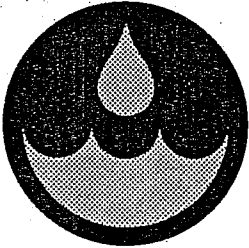
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Militia Battle

A Militia Battle is an Amtgard Battlegame which simulates a realistic, as opposed to a fantastic, approach to medieval combat. The rules are simpler than a Full Class Battle, while being somewhat more challenging than a Field Ditch. These rules were devised through playtesting in the Kingdom of the Wetlands by Lucas Wyngarde, Baron Stormwall.

1. There are no class abilities in a Militia Battle. No Magic, no Berserkers, no Warrior Improved weapons. This is a game about skill, tactics, and real life determination.
2. Any melee weapon is legal.
3. Any throwing weapon is legal.
4. Any projectile weapon is legal.
5. Any normal armor or shield is legal.
6. All rules for normal weapons apply. Red weapons destroy shields, arrows destroy weapons, subdual damage may be called, etc.
7. Rules for damage to armor, killing, and wounding remain the same.
8. All participants get 5 lives per standard battlegame. Longer or shorter games may be designated by the Reeve.
9. All equipment on the field is "open season". If a player does not wish to share their equipment, then they may not partake in the equipment of others, otherwise if someone throws a dagger and misses, pick it up and throw it back at them.
10. Death count is 150. Optionally, this may be a "Shatter Battle" where teams come alive together after an entire team is slain, much like a Ditch Fight. This leaves a lot of people standing around dead while the skilled and lucky keep fighting.
11. Nirvana may be a pre-determined location or "where you fall." The last ten seconds of a death count MUST be counted out loud, followed by the word "Alive!" Players returning to the game may not come alive within 20 feet of an opposing player, base, or behind enemy lines. If in doubt, consult the Reeve.
12. Teams should be designated by colored headbands or armbands, to keep confusion to a minimum.
13. Team Captains may be chosen, and the populace selected in rotation or a Reeve may assign teams to keep a balance on the field. Where possible, fighting units should be allowed to fight together, unless this would prove overwhelming to the game.
14. Weapons and shields destroyed during the battlegame may be reclaimed in a 150 count after their destruction by returning to base for a "new" weapon. Of course, all equipment is returned to a player returning to the field after a death.
15. At any time there is a slow point in the fighting (due to a large number of dead or wounded players), the Reeve may call a Night Hold. This Hold simulates the end of a day of fighting. All teams (living and dead but unshattered players) regroup at least 100 feet away from one another. All wounded but living players are Healed, damaged armor and weapons are Mended, and the dead are "speed timed" back to life. Subdued players remain captives, though may resume their subdual count after the Night Hold is ended.

Kingdom Calendar (Reign of King Draegon I)



December

14 Weapons Master (GS)

January

11 Northern Kingdom Quest (FO)
24-26 Mordengaard Midreign (MG)

February

1 Southern Kingdom Quest (SW)
13-17 SPRING WAR (CK)

March

7-9 Triple-Mid III
(Details to be posted soon)

April

26 Beltane Nighthunter (MG)

May

17 Kingdom Quals (EV)
23-25 Endreign / Coronation



Chapter Contacts

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Duchy of Mordengaard (College Station, Tx)

Alara the Drake (Meika Billings) (409) 778-1268

Duchy of Stormwall (Galveston/Hitchcock, Tx)

Slyddur Rahbet (Phil Symmank) (409) 925-5703

Barony of Darkmoor (Beaumont, Tx)

Dominick Largos (John Comeaux) (409) 833-9913

Barony of Crystalmir Lake (Clear Lake, Tx)

Kandon Windwood (Mike Crabtree) (713) 286-5410

Barony of the Mushroom Shrine (Pasadena, Tx)

Sir Grei Lar (713) 552-0666

Barony of Evergreen Vale (Nacogdoches, Tx)

Sable C acophony (Ross Wright) (409) 564-7814

Barony of the Forgotten Ones (Palestine, Tx)

Kirkleen (409) 729-4397

Next Issue:

Spring War and
Triple-Mid Information!

More Awesome Photos and Art!

State-of-the-Kingdom
Budget Report!

Other Nifty Stuff of No Value!

The Siren is the Newsletter of the Kingdom of the Wetlands:

King of the Wetlands - King Draegon Helstaven I
(Nate Hilliard)

Princess Regent - Lady Alara the Drake
(Meika Billings)

Prime Minister - Lady Topknot Grimwulff, Esq.
(Wendy Tindle)

Champion-at-Arms - Arg of Rogue Company.
(Patrick Walls)

Sage - Baron Lucas Wyngarde
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