

Wetlands Most Wanted

WANTED Consignments for Ebay Auctions!!! Contact Amethyse at 713-552-0666 or on the Wetlist or e-mail at <Amethyse@pinkpig.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

WANTED Material for upcoming issues of the Siren! Photos, poetry, stories, article, 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

Medallions & Crowns -- Sir Kane Blackwraith 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 cost.

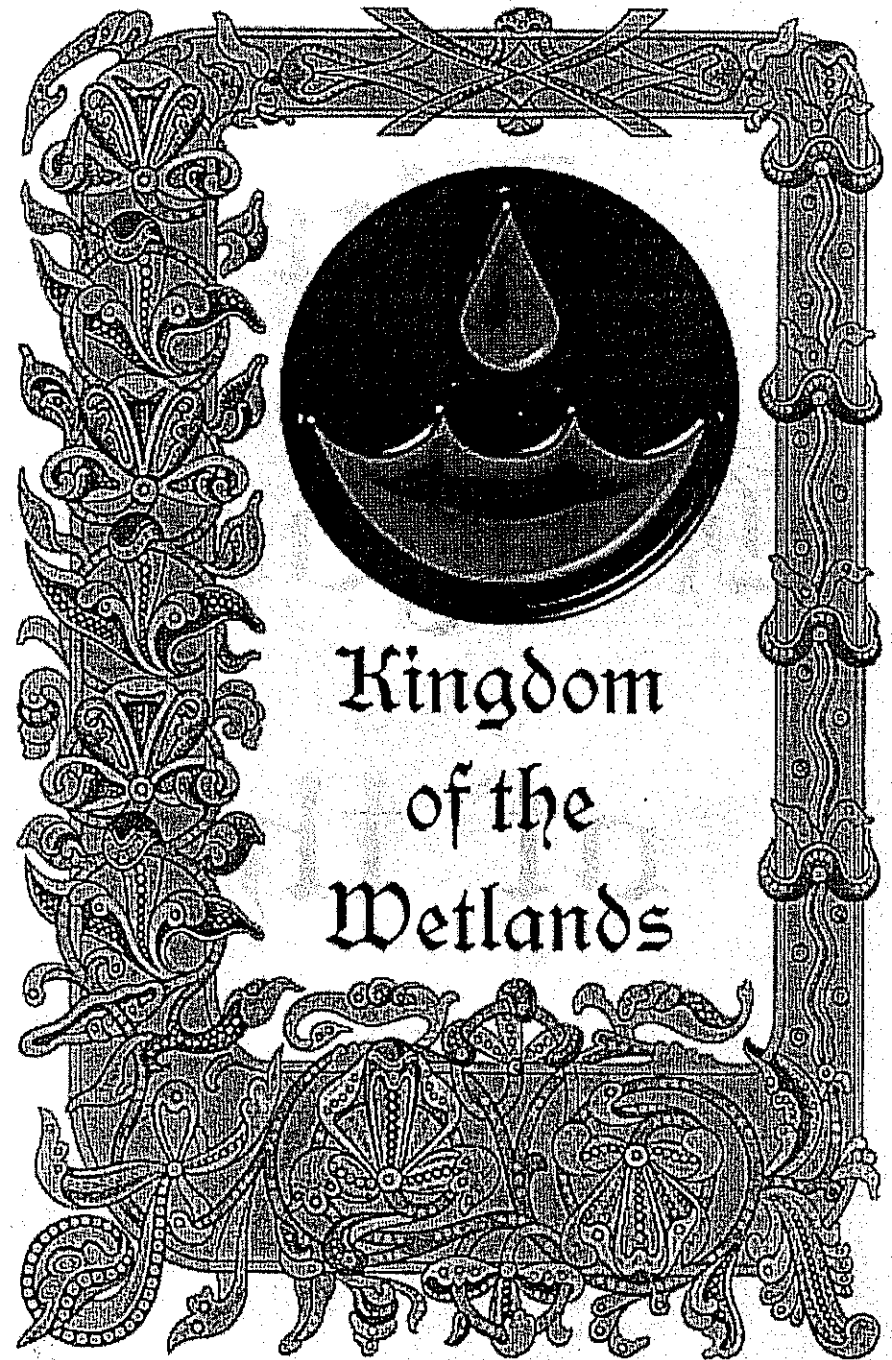
- A picture of the symbol will be required. Only orders of 12 minimum will be accepted. For the first order only there will be a flat charge of \$75 for modeling and mold making of the original.
- Each medallion of the initial order will be \$15 per piece. A price reduction to \$12 per medallion will apply if the order is over 100 pieces. Allow 8 to 12 weeks delivery time. Shipping will be UPS, sent COD if he 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 production 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 Blackwraith@aol.com

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Kingdome Siren

The Kingdom of the Wetlands

Stepping Down Monarchy



Sir Crom Ironwolf

*King
Chewie Lightguard*



*Princess
Fatima
Anwar*



Squire Zachry Ironwolf

*Continuing Champion:
Sir Spyn Thrift NThan*

Stepping Up Monarchy

Class Guildmasters for Reign XII



Anti-Paladins
Slyddur Rahbet

Paladins:
Fionnghal nic Phaidin



Archers:
Longshot
Heartwood



Druids: EsCargo



Healers:
Patch Enada



Scout: Kelrick



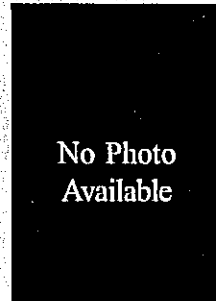
Monsters: Spryghte
Soehdah



Monks:
Sawin Jakota



Warriors: Vincent



Wizards:
Arturo de Leoni

Letter From The King

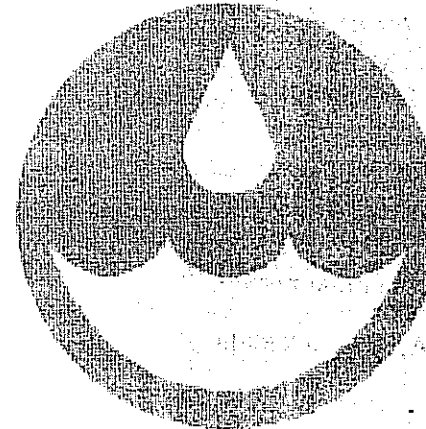


People of the Wetlands,

First let me say that it has been a pleasure representing you as your Monarch. I will look back on this time and remember the fun and pain I have recieved being king. I cant say this was fun all the time, but it was rewarding work. Well time now to hand this heavy hunk of metal off to someone else.

P.S. For those of you who think you have what it takes to be a monarch of this kingdom , I say one think ; Hard work. Be prepared to recieve little thanks for what you do right and all kinds of havoc if you mess up. Dont think you can do this job sleeping cause you cant. It is good hard work and not everyone is up for the job. Are you??

King Chewie Lightguard



A Moment of Knight's Time

As part of my "campaign", for lack of a better term, for the Wetlands'

Kingdom status the Burning Lands biggest objection was that they thought we would become a knight factory like the CK was becoming at the time. To alleviate, as much as possible, that fear, I made the promise that we would not knight anyone for the first year.

We kept that promise.

At the end of the first year we wanted to make our first Knight and we wanted it to be someone special. Draegon had been a leader in Mordengaard and the CK for years. Long before you hit your first person with foam or talked your first smack. Both Mordengaard and Granite Spyre were pretty remote parts of their kingdoms so there were many people in both groups that had not been given their just rewards. And, to be very frank, Granite Spyre had two knights on the circle and we wanted

Mordengaard to have a balance. We were trying to build a diverse knight circle and not just stack it

with our friends or Granite Spyre cronies.

Judging by the amount of argument, it seems to have worked.

The reason we first looked at crown was because the most outstanding trait that Draegon brought to mind was leadership. We were trying to promote Crown as a leadership belt and we wanted a Crown knight that exemplified leadership.

I had many good friends on the CK Knight Circle at the time and I don't remember even any grumbling. We were approached by some people and they thought we should give a flame rather than a crown belt. We could have fought a battle over it. We could have done whatever we wanted. We chose instead to listen to the opinions of others and respect them.

Respecting the opinions of others is more about being a Knight than all the sewing in the world.

Back then and even today, if I am asked to vote on a candidate I will look at one and only one thing about that person.

Are they a Knight?

I don't care about boxtops. I don't care who your friends are. I don't care how many times you served feast at an event. If I see you as a Knight, you will get my vote.

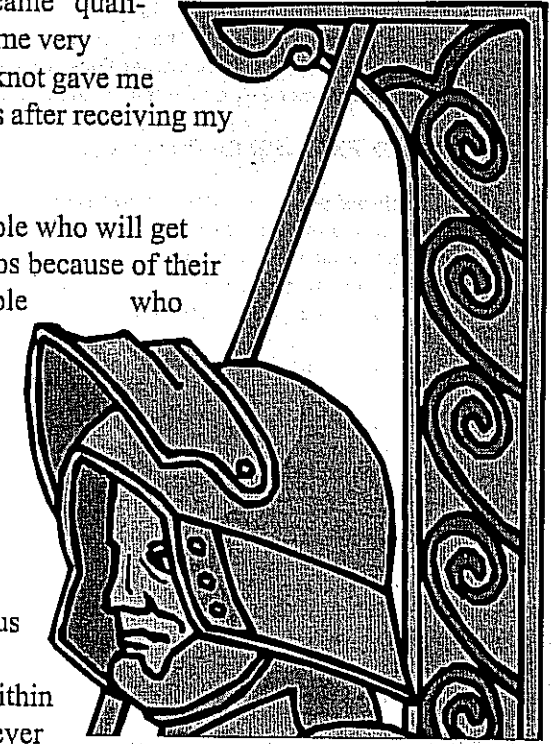
In fact, I received my first Knighthood (Knight of the Flame) in the Celestial Kingdom without the required boxtops. In fact I only became "qualified" for Knight of the Flame very recently when Queen Topknot gave me my tenth rose a full 6 years after receiving my flame belt.

In Amtgard, there are people who will get belted without their boxtops because of their attitude and there are people who will not get belted despite their boxtops because of their attitude. You see a common theme there?

I find it bemusing that people who had to wait a long time to be Knighted always blame the mysterious circle or individuals within the circle and never, ever, ever admit the slightest possibility that maybe, just maybe, THEY had something to do with it.

Fnord

Three belts, no waiting.



Knighthood According to Sable

Hmmm. My pessimistic perception of 'Knighthood according to Sable' (though I must admit I see where he might have derived it from):

No Belt- Genuine fun-loving participant of the game. Genuinely under appreciated and unrecognized because they have not received a knight's belt (and it's ALWAYS overdue dang it!).

1.belt- Burgeoning politician who can no longer appreciate the accomplishments of others but is quick to point out the failings of those they might have to compete for recognition with in the immediate future. Suddenly become zealous proponents of the 'you have to work harder to get your Masterhood then I did' theory of advancement.

MOST COMMON EXPRESSION- The patronizing smile.

2.belts- Accomplished politician (after all you've convinced 'em you need 2 belts...) who is now more concerned with making sure his/her accomplishments get recognized before his/her peers and that he/she is not forgotten as the "master of all things". Often dropping subtle hints that they are qualified for another belt but want to see 'others recognized first' (just so long as you can work in the qualifications part).

MOST COMMON EXPRESSION- The authoritative air.

3.belts- Master politician who is NOW more concerned with 'completing the set' then with ANYTHING anyone else could possibly accomplish and who cannot let ANYONE forget he/she knows best because after all, he/she had received "more belts than you". Cannot possibly conceive that anyone else using his/her skills to overshadow all those around him/her to remind others "I'm STILL better than you so why do you keep trying?"

MOST COMMON EXPRESSION- The sneer of dismissal.

4.belts- You have nothing left to prove. Please leave our game now and stop pulling the strings of lesser beings that yourself. We gave you all the damn belts we have to give. You can't GET anything more. GO AWAY LEAVE US ALONG!

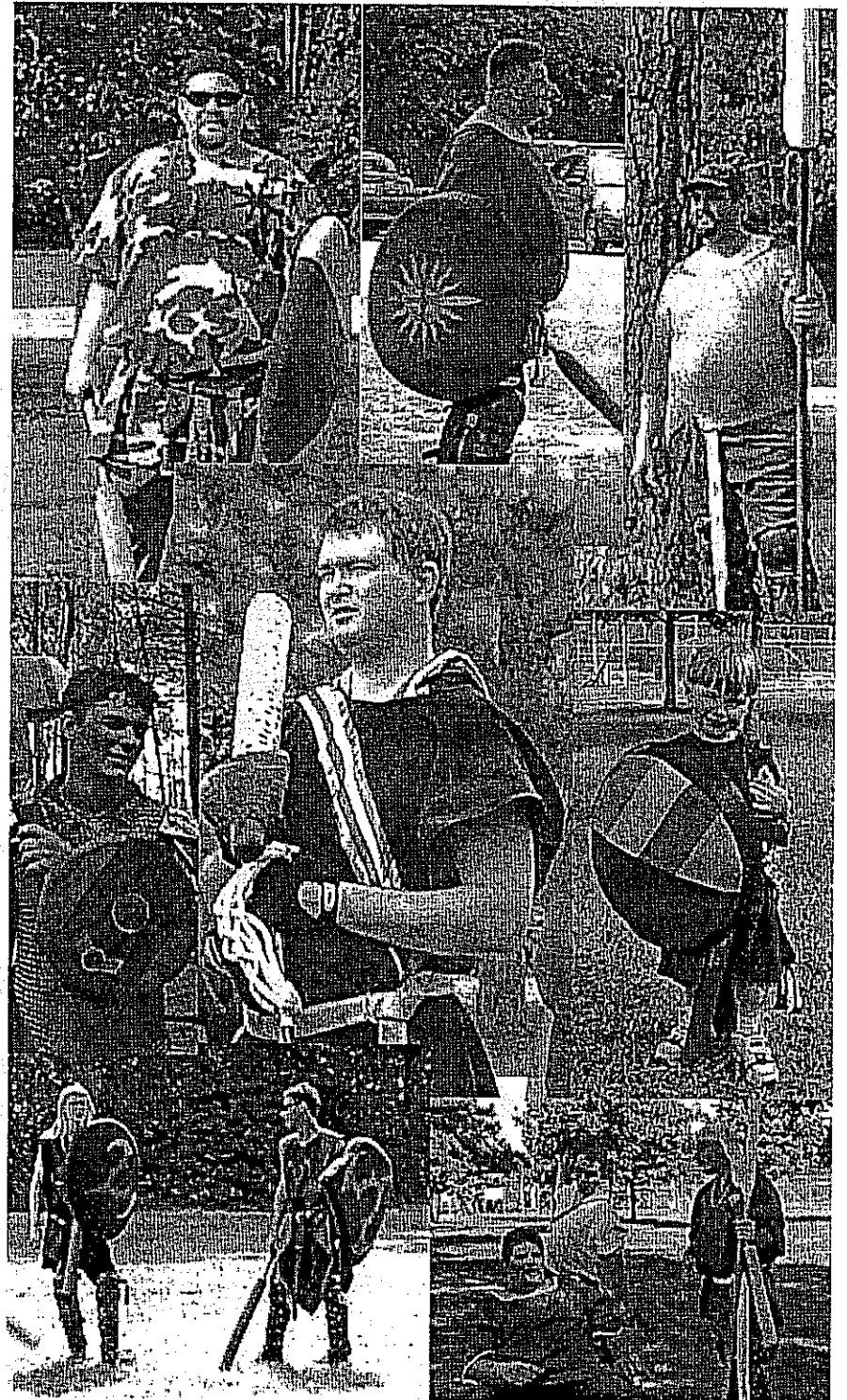
MOST COMMON EXPRESSION- Complete lack of acknowledgement to those not being addressed directly.

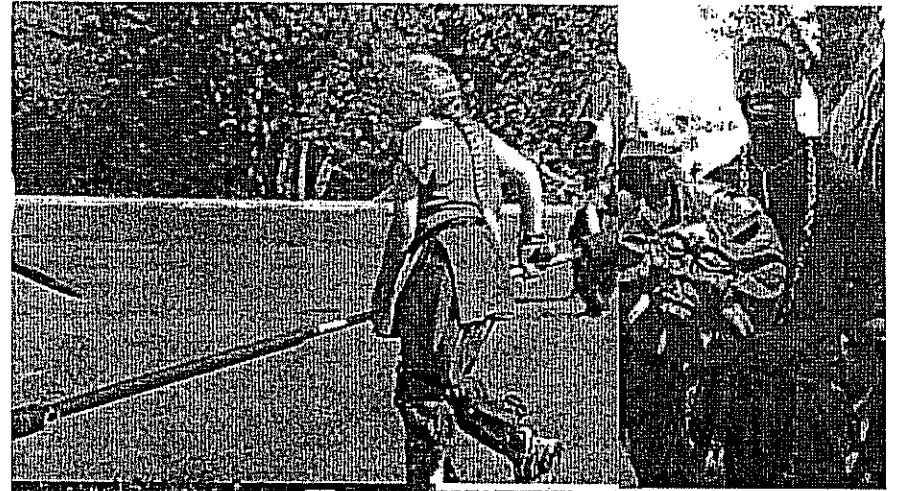
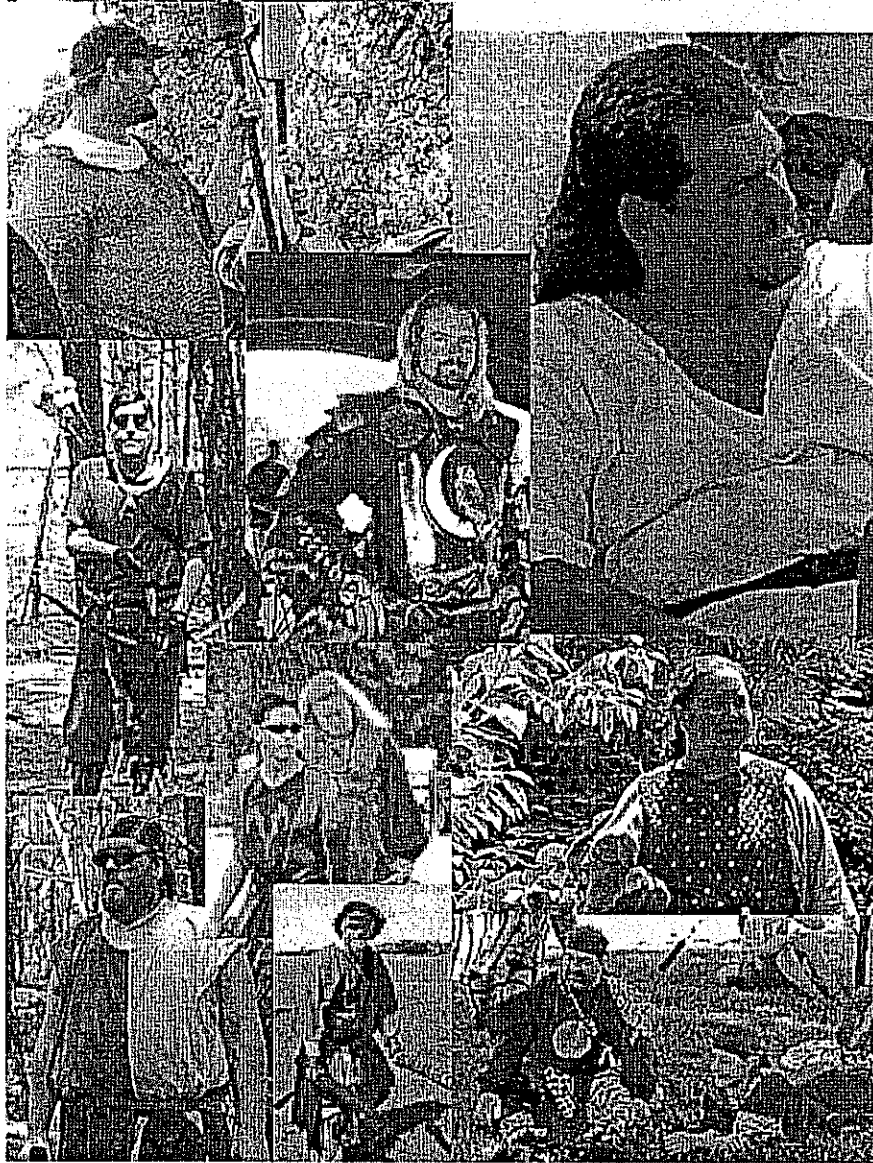
Anyone who had 'retired' after having received a belt (or belts) – Useless 'has-beens' whose contributions to the game can't POSSIBLY outweigh the fact they no longer serve as benchmarks or cheerleaders for newer peerage. Catch 22 at it's finest – Resentment that they no longer contribute to the game/ You'd resent it even more if they returned and move back into the spotlight. Great subjects for ridicule, or better yet, since they are no longer around, you can often claim credit for their achievements and ideas without anyone being the wiser!

MOST COMMON EXPRESSION- The e-mail commentary

According to Sable







THE CYCLE OF MAJESTY

By: Patch Enada

During the final court of his royal Majesty Chewie Lightguard was filled with tears. He knew that he was old and he knew that. But he was rewarding his populace as had become the custom at revels during the reign. As he finished handing out the final award of his reign, of his life he fell to the ground. Someone from the front of the court yelled for a healer.

"Move out of the way damn it! Healer coming through...I'll kill you if you don't move....move damn it!" Patch makes his way through the small crowd that has gathered around the wise old king. Patch kneels to the ground and tries to find a breath of life in King Chewie. "Patch, I'm an old man. It's my time to go and be with the other great kings of the past. Let me rest in peace." The final plea of the aged king was one that didn't fall upon deaf ears.

Patch stood up and moved the crowd back away from the king's lifeless body. "My fellow Wetlanders, his majesty and our great King, is dead. He was old and died doing what he loved the most; serving his kingdom." Patch directed people back to his seat.

The Regent stood up, "My dear Wetlanders," Patch instantly turned around. "Blasphemy! You dare to use that in a formal setting! You know that The Wetlands can only be called one's dear by our departed Regent Marquise Elissa Mackan! You know that and yet you continually use that in formal and informal settings! My brothers and sisters, our regent has gotten away with murder...twice! First when she charmed the halfling Snicker into killing our beloved Elissa Mackan and now, she has killed our greatest King since Sir Sable Cacophony! I am bringing charges against you, Lady Fatima Anwar!"

"You?!? Bring charges against me?!? Who do you think that you are?!? You're only a simple little healer that has pestered my servants from day one! What authority do you have to bring charges against me?" Patch walked causally forward towards the Gypsy Regent. "I bring the authority of the Kingdom of The Wetlands. A voice that you could never silence. No matter how much you try to use your gypsy magic's and charms. This populace has come together and realized the error in their ways and they are seeing fit to bring you to justice and as much as I like to say it I'm the hand of justice that will be your deliverance!" Fatima snapped her fingers. "You want deliverance? I will show you deliver-

ance. GO!" As soon as she yelled for the go...Fatima's royal guard flocked upon the fledgling healer.

Her first in the guard, Lythis, came flying towards Patch. "I don't think so!" Patch spun around and pulled out his dagger, stabbing Lythis right in the heart. He then turned to the other guards of Fatima and signaled them to come towards him. One by one they came and failed. Then they all decided to rush at Patch in an attempt to kill him as a group. "Shield!" Patch spun out with a shield on his right arm and a sword in the left. He picked off one by one the guards that Fatima had sent after him. She watched on, her guards falling to the sword of the healer. "This can't be happening. I'm to be defeated by such a lowly peasant? I refuse to have this happen." As the last of her guard fell to Patch's sword, she flew towards him. Patch dropped his shield, pointed at the flying Gypsy and yelled "Fatima Anwar; I stun thee, I stun thee, I stun thee, I stun thee, I stun thee, I stun thee."

When Fatima came out of the healer's power she realized that she was tied down to a wooden stake with the populace looking and gazing upon her. "Fatima Anwar," Grand Inquisitor Little John read the charges. "You are charged with conspiracy against the Crown of the Wetlands, two counts of murder, treason and heresy. You have been found guilty of all of these charges. Your sentence is to be burned alive at the hands of the populace that you beguiled so long ago." Little John moved the populace back away from the stake that was about to be set ablaze by several loyal wizards. "Would my Dear Wetlanders burn me at the stake? You have all fallen under the spell of this evil and corrupt being known to you all as Patch Enada. You must not burn me but burn him. He is the true evil!" Her cries fell on deaf ears. Fatima pleaded with the people not to burn her but it was too late. The first fireball had been thrown into the stack of hay and wood that brought the Gypsy to her death.

"My Fellow Wetlanders, we must look past this time and come around to a new sense of understanding. Pray that our Gods bring us enlightenment, safety, comfort, peace and understanding. Both now and forever more. Amen." Patch commissioned the crowd to go back to their encampments.

"You know Patch, you are no better than Fatima. You committed murder too you know." Patch stopped in his tracks. "Excuse you? Who do you think that you are? Who said that? Make

yourself known to the world and show that you are not a coward." Karnis Sanguine walked out. "You don't think that I would let you get away with killing one of my many children do you? You are no better than she who burnt at the stake. You took my child's life, now I'm going to take yours."

Karnis began to fly towards Patch in the near same manor that his son Lythis had earlier. "Sphere of Annihilation!" A black orb came from the left end of the field where the burning had taken place. It hit Karnis Sanguine just as he reached Patch. "Amraarharhagahhrahghi!" The screams of death and absolvment came from the now non-existent corpse of Karnis Sanguine. Patch looked around and saw that it was Arch Duke Sir Trelath J Mourningwood that had saved his life. "Trelath, thank you. Nothing that I ever do could repay you for what you have done for me." Trelath walked towards Patch. "It's nothing, personal pole arm testers are hard to come by now and you do such a good job. I just couldn't bare to part company with you." The crowd walked away with a reverend silence. They were mourning the departure of a great king. It was something that they would soon not forget.

The populace had been a bit un-nerved over the past few days events. With the death of their beloved king, Chewie Lightguard and the burning of their Regent Fatima Anwar at the stake under multiple charges of crimes against the kingdom, the only person who was left in power was the Kingdom Prime Minister, Viscountess Elora Raven-Goldmoon. She had the task of crowning a new king or queen. This was something that she had hoped not to have to do. But it was inevitable and had to be done.

"People of The Wetlands," The Prime Minister brought the royal court to order. "With the death of our King, we must crown another to lead us. It was the express wish of His Majesty Chewie Lightguard that we crown one of his brothers in arms who was gearing up towards the crown. Would Sir Crom Ironwolf please come before this court?" There were murmurs from the crowd but there was nothing said as the honorable chef came to the head of the court. Sir Crom, you have served this kingdom for many a year now. It is only right that you serve this kingdom at its head. Will you serve this kingdom as your brother in arms Chewie Lightguard has served? Will you serve with honor, nobility, pride and passion?" Sir Crom looked at the Prime Minister. "I will serve in such a manor. I will serve this kingdom." The Prime Minister turned behind her and brought forward the crown.

"Then, Sir Crom Ironwolf, kneel and accept your crown." Sir Crom knelt at the foot of Elora. "Sir Crom Ironwolf, chef of The Wetlands, I crown thee as the King, His royal majesty of The Wetlands. Fellow wetlanders, this is our king, Sir Crom Ironwolf." He turned to face his people.

"Now, it has come time for me to crown a new Regent. Our last one was crowned under false pretenses and now we shall crown a Regent who deserves and will wear his crown with pride and help this kingdom to grow. I want to call Zac before this court." Zac came before the kingdom. "Will you accept the crown of the Regency? Will you lead this kingdom in its arts and its sciences?" Zac didn't even hesitate in his response. "I will accept the crown of the Regency. I would be honored to do so." So, in the near likewise manor that was conducted with him, Sir Crom, King of The Wetlands, crowned his new regent.

Both the new King and the new Prince knew that things would not be the same in The Wetlands, but they were prepared for it. They just had to prepare the wellands for their future.

Patch Enada

Top Ten complications with playing Amtgard aboard the International Space Station:

- 10) Wounding a Leg = not very affective.
- 9) Druid spells = limited choices.
- 8) Shove = requires target to be carrying a can of compressed air.
- 7) Can't throw your weight into a shot. Maybe that's a good thing.
- 6) Fixed Enchantments? *FIXED???
- 5) "You weren't standing still when you cast that spell!"
- 4) Missed arrow shots hitting the WRONG button.
- 3) Hold Person = "What am I supposed to do? Stop floating!"
- 2) Fireballs = they never stop moving. Eventually, they hit everyone.

AND THE NUMBER ONE REASON:

- 1) One Billion-dollar Gate Fee! Well, at least it's not a primitive site.

FIFTY WAYS TO ENJOY AMTGARD MORE

1. Get there early enough to feel relaxed
2. Leave all of your concerns in the car
3. Take your watch off
4. Turn off your cell phone
5. Decide to let nothing bother you for the entire time you are at the park
6. Play like it's your first time
7. Play like it's your last time
8. Use your favourite weapon on your first fight
9. Smile, or better yet, laugh after a bad shot
10. Spar with someone who makes you laugh
11. Compliment your opponent every time he or she makes a great shot
12. Repair some else's weapon
13. Work with your local group to do something for a local charity - food drive, clothing drive, blood drive, etc.
14. Let the group you're frantically trying to beat have an advantage
15. Become your opponent's biggest fan
16. Recognize that the most seemingly insignificant moments for you are a newbie's greatest initial moments in the Game
17. Offer to help someone else unload their equipment, set up, and then pack up at the end of the day
18. Take even the most questionable shot
19. Do something to help out at your local park, be it bringing water, snacks, or providing encouragement
20. Spar with your spouse, and look only for his or her best qualities
21. Give advice only when asked, especially with your spouse
22. Take your children to the park
23. Really see and appreciate the beauty all around you
24. Keep practicing until you perfect a new weapon style
25. Drop your sword on purpose while fighting a newbie
26. Quit taking the Game, and yourself, so seriously
27. Remember, you may be in a position of responsibility, but that doesn't mean you can't still have fun
28. Recognize that if Amtgard stresses you out, maybe you should find another hobby
29. Read a great fantasy or medieval history book
30. Keep a journal of your accomplishments and special moments in the Game
31. Reeve a battlegame
32. Recognize that you don't have to win every fight to be a good Amtgarder
33. Fight the battle of your dreams in your head
34. Lose attachment to the outcome stuck in your head
35. Celebrate the balance between doing well and just being - in Amtgard and in life
36. Play in your bare feet
37. Fight an entire battlegame as if you were a newbie again
38. Focus on the best aspects of the Game
39. Be respectful of others
40. Spar with strangers at every opportunity - you'll end up with more friends that way
41. Aspire to be the best version of yourself at the park
42. Fight in a battlegame with the person who introduced you to the Game as a tribute to them
43. Do something to help make Amtgard accessible for everyone
44. Create a thing of beauty, even if you are the only one who ever sees it
45. Introduce a kid to the Game
46. Think of 10 friends or relatives who could benefit from the Game and then make it a goal to introduce them to Amtgard
47. Give those old weapons to a newbie
48. Take a moment to really appreciate the sunrise or sunset that you normally take for granted
49. Think what a great world it would be if everyone played Amtgard
50. Thank God that Amtgard exists, and that you have the ability to play it

Paraphrase of "Fifty Ways to Enjoy Golf More" by Mark & Chrissy Donnelly from "Chicken Soup for the Golfer's Soul"

Top Knot Grimwulff

I was pleasantly surprised at Quails this weekend on behalf of my Kingdom's populace. I counted sixteen knights of our Kingdom at the event. All of them were every approachable by the populace, and were often in conversation, answering questions for many folks all day. Their voices were heard at the Allthing, making the general view of how the Circle of Knights does things clearer for everyone. I am proud of my circle and hope to see more of this behaviour in the future.

Countess Sir Denah hap Tugruk

