

the call of the
SIREN



*Long
Live the
King!*

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Reign XVII



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Special thanks to everyone who contributed to this and upcoming issues. Keep it coming!



From the Monarchy Outgoing

To the Inmate Population,

First let me say this to everyone. Thank you. This has been one of the most rewarding experiences in not just my Amtgard career, but in my real life as well.

This reign has gone so well, there were very few problems, most of the parks have grown, and I know everyone has had fun.

This is my chance to say “thank you” to everyone who made this reign such a success. Dame Tavi, without you I’m not sure everything would have gone as smoothly as it did. Sir Luke, for making Relic Quest the fun it was. All of Rogue Company, especially Sir Arg and Sir Spyn, they were my support system. Squire Skortch, you have done a better job as Champion than anyone in a long time. Everyone in the Wetlands for taking the theme of this reign to heart and running with it. And last, but certainly not least, my wife Squire Jiffie, for letting me run for King, and supporting me while I did the job.

Now, I’m going to sit back and just play Amtgard for a while, its time for someone else to have the fun.

Thank you,
Sir Jearden Threetoe, Warden
Wetlands Prison Colony



Wetlands Populace:

It seems that my time as your Regent is drawing to a close all too quickly. As I have traveled and visited with all of the parks over the past six months, I have thoroughly enjoyed myself. I was consistently amazed at the ideas and works of the populace of this Kingdom. There is a lot of potential out there and it is refreshing to see the newer faces contributing to the A&S in the Wetlands. I hope to continue seeing these great projects and ideas come to life after my reign is over.



I would like to take the time to thank everyone who helped to make this reign a success. A special thanks to Elissa for all your help, especially running the A&S tourney at Qualls and Cedric for helping with the awesome Collegium site. You guys are worth your weight in gold.

Thanks for allowing me the opportunity to be your Regent!

Tavi Threetoe

Introducing: The King

Populace of the Wetlands!

First, before anything else, let me thank you for the opportunity to lead this great kingdom. It is an honor to serve the best kingdom in Amtgard! I am looking forward to a wonderful, and wonderfully busy reign.

We have a lot in store for this reign. Weaponmaster will be on the 26th of June (location TBA). In July we are hoping to have a kingdom-wide demo for King Arthur. I will have more information on that as it becomes available.

In August we will be introducing a new event to the kingdom. This event will be a lot of fun and I hope will become a new tradition for us. The Royal Birthday Carnival and Feast will be held in late August. There will be games and prizes, and tournaments and a feast in a huge feast hall, so bring your nicest court garb. What's that you say? You don't have nice court garb? Say so now so that we can get you with one of the kingdom's garbers to help you out.

The theme for this reign is 17th Century France, the time of the Musketeers amongst other swashbucklers. So, get out your musketeer garb, your pirate pistols and your best evil French accents and hang on for a great ride! We will be having a series of battlegames held at the major parks in the kingdom, and these games will all be a part of an ongoing story line. So, in order to start things off right, here is the introduction to this reign's RP.

The story thus far:

The prison had an air of apprehension pervading its depths. For several days now rumors of a revolution had swept the cells of the condemned. The Warden had been seen muttering to himself as he paced the halls. He seemed nervous, and the prisoners could smell it as wild animals smell fear.

The prison had been set up 6 months before and The Warden had ruled it with an iron fist. No one knew exactly why the prison had been erected, nor to whom The Warden answered. But, that was all immaterial for the moment.

The prisoner in the cell furthest from the gates knew that the day of his release would soon be near. The Bastille would not hold him much longer, he thought to himself. His imprisonment had been twofold. Not only had he been kept in this pit, this outer circle of hell, but also he had been confined in a deeper, far more personal way.

Most prisoners wear masks. Hiding one's thoughts and feelings was a necessary survival skill. But, for this prisoner the mask was not a metaphor, nor a survival skill. No, for him it was cold, unyielding iron. It was omnipresent and it weighed not just on his neck and back, but on his soul and his every waking thought.

A thunderous crash sounds throughout the Bastille! Voices can be heard first faintly and then growing to a tumultuous crescendo. Steel is heard against steel and the smell of blood wafts through the air. The cells are opened as quickly as possible and the cries get louder.

For the man in the mask the wait is intolerable. He knows he will be the last to be freed. But, will he be freed at all? Will they forget about him? Will he be left alone, to starve? The man behind the mask starts to scream, hoping that someone will hear him. Hoping beyond hope that he too will see the light of day and smell free air once more.

Just as he is getting frantic with worry a man dressed in a Musketeer's tunic and a large brimmed hat comes around the corner. As the man unlocks the door he turns, looks into the eyes of the mask and almost whispers, "This way, your majesty."

To be continued at a province near you...

We will look forward to seeing each and every one of you throughout the reign. Long Live Amtgard! Long Live the Wetlands!

HRM, King Feral Lynn II



From Our New Regent

Greetings, Populace.

Thank you all for showing your faith in my dreams. I won't let you down - in fact, I'm doing even more than I promised on the campaign trail. This reign, in addition to the regular duties of the Regent, I will be following the Monarch on his adventures through the Wetlands, where I will be holding a differently themed A&S competition at each park. The themes are tentatively styled as:

- * **Warriors** - bring out your best, your most original, and safest weapons (shields, too!) If there's enough interest, we may do a separate armour competition as well.
- * **Barbarians** (Native American) - Show off your best creations in all categories, but try to stay related to Barbarians (especially Native American).
- * **Entertainers** - Singing, playing instruments, written and recited poetry and prose, and even instrument crafting!
- * **Pirates** - All pirates, all the time. Arrrr, matey! Let's see yer best pirate flags, pirate garb and pirate weapons. Let's hear some sea shanties and chow on yer best sea biscuits! There may also be an impromptu pirate comedy competition to liven things up.
- * **Flame of Service** - The one requirement for this is that whatever you enter must have flames decorating it, or be a donation to the Kingdom. We'll also accept service-oriented entries. Come out and show off your Wetlands pride!
- * **And many others!!**

The Dragonmaster tourney will be our own mini-olympiad. We strongly recommend you only enter items that will score a 4 or above at Quals, because judging for this will be MUCH harsher. We will have separate judging regimens for novice entries, however, we will allow you to enter anything that has not been entered in a prior Dragonmaster or Olympiad as long as it was crafted in the last year. Additionally, there will be an Iron Dragon team-tournament at this event. Dragonmaster will be held simultaneously with Weaponmaster.

I would like to encourage people to return to the "pomp and circumstance" of past years - to that end, I will be offering prizes to the best decorated table at each feast event throughout our reign. I will be looking for tablecloths, candles, feast gear (yes - bringing your OWN plates and silverware!!), as well as your entire table wearing their finest feast gear.

Watch the Wetlands mailing list for further categories and competitions! Prizes will be offered for first place and honourable mentions at each competition!

This will be a great reign, everyone! I look forward to having a lot of fun, and I hope you do, as well!

In Service,
Minstrel Sir Snicker Furfoot
Regent-Elect of the Wetlands



Treasury Report

Some Treasury News

The treasury was counted—by a machine in a bank—changed to large bills, and moved to a new home with a lock. Several of the money bags were collected, and will be retasked for various treasury duties. I am still organizing the accounts as of this letter; a full report will be made available to the Kingdom later in this next term.

This reign we will incur costs to maintain the Fairgrounds, but most importantly, we have to fix our taxes. I will be consulting professional CPA or Tax Lawyer. If anyone has suggestions, please make them. The taxes and grounds maintenance may be fairly substantial investments of the Kingdom treasury.

Tax Exempt Status

I will be working with the Comptroller's office and the BOD to acquire our tax-exempt status. I have been informed that this can be something of a lengthy process.

Electronic Records

The Kingdom will be moving to an electronic records system, backed by paper, in the next term (prior to Midreign). By next Midreign, I expect the Kingdom to provide entirely electronic statements. We will probably be using the ORK, although you can expect a trial period to include other records systems; this trial period should last for at least 3 to 12 months. I am in contact with Rewth (maintainer of the ORK), and will also attempt to see him at Rakis this summer in order to resolve any needs that our Kingdom may have.

Bank Accounts

The incoming Monarch and I will be acquiring a bank account with Compass Bank post haste. We will be providing information to local monarchs and treasurers concerning local bank accounts. Please expect this information soon.

Web Site

Sir Franchesca of the Emerald Hills (a Wetlander by heart) has been covering the costs of our website for several months. Since this is a cost that has become a necessary part of running our Kingdom, I will be transferring the responsibility of maintaining the finances of this site to the Kingdom of the Wetlands. I would like to extend a grateful thank you to her for the hard work and dedication she has shown to our Kingdom.

Lord Megiddo

Prime Minister, The Kingdom of the Wetlands



Olympiad Results

Well, Olympiad 14 has finally come and gone and my heartfelt thanks go out to everyone who was involved be they entrants in the tournaments or those many people who helped out run such a great event. Without further ado I would hereby announce to all, the winners of Olympiad 14.

WAR RESULTS

The war events saw Seventy Three people compete from Nine different Kingdoms in Five different events.

Single Sword

1st - Sir Spyn
2nd - Sir Brennon
3rd - Ed the Dread

Florentine

1st - Sir Spyn
2nd - Dalos
3rd - Haggis

Sword & Board

1st - Sir Lief
2nd - Syr Sanchez
3rd - Dalos

Open

1st - Sir Lief
2nd - E
3rd - Sir Spyn

Pole

1st - Sir Lief
2nd - Sir Brennan
3rd - Sir Spyn

Overall War

1st - Sir Leif and Sir Spyn
2nd - Sir Brennan
3rd - Dalos 512

CULTURAL EVENTS

This years cultural competition saw fifty people from four kingdoms enter 198 different items. (Scores on a 1 to 10 scale.)

Overall Cultural Standings

Siobhan Uaine-Drgan - 79 points
Lily Sumac - 33 Points
Damion Von Strict - 12 Points

Art Category Overall

1st - Siobhan Uaine-Drgan
2nd - Glenalth Woodwalke
3rd - Glenalth Woodwalke

Construction Category Overall

1st - Siobhan Uaine-Drgan
2nd - Xyi
3rd - Artemis

Written Category Overall

1st - Siobhan Uaine-Drgan
2nd - Randall
3rd - Siobhan Uaine-Drgan

Bardic Category Overall

1st - Sir Elizabeth
2nd - Kether Darksun
3rd - Kether Darksun

Fiber Arts Category Overall

1st - Shadowstorm
2nd - Shadowstorm
3rd - Shadowstorm

Sundry Category Overall

1st - Taly
2nd - Lord Tempest
3rd - Siobhan Uaine-Drgan

Continued on page following photos...

Victory belongs to the most persevering.

Napoleon Bonaparte (1769 - 1821)

Let There Be



Bridge Battle in Crimson Moon



Roger's Raiders don't have
at SpringWar...



Battlegame at Jones Country --
with Sassenachs



Never forget that our
Game is very Physical.
Tar'get displays his new
wicked- war-wound.



Be Action!!!



...e to goloeking for trouble
It found them!



Sparring at SpringWar



Bridge Battle at SpringWar

*For these pictures and more from various
Wetlands Parks and Events, check out
www.printroom.com, username denahhaptugruk.*

Kingdom Quads XVII Results

Kingdom of the Wetlands Qualifications Tournament XVII Results:

Owl

1st Maxam
2nd Zachry

Dragon

1st Snicker
2nd Mouse

Garber

1st Feral
2nd Zachry

Smith

1st Snicker
2nd Spyn

Overall Winners

1st Snicker
2nd Feral

Members of our Kingdom who joined the fray and shared their finest with us are: Zachary ironwolf, Bjorn, Dannyn, DAXON, Feral Lynn, Snicker Furfoot, Dregon Daiwalker, MaXaM Longwing, MissElainEous, Mouse, Shady, Silvertip, Skrotch, Spynthif N'Tan, Tankard Stormcrow, and Tar'get d'Mark.

Warskill results were not available at the time of publication.



Olympiad Continued

OVERALL OLYMPIAN

Unfortunately, no single entrant qualified to the letter of the rules laid out (a minimum of 10 cultural entries and place in at least 2 war events).

There were many people who did however enter both war events and cultural events and of these people it was the Olympiad Staff decision that Dame Lilly Sumac be recognized as coming the closest to achieving this honor.

Again, Congratulations to Everyone who entered, and my heartfelt thanks go out to all that helped run such a wonderful event.

Sir Blackhawk
Autocrat - Olympiad 14

If you think you can win, you can win. Faith is necessary to victory.

William Hazlitt (1778 - 1830)

Lissenup!!! Uncle Luke Speaks

GMR Clarifications from Last Reign. The previous can be found on the Website at <http://www.amtgard-wl.com/library/gmr.asp>

ASSASSIN TRAP QUESTIONS

Q1: If some one is wearing invulnerability does it just take off one point, or is the victim still caught when walking into a trap?

A1: Good question! Sadly, the Handbook offers NO thoughts on the matter. For now (until someone else changes my ruling): Lose one point off the Invulnerability and you're not stuck. Treat it like an Entangle or Hold Person spell.

Q2: After a person hits the their leg 10 times to free themselves, is the trap considered destroyed, needing to be reset by the assassin, or is it still ready to capture the next person?

A2: Wow, again NO insight from the Handbook. No, it's ready to go again. There is no provision for "setting" and "dismantling" traps.

Q3: Are people allowed to destroy traps with weapons and spell balls before stepping into the trap?

A3: You're on a roll, dude! Make me work that Guildmaster title, why dontcha? I gotta say No to this one. Again, there is just no precedent for destroying a trap.

Q4: Debate over Big Monsters stepping on traps is a discussion. Are there monsters that are to big to be snared in a trap? Titans, Dragons, Trolls, Giants, etc are pondering the question.

A4: Well, 6.0 doesn't address this, but 6.12x does. No, Large Monsters, like those mentioned above, are "immune" to Traps. No damage or hindrance to them at all. Likewise, "Flying" monsters (and Wizards) are "immune."

Q5: Can an assassin poison a trap to infect victims?

A5: Nope. Poison is for their weapons only. THEIR OWN WEAPONS!

POISON AND RESURRECTION

The Question: A player is injured by a Poisoned Weapon but is slain before the Poison takes effect. If that person is Resurrected, are they still Poisoned when they return to life?

The answer: No. Poison is not magic and doesn't linger after death like an enchantment does.

MONKS IN SANCTUARY RULINGS

Q: How does the Sanctuary Chant work?

A: Once per life, a 5th or 6th level Monk can activate the Sanctuary ability. Hands must be emptied of weapons and the "Sanctuary" chant must be repeated at least once every five seconds. Monks using this ability may not approach within 20 feet of a "base or flag" (meaning Nirvanas or Game Items), nor are they rendered immune to "battlefield effects" like Flamewall, Fire Trap, etc.

Rulings Continued

The effect ends if the chant stops for more than five seconds (but feel free to be nice about such things ... I mean, if the Monk is being Monk-like and misses a beat or two be kind, but if he's being an ass, then help yourself to bust him over a half-second. Just be sure there is a reeve nearby in case of disputes.), if the Monk picks up a weapon, or if the Monk enters within 20' of a base.

Now, there are some other issues not addressed in the Handbook which have been covered over the years. These are KINGDOM RULINGS, so take heed:

1. Arrows, in and of themselves, are NOT weapons. Neither are uncharged spellballs. A Monk in Sanctuary may carry, pick up, and recover these items without penalty.
2. Monks in Sanctuary may NOT tuck their weapons under their arms. Cheesy stuff, not allowed. Get a scabbard or a belt with some extra room, or just leave them where they fall. Of course, you could always kick them along beside you if you don't want to leave 'em...
3. Monks in Sanctuary may NOT use themselves as a human shield to stop incoming MELEE attacks. Now they can stand around and swat arrows and other missiles all day, but jumping in front of an attacker is NOT within the spirit of the ability ("Monk is unnoticable" remember?) and immediately causes the ability to end.
4. Monks in Sanctuary may not interpose themselves in front of an archer in such a way as to cause the bowman to shoot unsafely. This means don't be an ass and stand two feet away from an archer's face, hollering "Sanctuary" at the top of your lungs and waving your arms like a lunatic. This is not "unnoticable" behavior and immediately ends the chant.
5. Monks in Sanctuary may not touch another players weapons or shield in any way. Period. No grabbing a bow or sword and jerking it around. This is the same type of behavior mentioned in #3 and #4 and immediately ends the chant.

And, yes, I have done ALL of these things in the last eight years of playing Monk. That's why we *have* these clarifications. :)

PER LIFE VS. PER GAME SPELLS

The Question: How do "per life" spells work, as opposed to "per game" spells?

The Answer: I love this question! Okay, it's really easy, and I honestly don't see where ANY confusion could be had. But since it's been asked, and there are no such thing as a "stupid question" ... here goes.

Bubba the Bawdy Bard elects to spend 4 of his 1st level spellpoints on Charm, giving him the maximum of 2/life. Bubba may now cast Charm TWO TIMES on EVERY SINGLE LIFE, regardless of how he died. That means Bubba could cast Charm twice on his first life, his second life, his third life and his fourth life. If he gets a free life from a friendly Monk, he can cast Charm twice on that life, too. If he is Resurrected, and HASN'T used his allotment (2), then any remaining, unused Charms carry over. Resurrect DOES NOT GIVE YOU ANOTHER LIFE, it restores the one you just lost! You DO NOT GET SPELLS BACK IF YOU ARE RESURRECTED! (Sometimes it's better to die and get

Rulings Continued

those Per Lifers back. This is a tactic I use ALL the time.)

Hummer the Happy Healer blows out 8 of her 3rd level spellpoints on Resurrect, giving her a grand total of 8 Resurrects PER GAME. That means she can bring 8 players back to life during ANY POINT in the game. She can spread them out evenly, use them all on one life or use one here, one there, two here and so on, TO A MAXIMUM OF EIGHT TIMES IN THE ENTIRE BATTLEGAME.

PER LIFE MEANS YOU GET THE SPELLS BACK EVERY LIFE.

PER GAME MEANS YOU ONLY GET THE PURCHASED SPELLS ONCE PER GAME, MORE IF YOU BUY MULTIPLES.

SHIELD SAFETY

1. Shields must be as safe as the weapons we use.
2. Weapons must have a cover.
3. Ergo, shields must have a cover. This is not a “gray area.” It is common sense.

I strongly encourage everyone to grow some courtesy when taking to the field. If a Park Champion tells you to cover your shield, then you damn well better cover it, put it away or go home.

I don't mind making rules-calls (heck, I love to push my weight around) but I have been asked like four or five times IN THE LAST SIX MONTHS to make a “kingdom-level ruling” because some jack-ass at a local park won't listen to anyone's rulings but mine. THIS IS TOTAL CRAP AND YOU ALL KNOW IT.

Your Park Safety Officers (whether it be local Monarch or Champion) are there to make the game safe for EVERYONE, not to police one or two people who go looking for excuses to break the rules. Get a grip, people. Get a clue while your at it. If the Champ sez it's not legal, THEN FIX IT. If you don't like it, lump it or shove off. Don't wait for Big Bad Uncle Luke to put his Size 15 down.

69 Songs of the Wetlands

Being a compilation of many songs
suitable for
Bardics, festivals
and other performances.



In publication for a limited time only! Reserve your copy now or purchase one at a local park from Sir Snicker Furfoot.

Gods of the Wetlands



Introducing an old idea with a fresh face: The Gods of the Wetlands. These individuals have been chosen for their contributions to our fair Kingdom and their outstanding personalities. Be sure to watch for more faces from the History of our Kingdom in this growing Pantheon. Who knows -- you may even see them in an Amtgard Gods & Demigods (Take the hint, Luke!)

We present for your edification:

**Sir Fionnghal
nicPhaiden,
Patron of Paladins**

Rendered by Sir Denah hap
Tugruk of the Barony of
Ironwood.

Life Of A Wolf

wondering the mountain path
 watching the stars overhead
 the smell of green trees
 the feel of the earth under your paws
 the thought of the hunt
 the thrill of the chase
 the taste of the meal freshly caught
 the walk to the den
 the love felt for the puppies
 lay down and sleep

tomorrow is another hunt

Composed by Rahnee She-Wolf, Esq. c.2003

Kingdom Officers and Officials

Monarch ----- Feral Lynn
Regent ----- Snicker Furfoot
Prime Minister ----- Meggido
Champion ----- Shady
GuildMaster of Knights ----- Slyddur Rahbet
GuildMaster of Reeves ----- Luke Stargazer



Calendar of Events

<u>Date</u>	<u>Event</u>	<u>Location</u>
June 4-6	Endreign/Coronation	Jones Country
June 18-27	IronMountains Arakis	Cripple Creek, CO
June 19/20	Crimson Moon Coronation	CM
<i>Begins with a Mall Demo. Please contact Stryker for more information.</i>		
July 28-Aug1	Gathering of the Clans	Bonito Lake, NM
Oct 7-10	World Banner Wars	Corsicana, TX
June	WeaponMaster/DragonMaster	TBA
TBA	Relic Quest	TBA
Sep	Midreign	Jones Country
Oct	Knighthunter	TBA
Nov	Kingdom Quals	TBA
Dec	Endreign/Coronation	Jones Country

Far better it is to dare mighty things, to win glorious triumphs even though checkered by failure, than to rank with those poor spirits who neither enjoy nor suffer much because they live in the gray twilight that knows neither victory nor defeat.

Theodore Roosevelt (1858 - 1919)



Points of Contact

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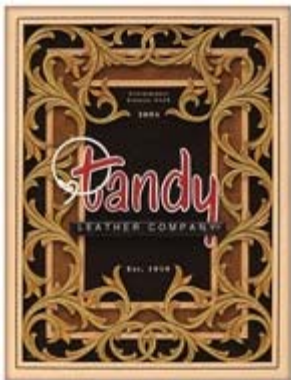
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