

# CARDINAL BICHELIEN

IS LOOKING FOR A FEW BAD MEN

*OTZation*

Could you be one of them?  
Check out the ongoing RP in a park near you!



the call of the  
**SIREN**

Volume 8, Issue 2  
Mid Summer 2004  
Reign XVII



**/usr/bin/w00t**  
© 2003 chaobell

"The Siren v.8 #2" is the official newsletter of Amtgard: Kingdom of the Wetlands and is copyright June 2004. All materials are copyrighted by the individual contributors. Reproduction in whole or part is prohibited without the express consent of the publisher.

Publisher/Editor: Sir Snicker Furfoot (Michael D. Lynch)  
Layout/Design: Sir Denah hap Tugruk (Cathey Osborne)

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





c 2003 Chaobell (sarah@w00t-comic.net) Used with permission. For more of this storyline (and other funny stuff) go to <http://www.w00t-comic.net/20030607.html>



THERE WERE THE 14-YEAR-OLDS WHO JUST CAME OUT BECAUSE THEY THOUGHT IT WAS COOL TO BE ABLE TO BEAT SOMEONE ELSE UP WITH A PADDED STICK, BUT NEVER PLAYED ANYTHING BUT LEVEL 1 WARRIORS BECAUSE THEY WOULDN'T BE CAUGHT DEAD IN GARB. THERE WAS THE MONTHLY SHITSTORM OVER WHO ALLEGEDLY SLEPT IN WHOSE TENT AND BOINKED WHOM AT WHAT EVENT. THERE WERE THE RED WEAPONS WITH BB'S AND SAND AND SHIT POURED IN THE CORE SO THEY'D MEET THAT *FUCKING RIDICULOUS* POUND-PER-FOOT RULE. THERE WERE ASSHOLES THAT DIDN'T THINK TWICE ABOUT POKING YOU IN THE THROAT WITH A MADU AND THEN SCREAMED BLOODY MURDER IF YOUR SWORD GLANCED OFF THEIR SHIELDS AND TAPPED THE SIDE OF THEIR HEADS. THERE WERE SHOT-SLOUGHERS THAT EXPECTED YOU TO TAKE A LIMB OR A DEATH ON A SWING THAT MISSED BY HALF A FOOT BUT WOULDN'T TAKE YOUR SHOTS NO MATTER HOW SOLID-- YOU HIT THE SHOULDER, THEY'D CALL "HAND ON WEAPON"; YOU HIT THE THIGH, THEY'D CALL "FOOT ON GROUND"; YOU HIT 'EM DEAD CENTER IN THE CHEST, THEY'D CALL "GARB"; IF I WANTED TO DEAL WITH DOODZ, GRIEFERS, AND DRAMA JUNKIES, I'D PLAY *FUCKING L/O* IN THE COMFORT OF MY OWN HOME.



# Kingdom Officers and Officials



**Monarch**  
**Feral Lynn**  
**Sterling Dog**  
**Knight of the Serpent**



**Prime Minister**  
**Meggido**  
**Roger's Raiders**  
**(Boarding Party)**



**GuildMaster of Knights**  
**Slyddur Rahbet**  
**Kraken Horde**  
**Knight of the Flame**



**Regent**  
**Snicker Furfoot**  
**Wardancer**  
**Knight of the Flame**



**Champion**  
**Shady Of Shadowkeep**  
**(Get this man some Garb!)**



**GuildMaster of Reeves**  
**Luke Stargazer**  
**Landcrest Company**  
**Knight of the Serpent**

# Calendar of Events

During this, the seventeenth reign of the Kingdom of the Wetlands, being the reign of King Feral the Second, the following events shall occur:

## In the Month of June

18-20	Emerald Hills Coronation		Tanglewood Frst, Silver City, TX
19	Crimson Moon Coronation	CM	Lake Charles, LA
20	Shadowkeep Campaign stop	SK	Lufkin, TX
23-27	Rakis		Cripple Creek, CO
25-26	ApolloCon <a href="http://www.apollocon.org">http://www.apollocon.org</a>		Houston, TX
26	Weaponmaster/Dragonmaster	IW	Kamiersky Park, Conroe, TX

## In the Month of July

7	King Arthur Demo at the Edwards Greenway Palace 24 (Yes, this is a Wednesday)		Weslayan @ 59 in Houston, TX
11	Mordengaard Campaign Stop	MG	Bee Creek Park, College Station, TX
24	Drakenfjord Campaign Stop	DF	Huntsville, TX
28-Aug1	Gathering of the Clans		Ruidoso, NM
30-31	Clan is When?		Tentative - any takers?

## In the Month of August

6-8	CK Midreign		Palmetto State Park, near Luling, TX
12	Taming of the Shrew demo (tentative)		Miller Outdoor Theatre, Houston, TX
21	Carnivale/Feast		Huntsville State Park, Huntsville, TX

## In the Month of September

4	Granyte Spyre Campaign Stop	GS	Memorial Park, Houston, TX
10-12	Midreign - Relic Quest will be the 11th		Jones Country near Colmesneil, TX
25	Stormwall Campaign Stop	SW	Jacks Brook Park, Hitchcock, TX

## In the Month of October

2-3	Texas Renaissance Festival Opens		Plantersville, TX
7-10	World Banner Wars		Tanglewood Forest, Silver City, TX
8	Drakenfjord Coronation	DF	Huntsville, TX
17	Crimson Moon Campaign Stop (Finale!)	CM	Lake Charles, LA
30	Knight Hunter	MG	Bee Creek Park, College Station, TX

## In the Month of November

14	Texas Renaissance Festival Closes (and there was much rejoicing...) (...yay)		
20	Kingdom Quals	DF	Huntsville, TX

## In the Month of December

3-5	Endreign/Coronation		Jones Country near Colmesneil, TX
-----	---------------------	--	-----------------------------------

Further discussion of these events will take place on the Wetlands mailing list. Please note that bids are still being taken for Relic Quest, Midreign and Endreign.

In Service,  
Minstrel Sir Snicker Furfoot  
Regent of the Kingdom of the Wetlands



# Why Events cost \$12, or Where Your Money Goes

Your \$12 goes approximately like this:

Dignitaries, children -----	\$1.12
Castle Fee -----	2.00
Site Fee -----	3.07
Feast -----	4.55
Waivers -----	0.23
Feast Lighting (available just in case) -----	0.15
Gate Tokens -----	0.05

**Total cost, per person: ----- \$11.17**

We can save some money by retaining waivers (a quarter). We could save money by having much less elaborate feasts — but PBJ feasts are between you and your autocrats. I think \$4.55 for breakfast and a brisket dinner ain't a bad price. You could do worse at McDonalds.

Also, remember that we are getting a \*killer\* price on property. You should really expect to spend \$15-\$30 per car just to stay on site. \$3.07 is pretty reasonable. I definitely would not expect this price to come down.

The Kingdom is basically scraping by on these things — I would imagine that any similar event would have roughly the same numbers.

The only real way of reducing costs would be to cut castle use and feast.

I seem to remember just about everyone showing up to both.

In reality, I would recommend moving gate prices up — even as high as \$20 for the weekend, perhaps pro-rated by day, or with feast paid separately.

I know that not everyone is capable of coming up with \$12 - \$20 on top of gas, food, and alcohol for the weekend. However, I am also sure that our numbers are generally showing a negative cash flow, and a negative cash flow operation for a non-profit business is untenable.

Megiddo



# Getting What You Pay For... ... Finally



All those events we have shelled out an extra two bucks for a castle we haven't really had a lot of opportunity to play on (the old one got demolished due to wood ants) is finally paying off. Coronation XVII saw the opening of the Castle at Jones Country to Amtgarders.

While we have not had a lot of close quarter fighting experience, the castle was in all reports, a blast to encounter. It will take some getting used to the new tactics, and the rules of engage-

ment (see below), it promises to heighten the experience for games at this location.

Some of the "new" rules include fighting allowed **ONLY** on the flat platform above, in the hallway and open areas below on the castle structure itself. No fighting on the stairs (Errol Flynn would laugh), and archers or mages only in the turrets. These rules are for the safety of the players and for insurance purposes. The front gate is bashable **ONLY** by shields and shoulders. No battering rams, kicking, or explosives allowed. Even the SCAdians follow these restrictions.



# Color Us B



Hyena learns to walk in her Court Garb...



Oznog represents...



Maggot Cavanaugh obeys to



... and Rahnee waits for it to all be over. Her pillow is calling.



When Sassenachs invade, confused than



# Wolfs!



gh shows proper  
to the King.



they tend to be more  
n we are.



Our Monarch shows his  
fealty in spite of his Outland  
Origins



Drink hearty, matey!



Everyone needs a Scruffy  
Nerf-Herder!

*For these pictures  
and more from various  
Wetlands Parks and  
Events, check out  
[www.printroom.com](http://www.printroom.com),  
username  
denahhaptugruk.*



Silly Dragons in the Kids'  
Quest need love, too. Hug  
your local dragon today!

# IRCA Rulings

Betcha forgot about the IRCA, huh?

For those who are new, the IRCA is the Interkingdom Rules Committee for Amtgard. It's several Kingdoms (though not all) who work together to address grey areas in the rulebook and put them to popular votes in the Kingdom. Those results are then compared on the list, and however the majority of Kingdoms feels the grey area should be addressed is what is passed as an (un)official IRCA Clarification. I say (un) because the IRCA is neither endorsed nor participated in by the Kingdom of the Burning Lands. That being said, much good has come out of the IRCA, and currently, out of 12 Kingdoms, seven are participating in the IRCA. I will post a complete list of clarifications from the IRCA a little later, but first, I would like to present the current round of "issues" that we will be voting on.

How to vote:

You do not need to be a "contributing" member, however, you must be a member of the Wetlands to vote, and all votes must be submitted to Snicker in writing or by email (at [snicker@speakeasy.net](mailto:snicker@speakeasy.net)) before the deadline. Any vote without a name and home park listed will have to be tossed out. When voting, please remember that each issue may be presented with a number of different sides. Rather than just picking "A", you get to vote on "A", "B" and "C" separately, as follows;

"For" - This means that you would like this wording of the clarification to pass and feel that we do or should be playing this way.

"Against" - This means that you would NOT like this wording of the clarification to pass, and feel that we should not be playing this way.

"Don't Care" - This means that you don't care if this wording is passed or not. This vote will not count against the clarification, but will count towards participation in the vote (there is a minimum participation required for each issue)

"Abstain" - means that this issue should not be voted on. Though rare, it has been seen when the member Kingdom did not want the current wording utilized without further review. Enough abstains will cause the issue to be reviewed rather than rejected.

Please do NOT try to reword issues the way you want them to be seen, just vote FOR the ones you like, AGAINST the ones you don't, etc. And please remember to put a vote with EACH wording (a, b, c, etc.) for each issue. There are only 6 issues, but most of them have multiple options (and yes, it's allowable to vote FOR two different wordings if you feel either of them is acceptable.)

Again, please only vote "FOR, AGAINST, DON'T CARE, or ABSTAIN", and save the commentary for another thread. And DON'T FORGET TO PUT YOUR NAME AND HOME PARK, PLEASE =) Thank you.

## IRCA Clarifications Vote (ends July 30th)

Name: \_\_\_\_\_

Home Park: \_\_\_\_\_

1. What is the effect of lightning bolt, fireball, and sphere of annihilation on armor, when the bearer is otherwise unaffected? Is the armor destroyed, or merely ignored?
  - a. Any spellball which “ignores” armor destroys all the armor on that hit location requiring a mend for each point of armor to be recovered.
  - b. Any spellball which “ignores” armor does not affect the armor on the hit location.
  - c. Any spellball which “ignores” armor destroys all the armor on that hit location, but requires only a single mend to repair it to it’s value previous to being penetrated.
  
2. What is the effect of penetration arrow armor piercing arrow, the Dagger of Infinite Penetration and similar items on armor? Is the armor destroyed, or merely ignored?
  - a. Any item which penetrates armor destroys all the armor on that hit location requiring a mend for each point of armor to be recovered.
  - b. Any item which penetrates armor does not affect the armor on the hit location
  - c. Any item which penetrates armor destroys all the armor on that hit location, but requires only a single mend to repair it to it’s value previous to being penetrated.
  - d. Any item which penetrates armor does not affect the armor on the hit location beyond the damage of the arrow.
  
3. What constitutes a “single object” for the purposes of enchantments (and other “single object” target spells, such as Pyrotechnics and Shatter)?
  - a. A single object is defined as all contiguous parts of an item that are connected by any means.
  - b. A single object can only cover a single hit location, for the purposes of this ruling.
  
4. The extra point from 2 point weapons does not carry through on an arm or leg shot.
  - a. Extra damage from a red weapon, warrior improved weapon, flame blade etc only applies for damaging and removing armor, though any damage that goes through the armor will strike the target as normal. One hit from a weapon counts only as one hit regardless of its point value.
  
5. If one “hit” lands on multiple locations, such as a single long sword swing

hitting down the arm and across the back, what counts?

a. A single strike that contacts multiple locations at once counts on all different hit locations.

b. A single strike that contacts multiple locations at once only counts as a single strike to the first location. If there is no "first" location, both locations count.

6. The number of incantations needed for "simulcast" spells and enchantments. I.E. Fireball twenty times to charge four of them or fireball five times to charge four of them.

a. The caster must recite the full incantation for multi-cast and simul-cast magics once for each magic being cast (i.e., multiple spell balls of the same type, or multiple "layers" of simul-castable enchantments).

b. The caster may recite the full incantation for a multi-cast or simul-cast magics only once for any number of the same magics being cast at the same time (i.e., multiple spell balls of the same type, or multiple "layers" of simul-castable enchantments).

In Service,  
Minstrel Sir Snicker Furfoot  
Wetlands IRCA Rep



## Lanyard Guide

This information is being reprinted from 1998. The Bead Color/Award list as Denah recorded it. (Thanks to Anubis, Q, and ches!!)

### Ladder Awards

Rose	red
Jovious	Lightblue
Walker	Gold
Garber	White
Smith	Mettalic black
Owl	yellow
Lion	Light brown
Hydra	Light green
Griffon	navy blue
Mask	Lavendar
Dragon	Green
Flame	Orange
Zodiac	Clear glitter
Reeve Certified	Gold Glitter

### Warriors (separate lanyard)

1-green
2-blue
3-red
4-brown
5-rust
6-grey
7-Orange
8-black
9-purple
10-red w/ yellow stripe





## Gods of the Wetlands

In the illustrious History of our Kingdom, there have been many faces behind the hands that have molded and shaped our ways. Presented for your edification:

**Harlan Quicksteel,  
Patron of Chaos**

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

## 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.



# Musket and Pistol Rules

This is a near complete revision of the rules. Please disregard the previous edition, as these supercede them.

Most of you saw the muskets we had during court at coronation. We will use these during the battles that make up The Cardinal's War. Anyone who wishes to build a musket or a flintlock pistol may use them during these battlegames.

Flintlocks may also be replicas as well. The rules for these unique weapons (unique in that they can only be used during these special battles) are below:

Musket and Flintlock use is limited to the following classes:

Anti-Paladin, Archer, Assassin, Paladin, Scout, Warrior, and Monk

Bards may use them if they mimic one of those classes.

Members of the King's Guard and Cardinals Guard may always use these regardless of class.

## **Musket:**

\*Must be over 5 feet in total length.

\*As a melee weapon it is green (stabbing only).

\*The weapon must be covered in foam padding everywhere and must conform to all other safety standards for any other weapon. The tip **MUST** be stab legal.

## **Pistol, Flintlock:**

\*Must be under 3 feet in total length.

\*Is **NOT** to be used as a melee weapon, though may be used to parry **IF** it conforms to all Amtgard safety regulations for field weapons.

\*The weapon may be a replica flintlock pistol if desired, but this negates the ability to parry with it.

## **Both:**

\*As a missile weapon, a musketball fired "from" a musket or flintlock (ie, thrown) is considered to be a white weapon. The thrown shot must be a purple "spell ball" (made to the usual Amtgard spellball standards, though streamers are not required).

\*A musket or flintlock is used in the following manner: You must stand still while holding nothing but the weapon in your right hand, with nothing else but the "musketball" (purple spell ball) in your left hand. Say "Loading" five times, clearly and audibly enough to be heard up to 50 feet away.

\*After the musket is loaded you may throw the spell ball with either hand (for a musket), or your "off-hand" for a flintlock pistol, while holding the weapon in your other hand. You may not be holding anything else in either hand while doing this.

\*If the spell ball hits any part of your body or your equipment (including shields, weapons, or "worn" equipment or garb) then you are dead.\*Note: Muskets



and Flintlocks are single shot weapons. You may carry any number of musketballs (or muskets or flintlocks), but you may only load and “fire” one at a time.

\* Muskets and flintlocks are considered “fragile”, and may not be fired again if they are struck by any other weapon (yes, this includes intentionally parrying). They can still be used for melee purposes and blocking after that, however, except replicas, which **MUST** be put aside until “repaired”. Weapons “damaged” in this manner may be repaired with a Mend spell, or by counting to 100 at a base or Nirvana.

### **Defenses:**

\* Projectile Protection will protect you from a musketball.

\* Monks may **NOT** block musketballs with weapons or with hands.

\* If the target bears a “Stoneskin” or other invulnerability, a musketball will remove one point from the location struck.

\* Shield of Reflection **WILL** protect you from a musketball (but it will **NOT** “reflect” the attack back at the attacker.)

If there are any questions please feel free to email me.

In Service to the Wetlands,

King Feral Lynn II

\*You down with OPD?\*



## Gryphon

The symbol of Battlefield Honor. It encompasses many things, not the least of which is following the rules, calling your shots, playing fairly and for the good of the many, not just the one.

The Gryphon is a ladder award, with the achievement of ten making one eligible for MasterHood. Masterhood in turn makes one eligible for Knight of the Sword in our Kingdom.

### Artistic Credits

All photos and line art by Sir Denah hap Tugruk; Feature Cartoon by Chaobell  
Knotwork clipart from [www.\\_\\_\\_\\_\\_.com](http://www._____.com); Additional clip art from various sources

# Points of Contact

## Kingdom of the Wetlands (East Texas and Louisiana)

King Feral Lynn

Regent Snicker Furfoot

Prime Minister Meggido

ferallynn@hotmail.com

snicker@speakeasy.net

nhs6080@cs.tamu.edu

## Barony of Crimson Moon (Lake Charles, LA)

Baron Stryker 337.912.9394

Regent Tempest 337.274.6068

Seneschal Morrigan McCru 337.912.4319

strykerofcm@netcommander.com

## Barony of Drakenfjord (Livingston, TX)

## Barony of Granite Spyre (Houston, TX)

Fionnghal nic Phaiden 713.552.0666

fionnghal@chaosbutterfly.com

## Barony of Ironwood (Conroe, TX)

Baron Hafgar Lochneil

Regent Celendril Eldarweave

Seneschal Life Shadow

lordgott@yahoo.com

celendril\_eldarweave@yahoo.com

lifechance@yahoo.com

## Barony of Mordengard (College Station, TX)

## Barony of the Mushroom Shrine (Pasadena, TX)

## Barony of Rogue's Haven (Tyler, TX)

Worrak Darkedge 903-581-7103

Skrotch

worrakdarkedge@hotmail.com

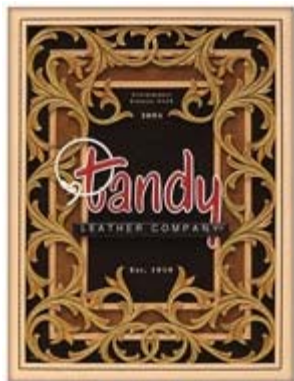
skorchofrogue@hotmail.com

## Duchy of Shadowkeep (Lufkin, TX)

## Duchy of Stormwall (Hitchcock, TX)

Prime Minister DAXON

daxon\_goldmoon@sbcglobal.net



## Tandy Leather Now Back in Houston

James Cook Manager

Phone 281.537.2952

Fax 281.537.5193

Toll Free 866.537.2952

921 FM 1960 West Suite 104-B

Houston, TX 77090

email [houston@tandyeleather.com](mailto:houston@tandyeleather.com)

[www.tandyeleather.com](http://www.tandyeleather.com)