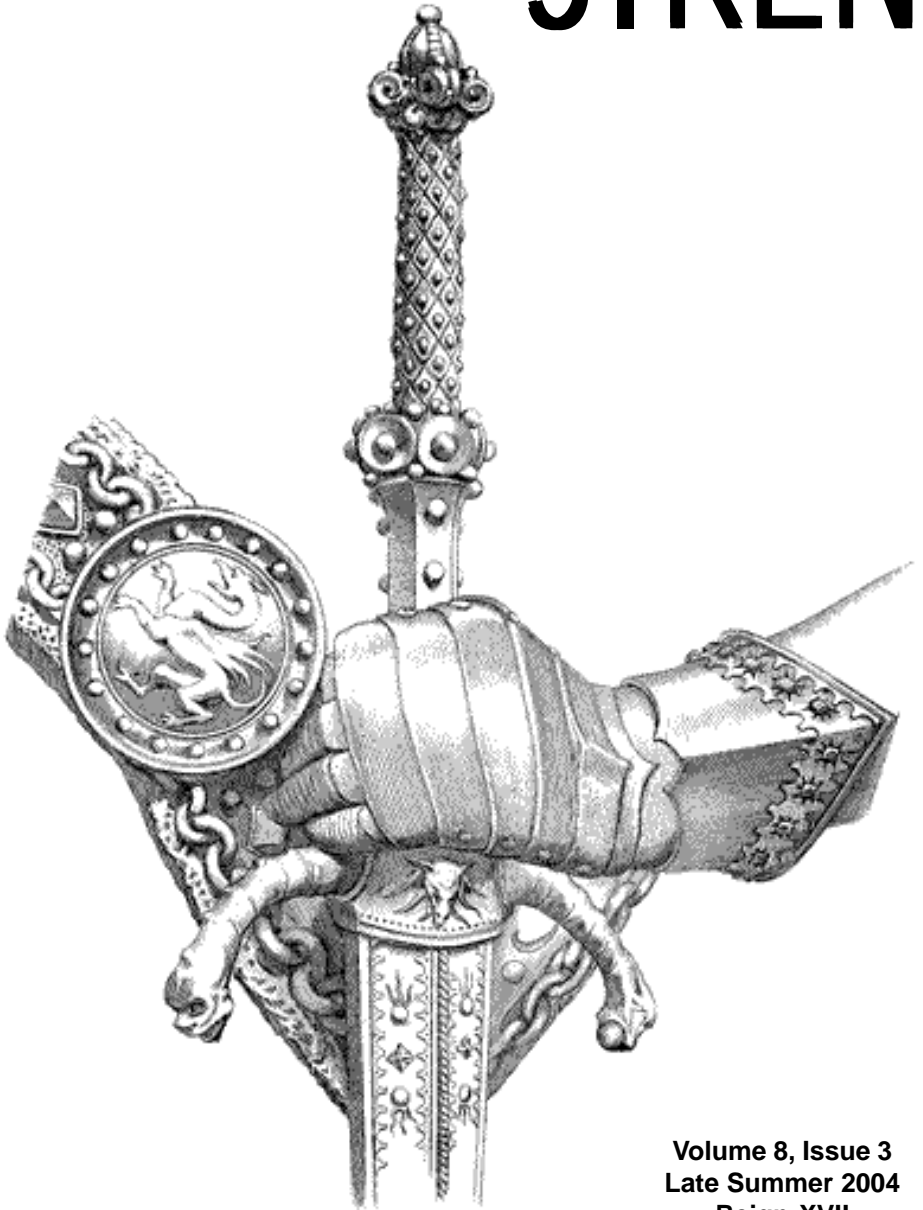


the call of the
SIREN



Volume 8, Issue 3
Late Summer 2004
Reign XVII

King's Notes



Greetings unto the populace,

It is with great pleasure that I see Mid-Reign just around the corner. I have enjoyed the past three months and think we have accomplished quite a bit. I have had an enormous amount of fun traveling throughout the kingdom, enjoying the dream with you and getting even more chances to listen to what needs to be done to make it even better.

In the first half we have had four of the six Cardinal's War stops throughout the kingdom. These were a lot of fun and the events of each episode determined the scenario for the following stop. We also had an amazing movie demo for King Arthur. The turnout for that was great and the free movie didn't hurt either.

We also had what I hope becomes a Wetlands tradition. Summer Carnival was a fantastic event that was a ton of fun. I sincerely hope that, if nothing else, this event remains as a lasting part of this kingdom's legacy.

Looking forward, we still have a lot to look forward to in this reign. There are two more stops on the Cardinal's War. We also have Knight Hunter in late October. This year Sir Vincent is running it. Not only is it a nighttime battle game, but you get to hunt the knights down as well!

And, let's not forget our Inter-Kingdom event coming up in February! Luke Wyngarde is autocrating this event. If there is anything you would like to help with let him know. There is plenty of work to be done to go around. Our goal is to get at least two hundred people in attendance, with at least half of that being from out of kingdom. The more outlanders we get to attend, the more outside money we have in our coffers. That's money that didn't come out of our pockets.

I look forward to the next three months!

In Service to the Wetlands,
King Feral Lynn II

Artistic Credits

Photos by Sir Snicker Furfoot and Sir Denah hap Tugruk. Line art by Sir Denah hap Tugruk. The Fink courtesy of Sir Feral Lynn. Additional clip art from Dover and various sources

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Layout/Design: Sir Denah hap Tugruk (Cathey Osborne)

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



faded Dreams of Past Illusions

by Geatafyx Opiumus Maximus

I can't return to Camelot,
Never to see those old days.
I see it all when I dream a lot,
Images that all drift away.
It's been revealed,
That the hammer's been wield.
Shattering dreams far away.
Merlin sleeps now in Camelot,
To wake to tomorrow's today.
Gwenivier's gone now from Camelot,
Arthur's heart's far away.
Avalon's shores lay far from Camelot,
I know I'll wake there someday.
Of those shores I dream alot,
Walking on a golden bright day.
I can not return to Camelot,
Never to see those old days.
I see it all when I dream a lot,
Images that all drift away.

Saturday, September 26, 1998



Kingdom Officers and Officials



Monarch
Feral Lynn
Sterling Dog
Knight of the Serpent

Regent
Snicker Furfoot
Wardancer
Knight of the Flame



Prime Minister
Meggido
Roger's Raiders
(Boarding Party)

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



GuildMaster of Knights
Slyddur Rahbet
Kraken Horde
Knight of the Flame

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 September

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
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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



Rose

The symbol of service to your Kingdom and the Game. The Rose is bestowed for helping make Amtgard better for everyone, and most recipients work behind the scenes. You don't always see them, but they are there.

The Rose is a ladder award, with the achievement of ten making one eligible for MasterHood. Masterhood in turn makes one eligible for Knight of the Flame.

DragonMaster Results

(On Scoring)

Please remember that the Dragonmaster winner was determined by adding the total of the average score of the highest scoring item in each category. Thus, even if someone entered 12 items that all scored 4.5 (average) in just one category, someone else who scored 4.0 (average) in more than one category will have scored "higher" for the purposes of Dragonmaster. Dragonmaster is intended to show breadth of skill as well as mastery.

Misteslaus came in first with a total of 44.3 (31 items / 9 categories)

Amaranth in second with a total of 13.76 (6 items / 4 categories)

Denah in third with a total of 12.96 (6 items / 3 categories)

The highest scoring item is a tie between Misteslaus' Kiowa Breastplate (an authentic reproduction of an Indian-style chestpiece, made of steer horn, buffalo horn, glass beads, leather and braided nylon) and Misteslaus' song/performance combined entry ("Only in God" - sung to self-accompaniment on harp). Both scored 4.96 average.

Due to insufficient entries, several categories were dropped or combined into other categories. Notably, Owl (Passive), which was combined into Dragon 3D, and Garb (Fighting) which was combined into Garb (general) along with Garb (Court). Garb Accessories were still judged separately. Also, all written entries were combined into a single category ("Written").

The top scoring item from each category:

Owl, Armor - "Kiowa Breastplate" (Misteslaus) - 4.96

Owl, Safe Weapon - "Elven Glaive" (Dughan) - 4.72

Dragon, 2-D Art - "New Beginning" (Denah) - 4.76

Dragon, 3-D Art - "Intarsia Raccoon" ("Pops" Alhern) - 4.68

Dragon, Cooking - "Fat-Free Raspberry Fluff" (Misteslaus) - 4.7

Dragon, Misc - "Red Pillow" (Misteslaus) - 3.9

"Written" - "History of Music...." (Published book by Misteslaus) -4.76

Garb, Accessory - "Squire Belt" (O'Banion) - 4.26

Garb, General - (Tie) "Blue Tunic" & "Priest's Sticharion and Epitrahelion"
(both by Misteslaus) - 4.6

Bardic - "Only in God" (Misteslaus) - 4.96

Thanks to all my judges, and a very special thanks to the populace who showed up and were exceptionally patient since I'd forgotten my paperwork.



GS Does too A&S!

First off, we had only 2 competitors for the Granyte Spyre competition, and neither of them had really “warrior” specific entries, but I did give them both a good “going-over”... I handled all the judging myself, so please be aware that these scores are *NOT* tournament standard (though I feel very few people would disagree with my assessments in these particular cases).

Zane entered his homebrew, which I have to say, even as a non-drinker, I’m rather impressed by. Good robust flavour with earthy undertones, and a kick that’s quite surprising. A very strong 4.5, and worthy of your private attention... if you can snooker him out of a bottle ;))

Anubis, on the other hand, came loaded for bear, with several entries, all of which were worthy of merit. Two publications (one covering battlegames and one covering new monsters) were reviewed by both myself and Luke, and deemed worthy - 3.5 each; a hand-crafted sailing vessel, complete with hand-painted crew and two cannon (an excellent first-attempt at ship-building) got a 4.0; a cute stuffed purple dragon (that darn near got yoinked by Amethyse) was certainly worthy of a 4.0 as well.

And finally, the crown jewel.... (in my opin) Wetlands Monopoly - completely designed and hand-crafted by Anubis himself. (Well, he bought the playing pieces and the little castles for “houses” and “hotels”). This was not a standard Monopoly conversion, either. He went all out in making it unique, including adding several different kinds of card-draw spaces (Guilds), as well as making several land groups of four rather than two or three. Well-designed, looks great, and I can’t wait to play it (as was echoed by several others out there that day). 5.0, Anubis. Winner!



Dragon



The symbol of artistry to your Kingdom and the Game. The Dragon is bestowed for outstanding applications of artistic talents, including drawing, photography, singing, music, cooking, brewing... and the list goes on.

The Dragon is a ladder award, with the achievement of ten making one eligible for MasterHood. Masterhood in turn makes one eligible for Knight of the Serpent.

WeaponMaster, High



"Velvet Skufios" by Misteslaus



Red Dragon Intarsia by
Miss Elaneous



"Paisley Cat" and "Dalmation" by
Misteslaus



"Deacon's Sticharion
and Orarion" by



"Pinto Yearling
Repaint" by Denah



Detail of Spiked Belt by O'Banion



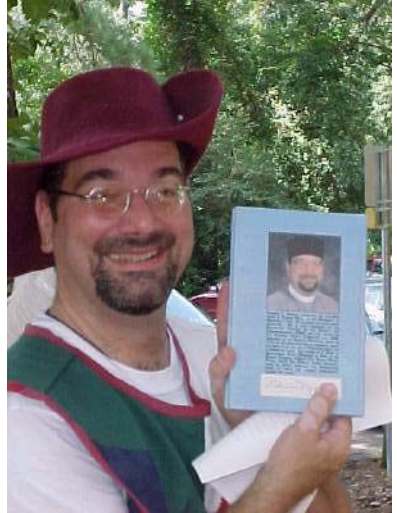
Stormwall Baronial Crown
by Misteslaus

DragonMaster Fights

*WeaponMaster was short,
sweet and to the point --
and so fast no photos
were taken!*



Detail of Raccoon Intarsia by "Pops" Alhern



Our DragonMaster Misteslaus
poses with his book above and
plays a Kiowa tune below..



Misteslaus performing
on his harp.



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

Duelling Codes

From the late 16th Century to the early 18th Century dueling was considered to be a gentlemen's way of settling debts, winning arguments, and relieving wounded pride. For some it was the last resort, an act of desperation. For others it was a past time. Still others were so good that they became duelists-for-hire. And if baseball is the national past time of the United States of America, then dueling was the national past time of the French. No one did it better.

Since the Wetlands has just been released from the Bastille, and since this is 17th century France, dueling must be a part of the reign; if for no other reason than for atmosphere. The following are the rules that shall be in place for those who wish to participate in duels throughout the kingdom.

Dueling Rules

The rules are simple:

1. The regional or kingdom monarch or PM will sanction each duel. Duelists are required to inform one of these officers and each of the duelists are to agree to the duel.
2. Duels are considered Honor Duels. Once the duel has started no other player may interfere.
3. You may not challenge any person who is not of at least equal rank as a duelist. You may challenge above your level, but you may never challenge below.
4. While most duels should be fought with a short sword, choice of weapons (or spells) is strictly up to the person being challenged. The challenger may, once informed of the weapon choice, withdraw his challenge with a slight loss of points (less than losing the duel would cost him, however).
5. It is the responsibility of BOTH participants to inform the local record keeper of the results of the duel.

Initial dueling ratings will be as follows:

- 1-2 Warriors — Rating D
- 3-5 Warriors – Rating C
- 6-8 Warriors – Rating B
- 9 Warriors – Rating A
- 10 Warriors (or Warlord or Sword Belt) – Rating AA

Scoring

- * You win points by winning duels. One point per duel won.
- * If you lose a duel against someone of equal or lower rating you lose a point.
- * If you withdraw at the time of weapons choice you lose ½ point.
- * If you lose against a higher rated opponent there is no loss of points.
- * If you win 5 duels in a row, or accumulate 10 points since your last level, you

move into the next rating level.

* The person with the most points at the time of quals will be the winner. This will be announced during court at Endreign (with something spiffy to go along with it)

Notes for local leaders:

Please submit all dueling information to Sir Feral at Midreign and at quals. If you wish to submit them more regularly please feel free to do so.

Please track the wins and losses and the overall point total for each person on the form in the following email (you will need to make a copy for each park member who wishes to participate)

Restrictions:

* You may only duel against a particular opponent once per week.

* Duels must be witnessed by the PM or Monarch, either provincial or kingdom.

Now, before the duels all begin, let me add something by way of intent here. The intent is for fun, RP, flurbiness, as well as contests of skill. It is my hope to see people dueling and making as big a fanfare as they can with as much fop and roleplayed wounded pride as can be (this is France after all). Roleplay the heck out of it, come up with your own conditions for winning particular duels(first blood etc.), in short, the more you put in, the more you get out.

Let the duels begin!

King Feral Lynn II

you down with OPD?

RedHawk Radio is looking to add new shows to our nightly line up. We currently have slots available in the evenings in blocks of 1-3 hour shifts. We are currently looking for specialty music shows outside of our normal Celtic and Rock genres as well as talk shows. If you are interested in auditioning please send an email to programdirector@redhawkradio.net or redhawkradio@redhawkradio.net

Thank you,
Larin Moonstar
Program Director
RedHawk Radio



Gods of the Wetlands Featuring the Good...

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:

**Vaargard
Melorius
"Vaargawd"
Patron of
White Knights**



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.



the Bad, and
the Ugly...

Margul Lasius
The Demon Who
Would Be King



Slyddur Rahbet
Patron of Lepus



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

CLAN was Small... but Friendly



The Circle of Monarchs Meeting -- at a Clan that was 100% 'Mithris Free'.



Carnival Kudos

In spite of a low turnout (presumably due to the threat of inclement weather), Carnival turned out to be a lot of fun. There are reports of lake-dunkings (Feral, Snicker, Target, Mouse, and more), games (Rescue the Damsel from the Dragon, Ring Toss, Javeline Throw) resulting in new homes for a vertiable host of stuffed animals, and a feast by Crom Ironwolf that knocked the socks off several lucky diners.

Unfortunately, the hard drive containing most of the photos of the event died a heroic death before completing it's mission to deliver the photos (and the souls contained therein) to the Siren. These will have to do...

The High Table



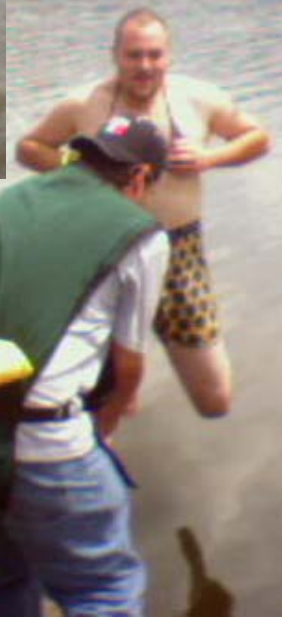
A little more from Carnival



Snickler crooning to the enjoyment of the audience.



Slyddur the way we like him best -- WET!!!



Target taking the plunge. His binkini bra is sporting apples!



The Fabulous Feast Hall



Four Bard Harmony -- and a Half



The Fabulous Feast



Points of Contact

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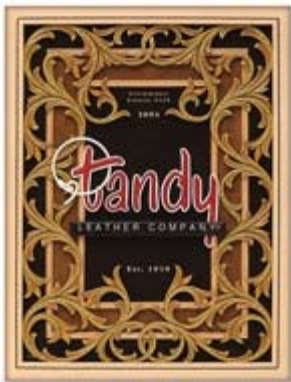
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Duchy of Shadowkeep (Lufkin, TX)

Duchy of Stormwall (Hitchcock, TX)

Prime Minister DAXON

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