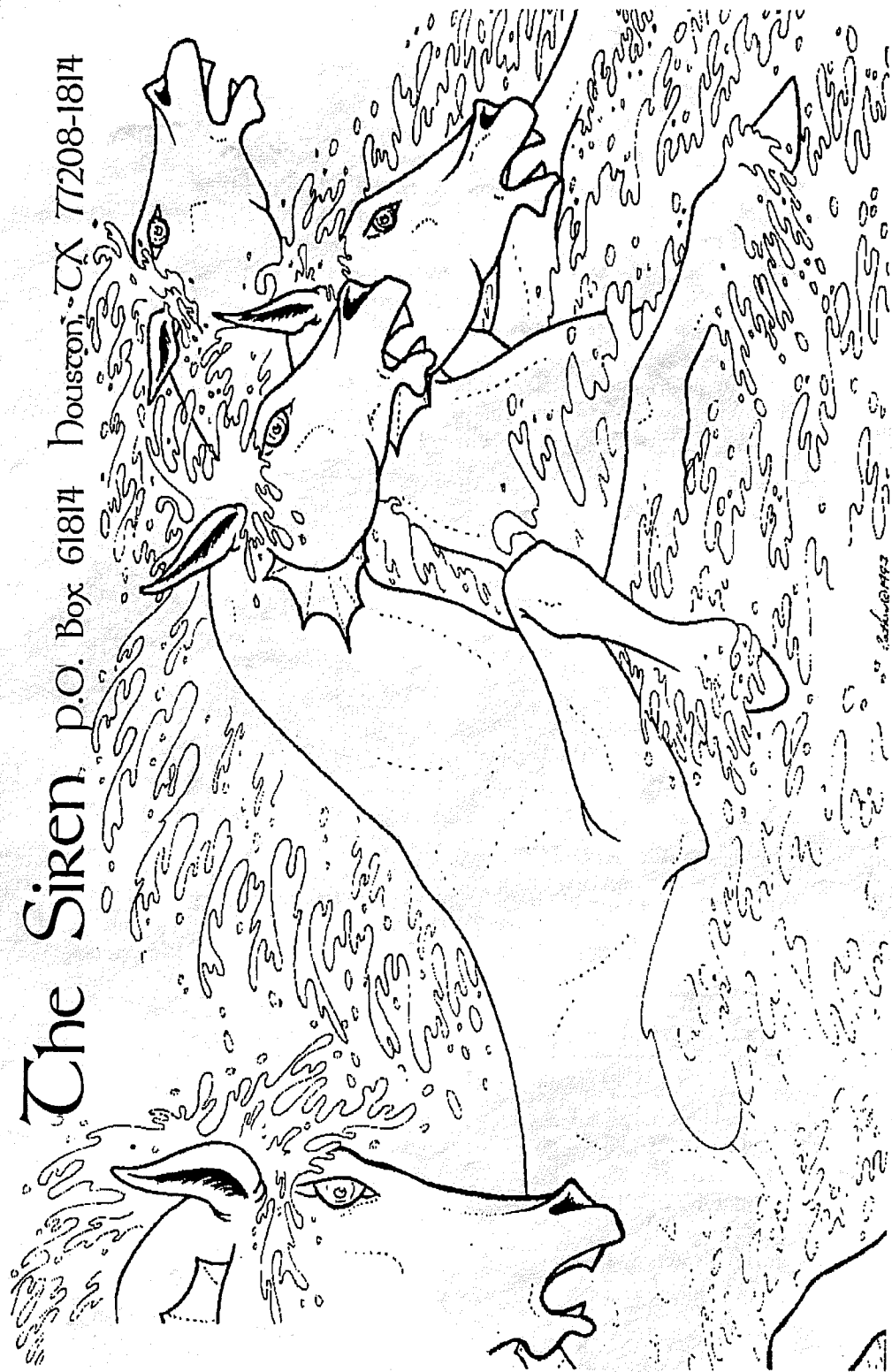


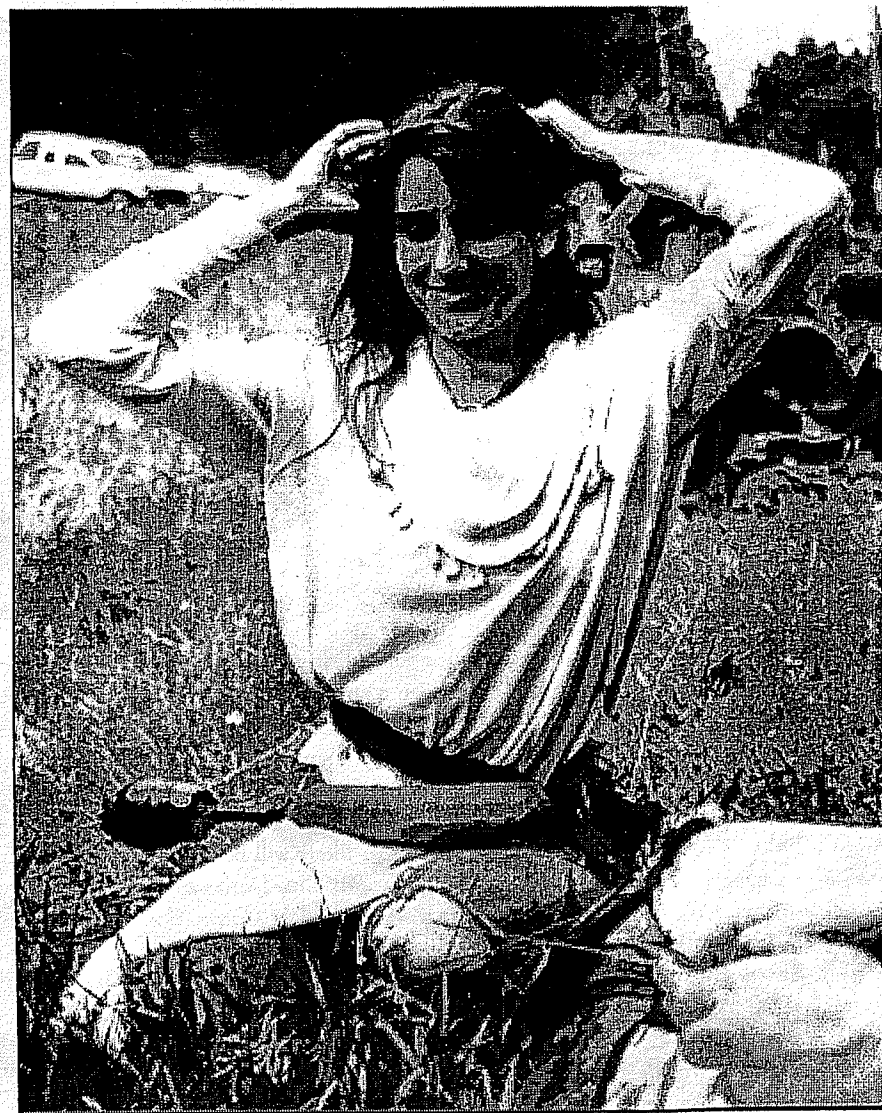
The Siren, P.O. Box 61814 Houston, TX 77208-1814



# The Siren

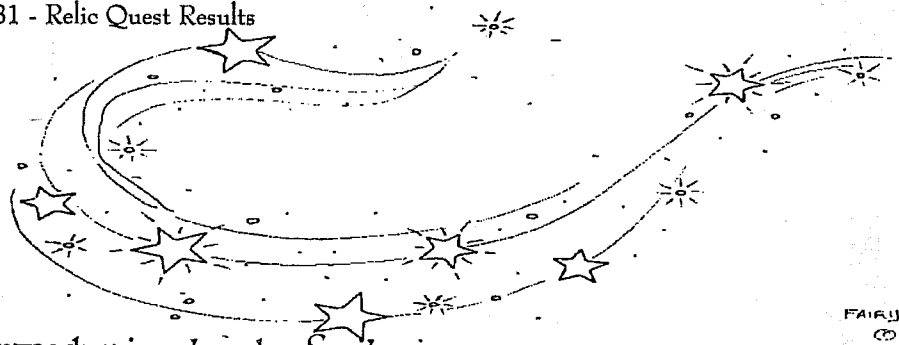
*Second Reign  
of King Sable  
Begins!*

The Kingdom of the Wetlands  
Winter 97-98



# Table of Contents

- 2 - Introduction
- 3 - From the King, King Sable of the Wetlands
- 4 - From the Regent, Lord Lucas Wyngarde
- 5 - Finacial Report from the Priminister, Trehor Ironcross
- 6 - Wetlands News and Gossip
- 7 - Amtgard Calendar of Events
- 8 - Minutes of the Burning Lands BOD.
- 11- Winds of War - Alana Teresa DeMontreaux
- 13 - Proposed Corpora Amendments
- 14 - Bardic 'Bitchin' King by Topknot
- 15 - How to be an Evil Amtgard Company - Sir Vaargard
- 17 - Rules of Combat
- 18 - Bushido vs. Chivalry by Darkangel
- 19. The Anti-Druid - Goodwyn Clu Da'Bard & Biff The Plaid Barbarian
- 29 - Combat Medic - Valeran Holt.
- 31 - Relic Quest Results



## Introduction by the Scribe:

Thanks for bearing with me on waiting for this latest edition of the Siren. I hope it fulfills your expectations. It has been a sheer pleasure collecting all the information and articles to place in this and thanks to all the writers and artists that have contributed. Contained here in is only a small amount of all the information I could put in this issue, which means I will hopefully be coming out with another issue very soon. So for all those who have sent me stuff and it didn't make it in, don't lose hope yet, I will most likely will be holding it over for the next issue. I would especially like to thank Cat, Clu, Darkangel, and that artist that handed me all his wonderful artwork at the last Coronation of whom's initials are D.T. Sorry, I can't find your name anywhere, and I would like to give you credit for all your work. Thanks finally to King Sable for allowing me to serve as Scribe, I hope I don't disappoint you.

Always in service to the dream,  
Fionnghal Nic Phaidin

## From the King:

People of the Wetlands,

Thank you all for letting me wear the big brass hat for another six months. I can't promise I'll be as energetic as I was last reign, but I have experience on my side now. The major change you'll see this reign is we're going to slow things down a bit. It's Winter. It's Cold. Camping isn't much fun at subfreezing, so events are pretty much cut down to one a month, the exception being month of the crown.

Congratulations to Spyn, the new Weapon Master of the Wetlands! I would like to thank Trelath, all the reeves, and everyone else who helped out for making this reign's Weapon Master a success.

This reign's relic quest was definitely a spectacle. Margul and Black company did an excellent job of preparing for the quest, but as anyone who's ran a quest will tell you, things never run the way you want. I saw lots of good role play by the monsters and players alike. It's events like this that make me think the order of the mask shouldn't be a once per reign honor, but a normal ladder award like a smith or a dragon. But, this probably isn't the place for that manner of smack.

Spring War is coming up in a couple of weeks. I would like to encourage each of you to play on the "gold" team during the grand melee. It may not be PC to say so, but the grand melee at Spring War is a mosh pit with foam, not a battlegame. If you have never been to Spring War and you are still curious, go ahead and jump in. Everyone should try it at least once, I suppose. I don't know what it is about these huge interkingdom events, but some of the worst conduct in Amtgard occurs at Spring War and Clan. I expect each of you to conduct yourself in a manner that will not slander the name of the Wetlands. For those of you who like it in plain English, I am not bailing any of your butts out of jail!!

This midreign will feature the second wave of the Mud Bug Invasion. Lucas and I will be calling on each of you to help us vanquish the evil Mud Bug horde. I don't think the horde will stand a chance. Midreign will be held at Ratchiff Lake on March 6th - 8th.

Sir Ches will be hosting this reign's Collegium at Stephen F. Austin State University this April 11th. I will be overseeing Qualls at Memorial Park in Houston on May 9th. Duke Morgan Ironwolf and Roger's Raiders will be hosting Crown Coronation at the Liberty County fairgrounds starting on May 22nd and running through the 24th. More on these events as those dates draw nearer. Until I stop procrastinating and send Fionnghal another letter for the Siren, WE DON'T SUCK!

King Sable Cacophony

## From the Regent:

Unto the Populace of the Wetlands -

Greetings to all! The first third of the Reign is over and I have little but praise for the Artisan's of the Wetlands. Through the course of my Winter Art Faïres, I have been witness to some of the most fantastic examples of Amtgard Arts and Sciences ever assembled! The "premiere" of Griffin "Blackhand" Chambriayne and his awesome ink drawings, Lady's J'Marie and Jade and their talented use of cloth and thread, Denah's multimedia presentations, Tanara's piles of perfected paintings and revolutionary belt favors all of these things and more have proven to me that the Artisan's of the Wetlands are among the finest craftsfolk in the world, let alone our small corner of Amtgardia.

With that in mind, let me encourage everyone in this Kingdom who considers themselves an Artist to get started preparing for Olympiad '98, the Amtgard Super Event that the Wetlands is going to be hosting this Fall. The finest players in all of Amtgard gather together to test each other and see who truly has the finest Warriors and Artisans in all the Lands. Historically, the Elder Kingdoms have swept these events, leaving younger Kingdoms to fight over the scraps. Well, I say the time for that to end is now! There is nothing that the Burning Lands can produce that we can not produce better (and in full color!) I challenge each of you to get busy on whatever Uber-projects you can, and help us show Amtgardia that the Kingdom of the Wetlands might not have been around as long as they have, but we are just as talented and serious about our skills as anyone ever has been.

Also, Spring War (with the Celestial Kingdom) and the Gathering of the Clans (in the Burning Lands) draw nearer. I urge any Wetlander who can, to make the trek to one or both of these annual events. I assure you, will not regret it!

Triple Midreign FOUR is also upon us, in early March. This is the Wetlands Finest Hour, our chance to showcase our hosting ability as the eyes of Amtgardia swivel our way for a short time. If you make no other event this reign, make certain it is this one. It's going to be one for the record books!

With all that said, I would like to close with a word of thanks. My Defender, Draxkull (Casey Jones) lost all his worldly possessions in a fire this past month. The outpouring of assistance and sympathy was overwhelming. Despite our differences, we are still a family (albeit a slightly dysfunctional one) at the heart of it all. From him and myself, I'd like to thank you all for your support and kind words.

I remain,  
In Service Eternal,  
Lord Lucas Wyngarde

## Financial Report from the Kingdom Priminister

Kingdom of the Wetlands Treasury

Starting Balance

802.50

-20.00 Prize for Magic Tourney  
780.50

24.35 Tithes turned in at Qualls  
804.85

27.10 Coronation  
831.95

-30.00 Relic Quest  
861.95

Ending Balance

861.95

While we are on the subject - Many provinces have not yet turned in their tithes to the Kingdom. Please send the required amount to me. (Duchy 20%, Barony 10%, shire 0%) at:

Robert Loughrey  
200 Beall #123  
Nacogdoches, TX 75961

Or just give it to me at Spring war. For the members of your province to be considered dues paid you must have submitted your tithes before the elections. (Next one is at Midreign) Now for the good news - We are working on a new rulebook specifically for the wetlands, as well as an updated corpora, a Directory, a Professions book, and the new Wetlands monster book. Look for all of these to be released soon. Lucas is busting his ass working on many of these publications, and it sounds like he's doing a great job! Also, it has come to my attention, that many people would like some form of official looking document to take to other Kingdoms to show that they do in fact have their credits. I will distribute these to anyone who wants one at Spring war. I will not do it over the net, so if you wouldn't be at spring war, let me know and I'll arrange something.



## Wetlands News and Gossip

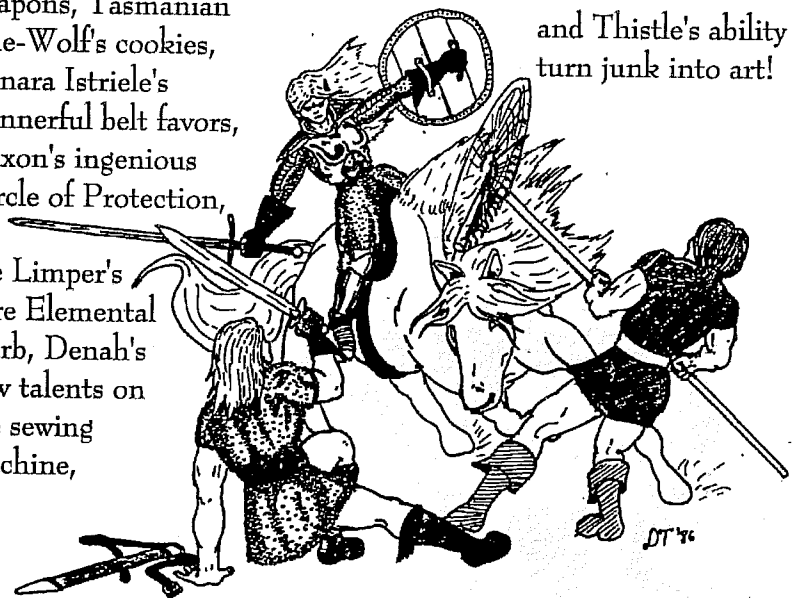
Aria of the Law of the Fist suffered a collision with the BBQ pit at Coronation. She subsequently went to the doctor fearing she had broken an ankle or lower leg. The doctor reported that it's nothing so serious. She has a piece of bone splintered off the shin, which is due to reattach itself. It may leave a lump due to the calcification, but she should be ready to dive back onto the ditch field by the time she's back from holiday. Watch out boys!!!!



Attention folks interested in A&S competitions: the Regent needs to hear from you so he knows there's plenty of healthy interest in the Art Fares. We've seen a lot of great stuff from a lot of folks including Blackhand of Darkmoor's pen & ink work, White Tiger's weapons, Tasmanian She-Wolf's cookies, Tanara Istriele's wunnerful belt favors, Daxon's ingenious Circle of Protection,

and Thistle's ability to turn junk into art!

the Limper's Fire Elemental Garb, Denah's new talents on the sewing machine,



## Amtgard Calender 1998

### FEBRUARY

- 6-7 Shire of Xanadu Coronation  
Where: Killeen, Texas  
Contact: Sir Shanti
- 7 Blorgville's Triple Crown Revelational Party  
Where: Houston, Texas  
Contact: Tom Warmbrodt
- 11-16 Spring War VI  
Where: Burnet, Texas  
Contact: Sir Arion via Sir Shanti  
The 1st Annual Green Dragon Dollar Tourney at Spring War  
Contact: Countess Wings
- 21-22 Golden Plains Crown Quals  
Where: Amarillo, Texas  
Contact: Sir Bag'em

### MARCH

- 6-8 Wetlands Kingdom Midreign  
Where: Lake Ratcliff State Park, Texas  
Contact: Sable
- 6-8 Golden Plains Coronation  
Where: Amarillo, Texas  
Contact: Sir Bag'em
- 15 Celestial Kingdom Quest at Traitor's Hallow  
Where: San Antonio, Texas  
Contact: Sir Shanti
- 22 Golden Plains Weaponmaster  
Where: Amarillo, Texas  
Contact: Sir Bag'em

### APRIL

- 5 Celestial Kingdom Crown Qualifications  
Where: Killeen, Texas  
Contact: Sir Shanti
- 11 Wetland's Collegium  
Where: Stephen F. Austin State University (Nacogdoches, TX)  
Contact: Sir Franchesca
- 24-26 Celestial Kingdom Coronation  
Where: Burnet, Texas  
Contact: Pubear
- 31 Blorgville's Baronial Quals (Tentative)  
Where: Houston, Texas  
Tom Warmbrodt



continued on page 12

# Minutes of the BL BOB

Amtgard, Kingdom of the Burning Lands, Inc.

Board of Directors of Amtgard, Inc., Meeting, December 6, 1997

Present:

Absent:

Mark Willis (Sir Ivar), President

Richard Lawrence Kris Donnelly-

Sasser (Dame Gwynne), Secretary

(Sir Trinity)

Elizabeth Phillips (Squire Savaen), Treasurer

Rickie Strohmeyer (Sir Raphael) J.W. Donnelly (Sir Aramithris) Jeff Glende

(Sir Bolt) Max Brannan (Lord Asmund), Alternate

The meeting was called to order at 4:30 p.m. by Sir Ivar. The minutes of October 4, 1997 were approved as written.

## I. President's Report:

A. Wetland's - "Professional" Classes: Sir Ivar informed the Board that Amtgard attendance credits are being given for so-called "Professional" classes, i.e. as for those classes specifically permitted and listed in the Rules of Play. Following discussion, a motion was made and seconded to wit: inasmuch as such pseudo classes are not officially sanctioned, to disallow persons possessing such credits to play said "Professional Classes" outside their immediate kingdom at inter-kingdom events. Further, no other groups may be compelled to recognize these classes within their groups' spheres of authority. The motion was passed by unanimous vote.

B. Falling Fire - (Tampa, Fl.), Irregular use of Contract: Sir Ivar has spoken with Falling Fire and explained to them that only Amtgard, Kingdom of the Burning Lands may use the "Amtgard, Inc." contract. Falling Fire has agreed to discontinue use of this contract.

C. Germany Groups and Their Request to Increase Monthly Contributions to Cover Expenses. (Specifically of publications): Sir Raphael suggested that these groups be contacted and reminded that, per Corpora, all groups have the right to charge cost plus 10% for publications thus obviating their stated reason for permission to increase member contributions. A motion was made and seconded to remind the groups in Germany of this resource tool and deny their request to increase the monthly contribution amount. The motion passed unanimously.

D. Clan 16 Update: Squire Savaen is autocrat of Clan 16. Tentative date is July 23, 1998 with the final date to be announced by the next board meeting. Sir Ivar stated that a special Clan 16 web page is in the final design phase and will be ready to go on-line when the official date is confirmed.

II. Treasurer's Report: Squire Savaen provided the Board with the October 31, 1997 checking account statement. All expenditures were approved by the Board. A returned check in the amount of \$20.00 was brought to the Board's attention. It was decided that the name and address of the individual who wrote

the check (John L. Bennett, 1238 Kirkland Hill Road, Axtell, Tx 76624) will be published over the net in an effort to notify this person to remit the funds to Amtgard, Kingdom of the Burning Lands.

III. Secretary's Report: Dame Gwynne gave a report on the Quadricentennial event to be held in El Paso on the last weekend in April, 1998 and answered questions from the floor. After discussion, a motion was made and seconded to ratify Amtgard's participation in this event as the "Royalty Guild". The motion passed by unanimous vote.

## IV. Shadowvale Transfer of Kingdom Allegiance:

Sir Aramithris reported on the activities of the Barony of Shadowvale. A motion was made and seconded to wit: Shadowvale, Barony of Dragonspine, located in Alamogordo, New Mexico, by actively seeking sponsorship of other kingdoms without result, has renounced their status under the kingdom of Dragonspine. Per Corpora and by violation of their contract with Amtgard, Inc., Shadowvale, having no kingdom sponsorship, is hereby reduced to the status of shire. The motion passed with vote of 6 to 1 (Ivar opposed) in favor of the motion.

V. Olympiad Five Year Schedule: Sir Aramithris provided the Board with the five year schedule, beginning

1999, for Olympiad, to wit:

1999 Olympiad #9:	Burning Lands	Dame Gwynne, Coordinator
2000 Olympiad #10:	Silver Water	Sir Roger Shrubstaff, "
2001 Olympiad #11:	Dragonspine	Duchess Lyvyndyr, Coordinator
2002 Olympiad #12:	Iron Mountains	Sir Auromax, Coordinator
2003 Olympiad #13*:	Burning Lands	Sir Aramithris, Coordinator

\*Amtgard - 20th Year

The 1998 Olympiad is sponsored by Wetlands; co-autocrats are Dame Kayrana and Dame Topknot.

A motion was made to approve the schedule as presented. The motion passed by unanimous vote.

VI. Dun Bara Transfer of Kingdom Allegiance Request: After discussion, the Board agreed that if Dun Bara secures the written permission of both kingdoms, no action by the Board is required.

VII. Play-testing Dual Classes: Sir Raphael and Sir Aramithris reported that the play-testing the dual classes has proven them viable and eligible for inclusion in Rule Book 6.1.



VIII. Ratification of Board President: A motion was made and seconded to ratify Sir Ivar as President, Amtgard, Inc. Board of Directors. The motion passed by unanimous vote.

X. New Groups: Several new groups have presented signed contracts for approval. In all cases, approval will be forthcoming as soon as the requisite paperwork is completed.

XI. Burning Lands Expenses Through 12/31/97: No extraordinary expenses were foreseen for the remainder of the calendar year.

XII. Update of Burning Lands Checking Account Signature Cards: Sir Raphael and Squire Savaen reported that the new signature cards have been submitted and accepted as previously approved by the Board.

XIII. Old Business: Sir Aramithris reported that the translation of the Rule Book into Spanish is nearing completion under the direction of Sir Roger Shrubstaff. Sir Ivar and Sir Bolt are the contact persons for the translation into French and will report their progress at the next meeting of the Board.

XIV. Other Business:

A. Attendance and Contribution Requirements: Sir Aramithris asked the Board to apply all attendance requirements and contribution paid status for voting eligibility for all upcoming elections in the Burning Lands from this date forward. It was agreed by all present that the Burning Lands, as the founding kingdom of Amtgard, needs to set a firm example of adherence to the Corpora. A motion was made and seconded to enforce strict compliance for voting eligibility in all Burning Lands elections and to convey said requirements to the populace in a timely manner. The motion passed by unanimous vote.

B. Sir Raphael, in his capacity of reigning monarch, provided the required attendance credits for the upcoming elections of Prime Minister, Board of Directors and Monarchy during the period of his reign, to wit: Eight (8) attendance credits since October 26, 1997 to vote for Prime Minister and Board of Directors and twelve (12) attendance credits since October 26, 1997 to vote for the Monarchy in April, 1998.

C. After further discussion, a motion was made and seconded to require that a resume from all individuals running for Board of Directors be submitted to the Prime Minister at least two (2) weeks prior to the Board elections and provided to the populace no later than the day of the elections. The motion passed by unanimous vote.

D. Sir Aramithris informed the Board that there would be a meeting between interested Amtgard members and Mr. Bob Bryan regarding progress reports and updates on Amtgard's participation in the Quadricentennial. This meeting will take place at the University Village Inn on N. Mesa, Monday, December 15th at 7:00 p.m. A motion was made and seconded to provide Mr. Bryan with a copy of these minutes for his records. The motion passed by unanimous vote. It was also noted that anyone having questions regarding this meeting contact Sir Aramithris or Dame Gwynne at 544-0191 evenings or Dame Gwynne at 779-4711 during working hours.

XIV. Adjournment: There being no other business, the meeting was adjourned at 5:35 p.m.

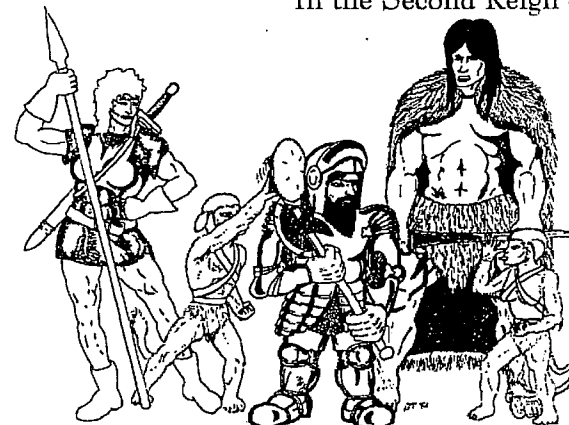
## The Winds of War

Flows from the horizon  
An explosion of cold  
Drawing nearer and nearer  
A hunger and bloodthirsty year.

Some need to turn away  
Leave the fear behind  
Wanting the safety,  
Keeping in turn,  
Others will listen  
Hearing the sound of a winter  
Perhaps instead,  
They seek their own heart  
deeply  
They seek from  
Their soul,  
Bravery  
Beyond all the fear  
The beginning of tales  
Then that have yet to be told.



Alana Teresa DeMontreaux  
In the Second Reign of King Sable the First





## MAY

- 9 Wetland's Crown Qualifications  
Location: TBA  
Contact: Sable
- 7-9 Blorgville's Baronial Coronation  
featuring the First Baron of Blorgville  
Where: Houston, Texas  
Tom Warmbrodt
- 23-25 Golden Plains Midreign  
Where: Amarillo, Texas  
Contact: Sir Bag'em
- 23-35 Wetlands Crown Coronation/  
Endreign  
Location: Liberty, Texas  
Contact: Sable

## JUNE

- 26-28 Arakis IX  
Where: Denver, Colorado  
Contact: Sir Kane

## JULY

- 15-19 Clan XVI Tentative



- Where: Sleepy Grass  
Campground (Cloudcroft, New Mexico)  
Contact: Squire Savaen
- ### AUGUST
- 22-23 Golden Plains Crown Quals  
Where: Amarillo, Texas  
Contact: Sir Bag'em
- 29 Blorgville's Baronial Crown  
Party  
Where: Houston, Texas  
Contact: Tom Warmbrodt
- ### SEPTEMBER
- 4-7 Harvest War IV  
Where: Cedro Peak, New Mexico  
Group: Pegasus Valley  
Contact: Sir ElSpeth
- 5-7 Golden Plains Crown  
Coronation  
Where: Amarillo, Texas  
Contact: Sir Bag'em
- 20 Golden Plains  
Weaponmaster  
Where: Amarillo, Texas



Contact: Sir Bag'em

## OCTOBER

- 9-12 Dragon's Rage III  
Where: Valdosta, Georgia  
Group: Dragon's Keep (Dragonspine)  
Contact: Squire Goldcrest
- 16-18 Interkingdom Olympiad & Wetlands' Coronation  
Where: To Be Announced

## Proposed Amendments from King Sable

A few of amendment ideas to get you all thinking...

1) Guildmaster elections - remove the guildmaster elections from the kingdom ballot. Make the GM elections the responsibility of the current Guildmaster in each guild. Let the guilds each announce their new guildmaster at the end of Quals before the new monarchy is announced.

2) Add/Switch a responsibility of the Champion and GMR. Since it has become an unwritten tradition that the champion does not participate in Weapon Master anyway, make the Champion autocrat of the Weapon Master Tourney. Since the Relic Quests can become Rule Spaghetti really quickly, make the GMR autocrat of Relic Quest instead of Weapon Master.

3) The Circle of Knights may change their section of the corpora (section 11) outside of the Amendment process. Notice that this includes the procedures of the running of the circle and NOT the qualifications for knighthood, nor who may award knighthood. ALSO create a new section for the Circle of Steel and let it be able to be changed by the CoS outside the amendment process. BOTH (CoK and CoS) of these with the restriction that they may not write in any policy that contradicts the rulebook or the rest of the corpora and with the idea in mind that these two sections of the corpora are there only to outline how these two entities operate and not to provide any kind of legislation to populace outside of these two entities. They are kind of mini-charters for the CoK and CoS.

Also, the CoS hasn't really got itself together since last Spring. I think this may be because of some confusion over who is in charge of it. So as an attempt kick the CoS into action, consider this my public charge to my champion at arms to lead the CoS until such time as the CoS can meet to decide how to organize itself.

There will be a CoS meeting at Midreign, Margul is putting this together. If you are a provincial champion or a captain of a fighting company, you need to make sure you or your representative is present at this meeting to represent the interests of your province or company. Everyone who is interested in weapon safety guidelines is encouraged to attend. Everyone is welcome to air their opinions at the CoS meeting, but only the champions and captains may vote. If you have any further questions regarding the CoS please direct them to Margul or myself.  
Sable

# Bardic

## "Bitchin' King"

A Tribute to King Sable Cacophony

By Topknot (parody of "Dancing Queen" by Abba)

You can ditch, you can fight, having the time of your life  
See that guy, watch that scene, he is a bitchin' King  
Friday night and the town is slow  
Looking out for a place to go  
Where they party all night, getting in the swing  
You come in to meet the King  
Anybody could like that guy  
His butt is cute and his smile is bright  
With a bottle of cider, everything is fine  
He's in the mood to ditch  
And when you get the chance

Chorus: *Check out that bitchin' King, young and cute, only twenty-two Bitchin' King, everyone wants to meet him, too You can ditch, you can fight, having the time of your life See that guy, what's his name? Sable Cacophony*

He's the Sweetie of the Smiley Face  
Leaves them laughing and then he's off  
Looking for someone to spar with, anyone will do  
He's in the mood to ditch  
And when you get the chance

Chorus: *Check out that bitchin' King, young and cute, only twenty-two Bitchin' King, everyone wants to meet him, too You can ditch, you can fight, having the time of your life See that guy, what's his name? Sable Cacophony He is a bitchin' King.*



## How To Be In An "Evil" Amtgard Company :

(Edited heavily by Sir Vaargard from "How to be a Cultist")

Recently, Amtgardians have noticed a regrettable decline in the availability and quality of fanatical stick-jocks, cheesy spell-flingers, and willing evil Company recruits. We wish to correct this growing problem by submitting the following general guidelines for evil Amtgard Companies.

1. Pick one Company and stay with it. Dilettantism is the mark of the amateur.
2. Avoid needless embarrassment. Practise the correct pronunciation of your Company's name in the privacy of your own room before chanting it in public. Flash cards are often helpful.
3. Never 'smack-talk' anything bigger than your head.
4. Avoid all cabalistic armor over ten pounds in weight — it attracts unwelcome attention from tourists, policemen, various supernatural creatures, spell-casters, and the opposing team, and can be downright dangerous during thunderstorms.
5. Stuffed animals may not be used in companies. I cannot stress this enough. Pastel-colored beanbags in the shape of cute animals are like beacons to the opposing teams.
6. Always keep your Amtgard emergency kit with you: duct tape, replacement bolts and straps for your shield, needle, thread, Yellow Sign, cabfare, condoms, change, organ donor card, and spare liver.
7. NEVER be the Company that goes to rough up the kingdom good guy(s). Ransacking their tents is probably safe, but going 'round to beat up the good guys

is a sure route to the nearest Nirvana.

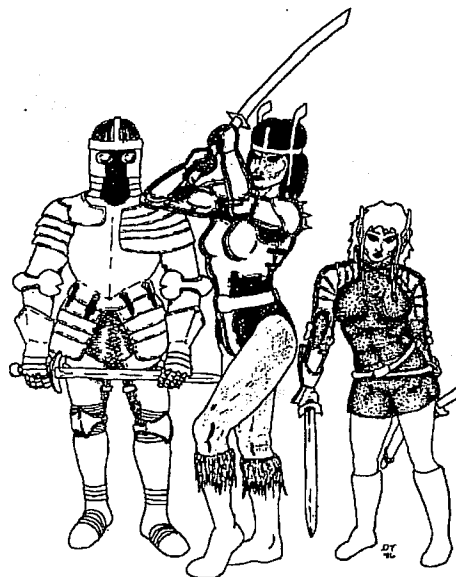
8. When the attempted backstab goes awry, stay away from the kingdom good guys. Enraged good guys always go for the pompous.

9. Don't gloat.

10. If you can't resist gloating, don't reveal your plans.

11. If you do gloat and reveal your plans, don't 'leg-em' and leave the good guy(s) to die slowly. They don't.

12. If you gloat, reveal your plans, and leave the good guy(s) to die slowly, don't have the audacity to look surprised when they knee-run up at the last moment and kick your hiney.





13. The good guy(s) will always show up at the last possible moment to spoil your winning streak. With this in mind, start half an hour early —they hate that.

14. Plan ahead by selecting garb that is easy to run in while still affording ample concealment.

15. Contrary to historical belief, drugs and ditching do not mix. When the %#@&\* comes down, it is vitally necessary to be able to discern between the gibbering monstrosity that is able to send you to nirvana and the gibbering monstrosity that will fade away after a few hours, some B-complex, and a good hot bath.

20. Never play strip 3-man.

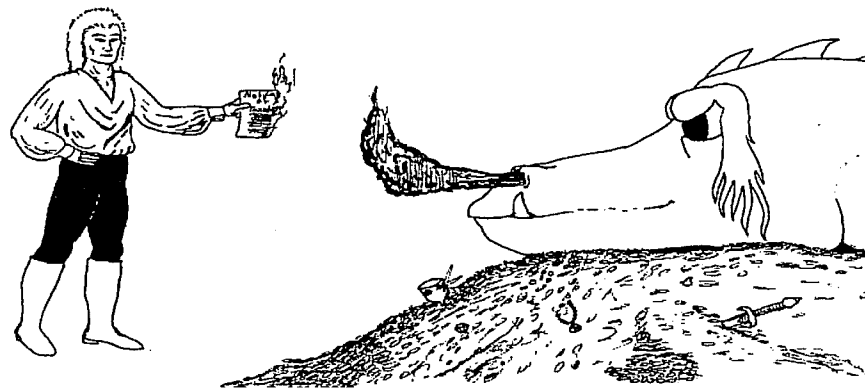
23. Piety and belief are powerful things, and few forces in nature can stand against one who is true to his faith, his God, and his own soul. However, it is also true that the Gods tend to side with the heaviest artillery, so be prepared change sides at the drop of a hat.

24. For those situations where claiming a victory is just not feasible (or even possible), the lower ranks of populace can be fooled by microwaving a previously-frozen chunk of newbie and cleverly jiggling it. However, a mock defeated opponent sculpted from Spam(tin) is right out.



## The Rules of Combat

1. If the enemy is in range, so are you.
2. Incoming fire has the right of way.
3. Don't look conspicuous: it draws fire.
4. The easy way is always mined.
5. Try to look unimportant, they may be low on ammo.
6. Professionals are predictable, it's the amateurs that are dangerous.
7. The enemy invariably attacks on one of two occasions:
  1. When you're ready for them.
  2. When you're not ready for them.
8. Teamwork is essential; it gives the enemy someone else to shoot at.
9. If you can't remember, the claymore is pointed at you.
10. If your attack is going well, you have walked into an ambush.
11. Don't draw fire, it irritates the people around you.
12. The only thing more accurate than incoming enemy fire is incoming friendly fire.
13. When the pin is pulled, Mr. Grenade is not our friend.
14. If it's stupid but works, it isn't stupid.
15. When in doubt empty the magazine.
16. Never share a fox hole with anyone braver than you.
17. Anything you do can get you shot. Including doing nothing.
18. Make it too tough for the enemy to get in and you can't get out.
19. Mines are equal opportunity weapons.
20. A Purple Heart just proves that were you smart enough to think of a plan, stupid enough to try it, and lucky enough to survive.
21. Don't ever be the first, don't ever be the last and don't ever volunteer to do anything.
22. The quartermaster has only two sizes: too large and too small.
23. Five second fuses only last three seconds.
24. It is generally inadvisable to eject directly over the area you just bombed.



*A situation not covered in the night courses on tax collection*

## Bushido vs. Chivalry

by Darkangel

Bushido stresses absolute obedience, whereas Chivalry stresses noble virtue. A Chivalrous knight was expected to be courteous to all lords and ladies, demonstrate fair play, and so on. A warrior of the Bushido was expected to stab helpless women to death if his lord so ordered.

Compassion is not in the Bushido; obedience is.

In Europe, the teachings of the Church tempered war and made it sporting. In Japan, the ruthless practices of the samurai turned Buddhist temples into mercenary camps, and Shinto temples into havens of mercenaries.

The samurai practiced archery as devotedly as the sword, and never considered for a moment that it was anything but prudent to eradicate your opponent from a safe distance. In Europe, military archery was left to the low-born and mercenary.

European knights learned to wrestle. Samurai learned to wrestle opponents into helpless positions and strangle them.

Peasantry armed with muskets eradicated European knights in the Renaissance. Samurai lords banned their peasantry from carrying muskets, and used the muskets themselves to eradicate their rivals.

Musashi notes that he does not care for the musket... because it is prone to dangerous accidents, and too slow to reload.

European knights ransomed noble prisoners for great fortunes. Samurai committed suicide rather than be ransomed or humiliated. Samurai boasted of the sharpness of their swords by how many prisoners of war could be killed in one stroke...

A European knight could honorably defy his lord in the name of the Church of Rome.

The Samurai periodically attacked Buddhist temples that defied their masters' authority.

Samurai sword masters often attacked their students and thrashed them... while the student was sitting on the toilet. The swordsmanship of kenjutsu teaches students to completely remove their pants when defecating, lest their pants tangle their legs if suddenly attacked.

Sword teachers were notorious for hitting their students on the back of the head at random moments, to teach them alertness.



July 1994



What? You've never heard of an Anti-Druid? The following then is the class. A word of warning, this is long, so capture it now and read it later. It's worth it for a good laugh. Yours hardically,  
Goodwyn Clu Da'Bard

④  $\rightarrow$   $\rightarrow$  \_\_\_\_\_

# THE ANTI-ORUIO

Garb: Grey robe, must have tattered belt.

Armor: None. May use shields at loss of magic ability.

**Weapons:** May use some, with loss of magic ability.

Spells: they have a wide variety of unusual magic.

Abilities: [0 to 12 wks] 1) 4 total  
lives. [13 - 24 wks] 1) 1 subtracted  
life (total 3)

[25 - 36 wks] 1) Burn all Trace. \*

[37 - 48 wks] 1) Immune to poison.

## 2) Vulnerability. +

[49 - 60 wks] 1) Immune to Charm.

[61 - 72 wks] 1) Immune to Sleep.

\* Burn all Trace: Say thrice "Burn all trace", Anti-Druid disappears amongst a massive forest fire that is so massive, hot, and bright that any following can't pursue.

Usable once per game, twice if guild master.

+ **Vulnerability:** Being a devout follower in the belief of Entropy, you follow the ideas of death, gloom, and ultimate cosmic destruction. Therefore, a smile shown during battle would cause an internal trauma enough for instant death. Of course, being an Anti-Druid, nothing gets better than death, but nevertheless, they do tend to avoid bards just in case.

### WEAPONS AND COST

Weapon: Max. Size:                      Cost:

Short: 3 feet 2

Long: 4 feet 4

Spear: none 4

Staff: none 2

Daggers: 1 1/2 Ft. 0

Bow:	no crossbow	8
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Shield: small 4

Due to the unique structure of this class, spell points lost due to weapon usage had to be revised to fit the system used by the class to distribute spell points by level. Each level the Anti-Druid gains five spell points that he/she can use on that level or any level lower. Let's say you are a 6th level Anti-Druid which normally has 30 spell points, but you want to use a short sword and a small shield. You must deduct the cost of the weapon multiplied by your level from your total spell points. The sword costs you 6 points (1 x 6), and the shield

costs 12 points (2 x 6), added together you have a total cost of 18 spell points in deductions. This leaves you with 2 spell points per level, or the use to only 1st, 2nd, 3rd level spell with -3 points from 3rd level, which all equal (2+2+2+2+2+2) or (5+5+2)=12 usable spell points.

#### MAGIC FORMAT KEY:

T: Type of magic- S/spell, E/enchantment, N/neutral

M: Materials required

I: Incantation and gestures

E: Effect

R: Range

L: Limitations or Restrictions

N: Notes

#### WHAT IS AN ANTI DRUID?

Creators: Goodwyn Clu Da'Bard & Biff The Plaid Barbarian

Once upon a time, two people stayed up to the early hours of the morning thinking of nothing but impossible character combinations for D&D. Along with a Paladin who couldn't tell

good from evil (and therefore slaughtered a town to save a dragon), a Magic User who didn't believe in magic, a Christian Assassin, and a Bard who was so depressing that he would be catapulted to the other army to sing and help the enemy loose, an Anti-Druid, later named Carlin, would stand out and become legend. As it is well known, Druids have the basic belief in preserving the Earth, and feeding off the life energy that is within all nature. The Anti-Druids looked around one day, and realized a different theory, and came to believe that entropy was in everything. Entropy being that matter breaks down over time if not maintained or upkeep is given from time to time. The Anti-Druids figured that to upkeep things was pointless, since the order of the known universe seemed to be heading to absolute decay and destruction. Anti-Druids then, going with the flow of the world around them and seeing all was going to pot, decided not to fight it, but rather join it. To matter the fact, speed things along and get it over with.

And so, someday you may see a man sitting amongst a green forest with birds all around, and trees teeming with life, and animals scurrying about. The man may have a deathly pale look to him, with grey tattered robes and as he sits there, his gloom face will almost crack as he manages a delightful smile as he meditates. Suddenly, the grass around him grows brown and dies. The birds in the air have strokes and fall dead around the man. The trees wither and die, and fall over. Finally the cute animals scurrying about just stop dead in their tracks. . . literally! Your mystery is over as you realize he is a Anti-Druid, Communing With Entropy.....



#### Spell List

First Level Magic	Uses	Cost	Limits
Cancel	unlimited	0	none
Engulf	1 bolt/U 1	4	

Freeze Weapon	once/life 1	4	
Invis to Dead Animals	once/life 0	4	
Leech Poison	once/life 1	4	
Pain!	once/life 1	6	
Pillelagh	once/battle 1	4	
Rot Wood	once/life 1	4	

Second Level Magic	Uses	Cost	Limits
Anti-Magic Arrow	once/battle 1	1	4
Corpse Skin	once/battle 1	4	

Morph	once/life 1	4	
Pass Disease	once/life 1	4	
Talk to Dead Animals	once/life 0	4	
Tree Fall	once/battle 1	4	

Third Level Magic	Uses	Cost	Limits
Ambidextrous	unlimited	2	none
Depression	once/battle 1	2	

Extension	once/battle 2	4	
Plant Death	once/life 1	4	
Protection from Cure	once/battle 2	4	
Protection from Ice	once/battle 1	4	

Fourth Level Magic	Uses	Cost	Limits
Call Combustion	once/battle 1	4	
Commune with Entropy	once/life 2	none	

Icwall	once/battle 1	4	
Nuke	once/battle 1	4	
Shut Up	once/battle 1	4	
Twin Skin	once/battle 2	4	

Fifth Level Magic	Uses	Cost	Limits
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Create Mud	Unlimited	0	
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Flesh to Sludge	1 Bolt/U 1	4	
Pass Stump	once/battle 1		

Rustblade	once/battle 2		
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Sludge to Stone	once/life 1	4	
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Sixth Level Magic	Uses	Cost	Limits
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Brain Dead	once/battle 2		
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Deathly Speed	Unlimited	1	
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Degenerate	once/battle 2	1	
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Call of the Worms                      once/battle

1                      4

Ice Trap once/battle                      1                      4

Summon Meteor Once/game                      0

1

### MAGIC DESCRIPTIONS

1st Level (Great Anti-Druid)

#### CANCEL

T: Spell

I: Repeat 2x "I cancel my spell".

R: 50 ft.

E: Negates spell.

L: May only be used on own spells.

#### ENGULF

T: Spell

M: Padded bright green "engulfment" ball.

I: Hold ball in left hand, repeat 5x "engulf"

E: Person hit is engulfed by Venus Fly for 300 count.

N: Barbarians are immune to this spell. As healer Entangle.

#### FREEZE WEAPON

T: Spell

I: Repeat 2x "By the power of the lifeless void I freeze that weapon".

R: 20 ft.

E: The weapon is considered useless for a count of 300 or 5 minutes.

L: Works only against weapons not armor or shields.

N: A mend spell will not restore the weapon, however a "new one" may be obtained from Nirvana or the flag.

#### INVISIBILITY TO DEAD ANIMALS

T: Enchantment

M: Strip of grey cloth.

I: Repeat 2x "Nah Nah, you can't see me", Tie cloth on person.

E: Makes person invisible to dead or decomposing animals.

2 Does not work against undead. Does work against other Anti- Druids however, since they are nearly dead already. Lasts remainder of subject's life.

L: So simple, even a Barbarian could carry it.

#### LEECH POISON

T: Enchantment/Spell.

M: Grey cloth.

I: Touch person with rock (as if a leech) and repeat 10x "(sucking sound) poison", tie cloth on person.

E: Makes person immune to the first poison attack due to lack of blood, and can be used to suck poison on a person within a 100 count of being poisoned.

L: Subject becomes weaker. Weapons take half effect, round up.

#### PAIN!



T: Spell.

I: Hold wounded area, repeat once.

"May the power of entropy

Heal thee with great pain.

May the power of entropy

Force out your spilling blood.

May the power of entropy

Crush together broken bones.

May the power of entropy

Jar thy painful wounds.

May the power of entropy

Make you pray for death.

By the power of entropy

Thou hath been healed. (Darn!)

E: Person is healed.

L: Person being healed must scream or act as if in agony.

#### PILLELAGH

T: Enchantment

M: Wooden weapon, grey cloth.

I: Repeat 10x "This weapon to stone", tie cloth to weapon.

E: Wood rapidly dies, rots, and petrifies. Equal to bludgeon spell.

L: Only works on nonmetal weapons.

#### ROT WOOD

T: Spell

I: Repeat 2x "By the power of entropy may that (object) rot".

R: 20 ft.

E: Item is considered useless until mended, dispelled, or taken back to base.

L: Only works on objects made of wood (arrows, bows, spears, axes handles, etc....)

#### 2nd Level (Arch Anti-Druid)

#### ANTI-MAGIC ARROW

T: Enchantment

M: Arrow, grey cloth.

I: Hold arrow in left hand, repeat 5x "May this arrow drain power", tie ribbon to arrow.

E: If arrow hits an object or player, any enchantment carried is drained but no hit point is lost. (Sorry, does not effect relics.)

#### CORPSE SKIN

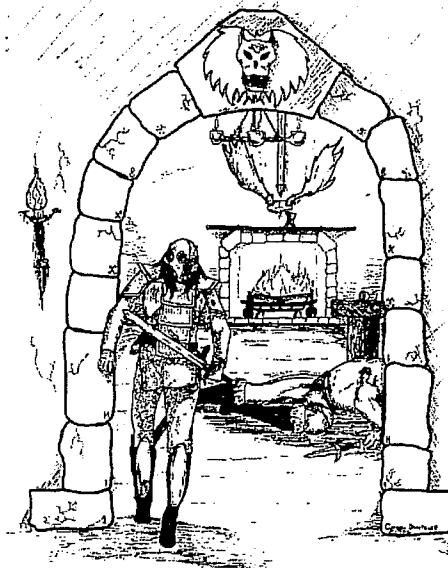
T: Enchantment

M: Person, grey cloth, clod of dirt.

I: Touch person with clod of dirt, repeat 5x "May rigor mortis protect you", attach cloth.

E: Will give person 1 point armor on all parts of body (Consisting of dead skin)

L: It is possible to gain 4 points of armor by this spell. The protection is only from physical attacks, and cannot be used with other armor. Shields may be used.



### MORPH

T: Spell.  
I: Touch broken item with left hand, repeat 10x "Make this item morphed together".  
E: Item is thrown together in demented fashion, no longer damaged or destroyed.

### PASS DISEASE

T: Spell.  
M: Inflicted Person.  
I: Touch person, repeat 5x "Pass on thy illness".  
E: Person then touches someone else and is cursed of disease. The other touched person receives disease instead.

### TALK TO DEAD ANIMALS

T: Spell  
M: Weapon, animal (stuffed, no real animals please), plant.  
I: Hit animal over head and repeat 2x "Now with your head bashed in, Answer my questions my now late friend."  
E: Anti-Druid, not being able to talk to live creatures as a Druid now has ability to communicate and question dead animals. Once again, will not work on undead.

### TREE FALL

T: Spell.  
M: Grey cloth 10' long, Leaves and/or branches.  
I: Lay cloth in straight line, raise hands in air, repeat 10x "Trees tumble down", crush and sprinkle laves or branches.  
E: Creates 10' x 10' impassible wall of dead fallen trees.  
L: This wall can be destroyed by dispel magic, 10 hits with red or blue weapon, or a fireball. If hit by a fireball the wall is treated as a Firewall for a count of 100.

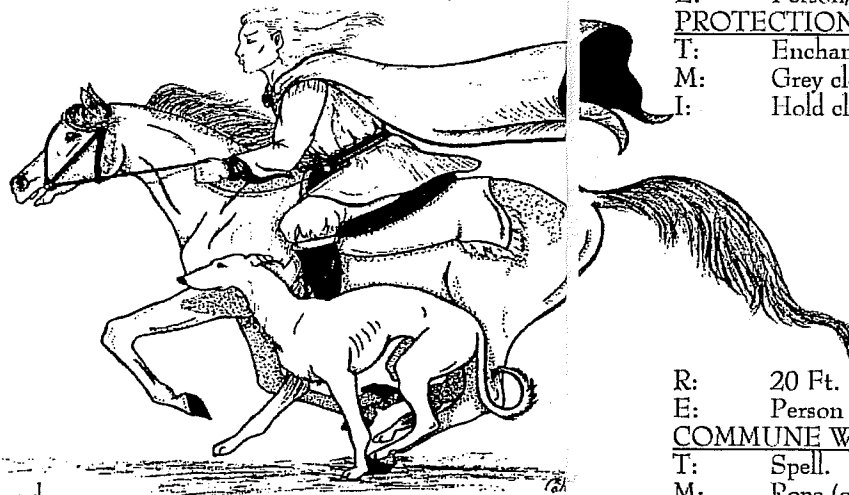
### 3rd Level (Anti-Druid of the Center)

### AMBIDEXTROUS

T: Neutral.  
I: Automatic.  
E: May cast spells with either hand.

### DEPRESSION

T: Spell.  
I: Repeat 5x "By the boredom of my mind I make you depressed"  
E: 1) Barbarians, suddenly wanting to end it all will automatically go berserk and attack Anti-Druid for a 100 count.  
2) Warriors and fighter types, suddenly hating the world and everyone will attack nearest creature(s) for a 100 count.



3) Spell casters (non-fighters) will stand depressed for 50 count, then wander and think about the value of life for 50 count.

L: Monks are immune. Barbarian berserk does not count towards their normal berserk.

### EXTENSION

T: Neutral.  
I: Say "Extension" loudly prior to starting spell.  
E: Doubles range of spell for one use. If spell has no range; gives spell a 20-ft range.

### PLANT DEATH

T: Spell.  
M: Tree or plant/ Rope  
I: repeat 5x "Open up to receive your fate /As this your final breath to take"  
R: 20 ft.  
E: The tree or plant dies, ejects any Druid inside without killing him/her. After finishing spell, Anti-Druid ties a rope around tree to signify the tree being dead. Druids can heal the dead tree and cut rope to revive it.

### PROTECTION FROM CURE

T: Enchantment.  
M: Grey cloth.  
I: Touch person, repeat 5x "I protect thee from cure", tie cloth onto person.  
E: Person/Monster is immune to any form of cure.

### PROTECTION FROM ICE

T: Enchantment.  
M: Grey cloth.  
I: Hold cloth in left hand, repeat 10x "Protection from the element of ice", tie cloth on person.

E: Protects against all forms of ice including iceball and other forms of Anti-Druid ice magic.

### 4th Level - (Anti-Druid of the Inner Circle)

### CALL COMBUSTION

T: Spell  
I: Raise both hands, and repeat 3x "(person), I call for your combustion."

R: 20 Ft.  
E: Person explodes on the spot. Ashes are found later. Nice effect!

### COMMUNE WITH ENTROPY

T: Spell.  
M: Rope (on some occasions).  
I: Sit in cross legged position. Say loudly five times "Commune with entropy (number)". After that, with a smile on your face (only time you can smile beyond third level), simply repeat "Commune with entropy."  
E: Communing with entropy brings about a higher rate of age and decay, affecting all nature and creatures alike (including teammates.) Within the first 20'Ft radius from Anti-Druid, a creature is wounded or protects lost. Armor

does count here as it does not protect against entropy. If a creature approaches in the 10'Ft radius to Anti-Druid, death occurs.

Make sure to tie ropes around any trees or plants in inner 10'Ft radius, to show they decayed and died from entropy.

L: Must be humming or chanting (Commune with entropy), and cannot be holding a weapon or spell is broken. Cannot be closer than 50 Ft to base or flag. Magic will not work against an Anti-Druid do to the effects of entropy.

An Assassin, Archer, etc, could use a projectile weapon that would survive bombardment of entropy (dagger, metal arrow, etc) and attack from outside the entropy 20'Ft. Radius.

#### ICEWALL

T: Enchantment

M: White cloth 10' long, small white pebbles or rocks, white glitter.

L: Lay cloth in straight line, raise hands, repeat 5x "By the power of entropy, I call forth an ice wall".

Sprinkle white glitter.

E: Creates a 10' x 10' impassible wall of ice. Anyone not protected who touches or crosses it will freeze and then shatter. (like liquid nitrogen)

L: Can be dispelled by a dispel magic. Wall will stop missile weapons but not spells.

#### NUKE

T: Spell.

L: Repeat 3x "By the power of entropy, I nuke that (object)".

R: 20 Ft.

E: Object's atoms instantly split, causing a small nuclear explosion, not to mention a small mushroom cloud. (Wielder of object may throw self back due to blast, but this is optional.)

L: May only be repaired by dispel magic. Does not effect bases, relics, game items, or enchanted shields.

#### SHUT UP

T: Enchantment.

M: 25' measure, markers for 25' radius.

L: Set up markers, stand in middle with both hands above head and repeat 5x "I don't want to hear any sound, Speech, or noise in this place".

E: NO speech(talking), or spell casting is allowed in the spell's radius.

L: May be dispelled.

#### TWIN SKIN

T: Enchantment.

M: Person, black cloth, mirror.

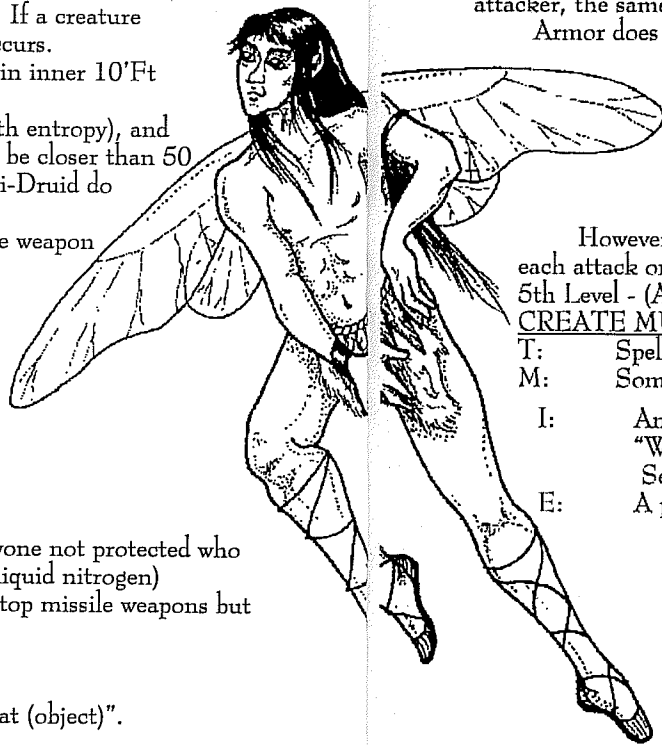
L: Touch person with mirror, repeat 5x

"By the power of entropy, your skin their skin.  
Your pain, their pain."

E: Corsician twin theory in that when the wearer of the "Twin Skin" is hit, the attacker receives the same hit. If user of twin skin is hit in armored area, the attacker is not hurt. However, if the wearer of twin skin is hit by an armored

attacker, the same area will still be effected on attacker.

Armor does not add in for the attacker. (perfect for newbies)



L: Can't be used with other armor, shield can be used. In the case of the attacker, a hit on wearer of twin skin is not mutual when attacker has a magical form of protection.

However, protection will be exhausted as if it were a physical attack with each attack on twin skin user.

5th Level - (Anti-Druid of the Outer Circle)

#### CREATE MUD

T: Spell.

M: Some dirt and simply adding water.

L: Anti-Druid recites:  
"Wasting of the fluid we need  
Seems as clear as mud to me."

E: A pool of mud is created proportional to how much water is

wasted.

L: Though many types of sand and dirt can be used, this does not work well with gravel, concrete, or anything besides dirt.

#### FLESH TO SLUDGE

T: Spell.

M: Orange padded "Sludge" ball.

L: Hold ball in left hand, repeat 5x "Sludgify".

E: Person is turned to sludge.

L: Spell stays in effect until a dispel magic,

Sludge to Stone is cast, or a Heal spell is performed twice on victim. If the ball hits the Shield of Reflection, the Anti-Druid is turned into a Druid, just kidding, actually sludge. Barbarians are immune.

#### PASS STUMP

T: Enchantment.

M: Dead tree, or one symbolically dead with rope around it from the Commune with Entropy or Plant Death actions. Arriving tree (dead or symbolically dead tree are once again needed.)

L: Repeat 5x "Pass stump", Repeat 5x "Arriving"

E: Anti-Druid is transported from one dead tree to another dead tree within game boundaries. Anti-Druid may not be harmed during transfer.

L: Must have location in mind, must tell reeve is asked. Must go straight to destination unless being watched to followed, then may take roundabout path.

#### RUSTBLADE

T: Enchantment.

M: Red (or rust colored) cloth. Edged weapon (blue or red). Sand or glitter

L: Tie cloth to weapon, repeat 10x "Rustblade", sprinkle sand or glitter over weapon.

E: Sword or weapon when coming in contact with a weapon or shield with magical powers will negate and powers of that magical weapon or shield till



recharged. The former magical weapon or shield becomes drained of magic contained, and becomes a normal weapon or shield.

L: Due to the fact that it is a weak rusty blade, the rustblade will shatter after the third hit. Rustblade with not work against relics or game items.

### SLUDGE TO STONE

T: Spell.

I: Hold left hand in air, repeat 10x "Sludge to Stone", touch victim.

E: Person is no longer sludge, but now stone.

6th Level - (Anti-Druid)

### BRAIN DEAD

T: Spell.

I: Repeat 3x "By the power of my mind, your mind is null and void."

R: 50 Ft.

E: Victim may not cast spells or use any abilities of their class, except fighting (primal instinct).

L: Death or Dispel magic removes effect.

### DEATHLY SPEED

T: Enchantment.

M: Any cloth with stripes on it. Color doesn't matter.

I: Tie cloth on self, repeat 3x "I tire of the word entropy, please let me say death"

E: After months of having to say the word "Entropy" in spells and enchantments, the Anti-Druid is given grace to use the word "death" in the place of "entropy". (No more tongue twisters.)

### DEGENERATE

T: - Enchantment.

M: Dead person, orange cloth.

I: Anti-Druid ties the orange cloth on finger and charges Degeneration by saying, "Before you go to the realm of death, I calm decay from your living breath. I'll magnify your time dead by thrice, Now return to the land of silence." Touch already dead player with finger.

E: Victim's time in Nirvana is now increased to 900 count.

### CALL OF THE WORMS

T: Spell.

I: Point at victim, repeat 5x "May worms do the rest".

R: 50Ft.

E: Person dies from worms. (Gruesome picture spared)

L: Monks are immune.

### ICE TRAP

T: Enchantment.

M: 10' diameter white cloth, white pebbles or white glitter.

I: Lay cloth, repeat 5x "By the power of entropy and the cold of the death I protect this area from intrusion". Sprinkle glitter/pebbles.

E: Anyone not protected who enters will be frozen and then shattered.

L: May be dispelled, does not affect Paladins or Anti-Paladins.

### SUMMON METEOR

T: Spell

M: Two Daggers lifted skyward.

I: Anti-Druid repeats: "Across the cold black starry night/ I catch the mighty comet's flight/ Wreathing, controlling of its tail /Gliding, Falling Amongst the gale./ Now through heaven and sky we see/It Strikes it's target. Which is ..... > S Q U I

S H ! <

E: Anti-Druid is smashed instantly after an impressive display of fire and force when the meteor streaks to the grounds, hitting the very Anti-Druid that was trying to summon the meteor. Only the legs sticking up in the air from underneath the large meteor are the only things seen of the mighty Anti-Druid.

L: Strangely only effects Anti-Druid, though anyone in a 20'ft radius are blown away from the impact site of the meteor (similar to a "Shove" spell). Seems the Anti-Druid wanted to demonstrate a masterful way to contribute himself to the cause of entropy.

## Amtgard Atlas Updates!

Well, update time is here again ;) Lots of coronations going on, from what I hear... So, if those of you with web access, and about ten minutes to spare, can hit <http://amtgard.pinkpig.com/atlas> and check out your own land, or Kingdom, or just poke around through some of the links. I try to keep this as updated as possible, but I just don't have the time to visit the home page for every single land (even as few lands that have one!)

So please, check it out, make sure everything is as it is supposed to be, and if it's not? Well - put fingers to keyboard, and let me know! There is an on-line form submission for large updates, or you can just drop me a quick note for smaller ones.

I especially need to have VSR, Mystic Seas, and Goldenvale check your areas - I have not received anything close to a comprehensive list from your lands in quite some time, and I fear the information may be getting a bit stale. Thanks!

Yours in Service, Snicker Furlfoot, Esq. Keeper of the Atlas Dancer of the Way

## Combat Medic by Valerian Holt

Here's a new class that may bring some amusement:

COMBAT MEDIC — subclass of healer and scout

Weapons: Any blunt melee weapons under three feet. No hinged weapons. May only attack with "subdual" blows, except versus Assassins, Barbarians, or people who have injured the Medic in melee combat. See Limitations below for more details.

Shield: Any

Armor: Up to three points.

Limitations: The Combat Medic may never kill anyone in melee combat, with the exceptions of: Assassins, Barbarians, or people who successfully injure the Medic in melee combat. They may deliver subdual blows, but not so many as to kill.

Garb: Must wear white tunic with red cross on it. Must carry bag, sack, or pouch to use any healing/curing abilities.

Level 1 - Nonmagical Heal, 1/game 1 First Aid Bandage Treat Wound, 1/life

Level 2 - Nonmagical Heal, 2/game An additional First Aid Bandage (total 2) Revive, 1/game

Level 3 - Nonmagical Heal, 3/game Cure Poison on other, 1/life Treat Wound, 2/life

The Siren - Winter '98 29

Level 4 - Nonmagical Heal, 4/game White Flag, 1/life Revive, 2/game  
 Level 5 - Nonmagical Heal, 5/game Escape, 1/life Treat Wound becomes Unlimited  
 Level 6 - Nonmagical Heal, 6/game Revive, 3/game Medical Mastery

First Aid Bandage - Identical to Scout Ability of same name. Requires actual white bandage.

Nonmagical Heal - This ability allows the Medic to heal someone (as in the spell) after laboring for 100 seconds (as in First Aid). The Medic may only use this ability on himself 1/game. This is a nonmagical ability.

Revive - This ability allows the Medic to resurrect someone (as in the spell) after laboring for 100 seconds (as in First Aid). If the person has been dead for more than 100 seconds before the Revive has begun, the person is lost forever. People who couldn't be Resurrected (struck by Fireball, Sever Spirit, etc) still may not be Revived. This is a nonmagical ability.

White Flag - This ability allows the Medic to enter into a Commune state (as in the druid spell) while holding no weapons and while holding up a white flag or kerchief. The medic may not engage in combat or move, but may still carry out Nonmagical Heals, Revives, Treat Wounds, and Cure Poisons as normal without interfering with the White Flag ability.

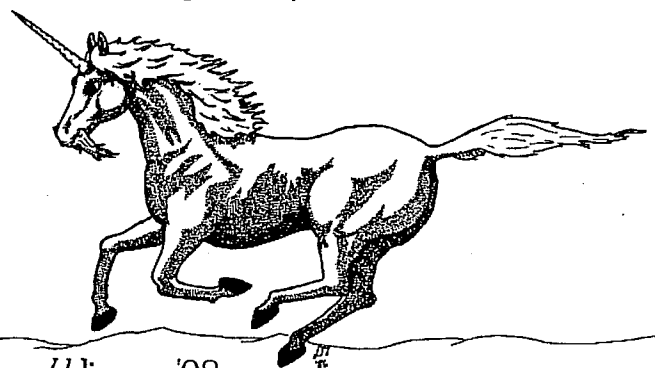
Touching a weapon or moving ends the White Flag immediately. Assassins may still attack the Medic as normal. This is a nonmagical ability.

Escape - The Medic touches a target teammate and shouts "Escape!" x3. The Medic and the target are immediately teleported to their base, as if both had underwent the Druidic Pass Without Trace. This is a nonmagical ability.

Cure Poison - The Medic touches a target player while saying, "Cure Poison" x 10. Cures all poisons. Nonmagical ability.

Treat Wound - Any wound that has been 'healed' by a First Aid bandage (by anyone) may be fully healed, as in the Healer spell, after laboring for 100 seconds (as in First Aid). Nonmagical ability.

Medical Mastery - First Aid, Nonmagical Heal, Treat Wound, and Revive now take 50 seconds instead of 100. Nonmagical ability.



## Relic Quest Results - Lucas Wyngarde

The Relics have been entrusted too:

Amulet of Enchantments - Order of the White Rose

Ring of Power - House Styx

The Homestone - Shannon Songbird, the Butterfly Girl (heh!)

Sword of Flame - Rogue Company

Dagger of Infinite Penetration - Bloodthorns/Stormwall

Odin's Hammer - Volumen the Berserker

Shield of Reflection - Shire of Ravenswood

Congrats to the new holders, may the Relics serve you well. I'd also like to thank Murgul, Torg, Drake, and the rest of the Darkmoor crew for such a good time. Tho' I felt compelled to complain about my tired feet, I still had a great time! Good work!



*Margul getting into trouble after Relic quest*

## Submission Information:

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