

# Herald's Bellow

*The Newsletter of the Valley of the Rising Moon*



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# EDITORIAL

*By Squire Mithius, PM of Rising Moon*

Greetings my fellow Amtgardians! I would like to introduce myself, I am Squire Mithius, current Prime Minister of the Duchey of Rising Moon. This is the first of the newsletters I have had the pleasure to work on. I am hoping to use the newsletters to help us improve the communication within the duchey as well as with Celestial Kingdom. I would like to give you some information on what is going on in the Valley of the Rising Moon.

First, most of you know we have been trying for a good deal of time now to achieve principality status. To do this we were told by the King we needed to send all the record sheets in the duchey for the last six months with an average attendance total of at least sixty members. My lords and ladies after our hard efforts to achieve this next level in our progress to become a kingdom I will tell you this, our Duke came to me on the twenty-seventh day of last month to tell me that he, with the help of Baron Olaf of Dark Valley, completed the averaging and had come up with the average total of . . . . . SIXTY-THREE members average. My friends, it would look that our hopes for principality may be a reality soon.

Next, to all fighting class guildmasters. I have been compiling a list for each guildmaster of all the people in their class throughout the duchey. This is to help the GM's in their helping the people in their class. The list will include the individual's persona, the level they are at and the holding they belong to. My hope is this will increase the way the GM's are able to better their individual classes playing.

I have one last comment to make. I hope to make my term as the PM a prosperous one, where we are all able to not only the duchey and the individual holdings, but the entire game of Amtgard as a whole. My job is to gain and record information needed to help the duchey as well as distributing the information. I hope to help everyone by getting them all the information they need using every resource I have. I hope to hear from people very soon.

## Reagent's Note

Our Reagent, Victoria Oldenburg, has asked me to let people who are interested in being in or just helping any of the Arts & Science guilds that it would be greatly appreciated. Example: the Garber's guild is in need of material for loner garb, if you can let her know.

Awards List Valley of the Rising Moon  
AS OF 4 of April 1997

Antos: Owl, Rose  
Athius: Griffon  
Blade: Owl x10, Griffon x4, Dragon x10, Star x3, Garber x13, Thespian x2,  
Jester, Lion, Hydra, Warrior-Snake, Lord, Baronet, Duke, Master  
Assassin, Master Samurai, Master Dragon, Master Owl, Master Garber, Knight of the  
Serpent, Mask, Walker in the Middle  
Damien: Master Monk  
Darius: Owl x10, Griffon x4, Dragon x2, Walker in Middle x1, Dove, Rose, Thespian, Jester,  
Warrior-Wolf, Lion x3, Lord, Marquis, Master Wizard, Master Owl, Knight of the  
Serpent  
Darwin Rocks: Owl x3, Dragon,  
Doomas: Griffon x2, Dove  
Doomsday: Owl x2, Griffon x5, Lion x4, Rose x2, Jester, Hydra, Master Healer  
Eagleclaw: Raven, Thespian, Rose x3, Jester, Petal, Lord  
Eric Forelone: Dragon, Rose, Garber  
Falcon Dragonclaw: Owl,  
Firewalker: Griffon  
Gabriella: Rose, Lady  
Gaelin: Dragon, Owl x2, Mask, Lion x5, Griffon x8, Rose x2, Thespian x2, Warrior-Wolf,  
Zodiac x3, Smith x4, Viscount, Count, Master Warrior, Master Lion, Knight of the  
Flame  
Godan: Owl x2, Griffon, Rose, Hydra x2, Garber, Petal, Warrior-Boar, Lord  
\*Gwaine: Dragon x7, Griffon x3, Garber x5, Star, Lion x7, Hydra x2, Warrior-Snake, Roses  
x5, Lord  
Gwynth: Owl x2, Griffon x3, Rose, Garber, Warrior-Snake, Dove, Lord, Petal x2  
Isabeau Dunoir: Rose  
Kaia: Owl x2, Dragon x3, Star, Rose x10, Petal, Lion, Warrior-Hawk, Zodiac x2  
Master Healer, Master Rose, Lady, Baronet, Baroness, Countess, Knight of the Fame  
Karl von Rotenhiemer: Dragon, Hydra, Rose, Warrior-Snake, Hellrider, Baron  
Karik: Griffon  
Kicker:  
Kymin Simbarr: Dragon  
Lathius: Lion x2, Griffon x3, Star, Rose, Warrior-Boar, Jester, Dove, Master Deulist, Lord  
Logan: Dragon, Owl, Rose, Hellrider  
Lucas Knothead: Owl, Rose, Zodiac  
Magarathen:  
Maggie McGregor: Dragon, Garber  
Mithius: Owl, Lion, Rose, Dove, Hellrider, Petal  
Mylaia: Griffon, Rose, Garber, Petal, Lady  
Nightstalker: Boken  
Onyx: Dragon  
Orianna: Dragon x2  
Oshido Tanaka: Rose, Garber  
Rasputin: Rose  
Raven Waverly: Dragon, Rose, Garber  
Rock:  
Sularus: Owl x4, Dragon x4, Jovius, Lion x8, Griffon x13, Rose x8, Hydra x4, Warrior-Tiger,  
Lord, Duke, Baronet, Baron, Jovious, Master Anti-Paladin, Master Warrior, Master  
Lion, Knight of the Flame, Knight of the Crown

Sunhudai Singh:  
 Tanya  
 Tiger's Paw : Dragon x2, Griffon, Owl x10, Lion, Master Owl, Master Bard, Master Assassin,  
 Master Druid  
 Toerein: Owl  
 Thomas: Griffon x3, Dove  
 Top Dog: Dove  
 Tyric Magnison:  
 Ulther: Dragon, Broken  
 William McGregor: Owl  
 Valerus : Dragon x4, Griffon, Garher x10, Owl, Warrior-Snake, Master Garher, Knight of  
 the Flame, Lord  
 Zena : Dove

### CLASSIFIED ADS

Wanted: food donated to  
Gaelin's Grog and Grill

Wanted: the head of Seth  
Darkheart. Bring to Striker  
Aspenleaf.

SWM seeking gorgeous young  
 ladies to engage in various  
 acts--in my upcoming play.  
 Sir Avery Aspenleaf  
 Bard Extrorinaire  
 p.s. I've got a large whistle  
 that needs playing.

SWM Warrior SKS honorable  
 WF archer or warrior to  
 poulate Clan Piper.  
 Contact Thomas Piper

Single Japanese Male Seeks  
 Okugata (honorable wife) to  
 further House Jinsai. Must  
 be fertile and pillowable.  
 Contact Lord Godan Jinsai for  
 further information.

Wanted: warriors, wizards,  
 healers, etc. to engage in  
 exciting, prestigious battle  
 against Singing Woode. Contact  
 Sir Olaf Oldenburg, Holder of  
 Dark Valley.

SG (single gnome) SKS female  
 with high-quality parts. Lubrication  
 not necessary, I have my own. Big  
 hooters a must. For my noisemaker  
 machine, that is. What did you think  
 I meant? Contact Drano Drinker the  
 Tinker Gnome.

Do you want a classified ad of your own? Write Lord Godan:

Lord Godan the Assassin  
 c/o Jarin Udom  
 503 20th Ave.  
 Longview, WA 98632

# Come shoot the bull

(not literally please, we only have one)

## at

# Gaelin's Grog and Grill

We offer a wide variety of foods and beverages, to be consumed at your leisure, over conversation or a choice brand of entertainment. All we ask is that all of you fleshy warriors out there please not touch the Dancing girls. Thanx,  
The management



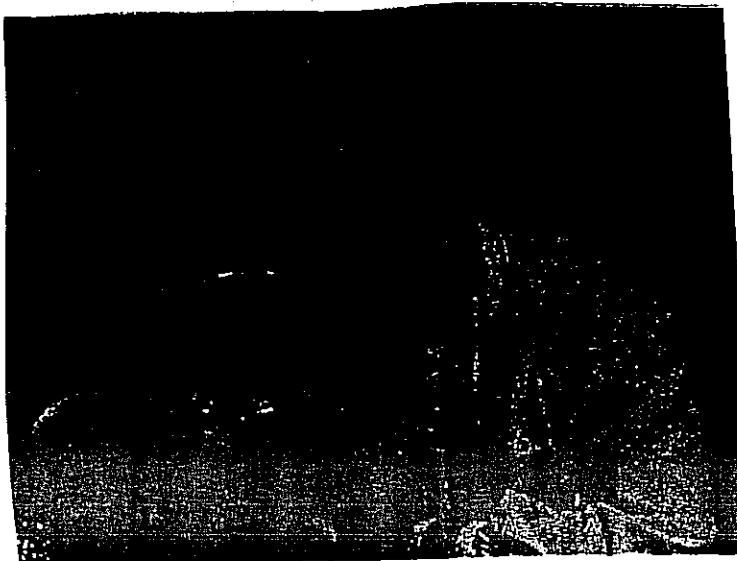
Sir Gaelin Morganson,  
Barkeep

This tavern is set up for all ages, so please come and enjoy. It is all made possible through the efforts of the Rising Moon Brewer's guild. If you enjoy the tavern, let the Brewer's guild know. Don't hesitate to volunteer or or chip in a little extra donation when you have

it.

All weapons will be left at the door except daggers.

Gaelin's Grog and Grill is owned by Sir Avery Aspenleaf, head of the Brewer's guild, and it is ran by Sir Gaelin Morganson, Retired Knight.



Another Happy Customer



Sometimes, though, we get a little riff-raff.

# Kender Etiquette

## A Guide to Treating Kender Nicely

(Without Losing Too Many Possessions)

slightly edited by Lord Godan the Assassin

This VERY IMPORTANT guide is organized thus:

A Kendergarten Course: What is a kender?

Why do I need an etiquette guide to kender?

Some precautions first!

Here's a demonstration... And lessons to be learnt from it

Here's ANOTHER demonstration which you shouldn't learn from

Some Last Notes Especially if you go on the IRC, read this.

## A Kendergarten Course:

If you don't know what kender are... You should be ashamed!!!

What is a kender? A kender is anything that:

- Is less than four feet tall
- Is dressed colorfully
- Is blessed with a really interesting hairdo
- Is totally without fear
- Asks a lot of questions and
- Causes some of your possessions to be missing after you've met him or her.

And now that I see that light of recognition dawning on your face, you're asking...

**Are they dangerous?** Well, um...er... my friend Klipper here is a kender and well, he...um.. Listen, I'm trying to protect myself.

## Why do I need an etiquette guide to kender?

Well...(and here comes that old excuse again)...**Kenders have feelings...**

They really really do...and are so endearing for that (coochie coochie cool uh, where was I?). Kenders are about the most sensitive beings on Krynn, and easily hurt, by insults and cutting remarks and others' indifference to the things they find are important. A sad kender is the saddest, most heartbreaking thing on Krynn to behold (though at the same time, I do think that they sniffle in the cutest manner possible...dragging their feet, quivering their chins, looking forlorn, using your hankkerchief to blow his/her nose--give that back!--and looking like they're in great need of a hug--which they are, but nobody in his/her right mind would hug a kender before taking precautions first...).



# So What Do I Do?

## Some precautions first!

If you anticipate that you will run into kender, do all these:

- Fighters,

That dagger in your boot is NOT safe. Take OFF your bracers. Don't bring your money pouch with you. If you have to (bring it), stashing the pouch in your armor might work, but try something more imaginative, if you can. (Don't ask me WHERE!!! Er...I DON'T wanna know!)

- Mages,

Keep those pouches SECURELY fastened to your belt, put wards on them if possible. If you do put a ward on your pouches you should NOT tell the kender that the pouches have a ward on them. It will only entice the kender into trying to get a hold of the pouches even more. If daggers are up your sleeve, keep your arms folded as long as conveniently possible. Flash your eyes. Look threatening. Exude an awe-inspiring, slightly frightening aura of power, if you can.

- Clerics,

START PRAYING that nothing important goes missing. (That's what you're best at!) It is also always a good idea to hold onto your holy symbol the entire time kender are around. If a kender is travelling with your party, the best thing to do is wear the symbol around your neck, without slack (you know, kinda like a choker--I heard it's quite fashionable to do that in Palanthas these days) so it can not be slipped over your head while you are sleeping--Oops!--I mean, so it cannot slide off your head, and a kender has to come along to store your symbol for safe keeping. Another good idea for you is to use this time to fall into deep reflection and prayer. The kender will most likely ignore you because it gets kinda boring sitting there for hours and hours.

- Everybody,

Take OFF your jewellery, including wedding rings, engagement rings (don't worry about your partner, he/she'll understand and will probably do the same thing under the same circumstances) and anklets (you ask, what will a kender be doing near my ankles? Um...). Don't carry anything on you. In fact, I'll give you the ultimate piece of advice now...

## *The Ultimate Piece of Advice*

The best thing you can do is to take EVERYTHING off you. Approach the kender naked. You will be the **MOST BORING** thing he/she has EVER seen in his/her life, and he/she will leave you alone. Of course, please check the circumstances before trying this out...lest you get thrown into the local prison, to share a small cell with twenty to thirty kender, at least... That may be real charming company to have, but WAY overboard, if you ask me...

~~~~~  
And now we shall have something really useful...

### Here's a real life example...and the etiquette lessons to be learnt from it.

A typical encounter experienced by a kender, this one described by Tasslehoff Burrfoot, himself. (Borrowed from *The Tale That Tas Promised He Would Never, Ever Ever Tell*, by Margaret Weis and Tracy Hickman.)

...Lord Gunthar turned to me.

"Burrfoot, my old friend," he said, putting his hands behind his back. A lot of people have a habit of doing that when we're introduced. "So glad to see you again. I hope the roads you travel have been sunny and straight."



(That is a polite form of greeting to a kender and I thought it very fine of the knight to use it. Not many people are that considerate.)

"Thank you, Sir Gunthar," I said, holding out my hand.

He sighed and shook hands. I noticed he was wearing a very nice set of silver bracers and a most elegant dagger.

.....  
(I said:) "For example, did I ever tell you about the time I was--"

"Excuse me," said Lord Gunthar. "I must go welcome our other guests."

He bowed, checked to see that he was still wearing his bracers, and left.

"A very polite man," I said.

"Give me the dagger," Tanis said, sighing.

To succeed in knowing how to treat kender nicely, study the above encounter closely. There is a lot of lessons to be learnt. It

is obvious that Lord Gunthar was a fine man who knew the rules of kender etiquette, and he left a favorable impression on

Tasslehoff Burrfoot, which, since you're reading this etiquette guide, you must be trying to achieve with kender in general.

## What are the things Lord Gunthar did right?

Things he did right:

- He acknowledged the existence of kender.

He actually LOOKED at Tasslehoff Burrfoot. His eyes did not bounce off like the kender was not even there. This is a BIG thing. Kender are very sensitive about being ignored, and frankly, kender, in any room of people, are actually the ones you should be paying the most attention to...

- He acknowledged the kender positively.

Notice the lack of a sneer, or a disgusted, arrogant look in the eyes. He even spoke in a normal tone of voice, without any hint of derision, or a curl of the lip. His facial control is to be applauded. Please try to achieve the same effects by practicing in front of a mirror.

- He put his hands behind his back.

Well, not the best thing to do, but second best. (see "Ultimate piece of Advice".) Please refrain from suddenly wrapping your cloak tightly about you (it's too obvious, unless you're outdoors in cold weather), taking ten steps back in fear (even more obvious than wrapping yourself in your cloak) or jumping up and fleeing the scene, yelling "Help! Kender!! Thief!!!" (Much too obvious!!!)

- He used a kender greeting.

A proper one, mind you! Not the usual "get away from me, you thief" nor "step back away from me or I'll cut your slimy ears off, you maggot-thief-cutpurse-bigmouth-type small fry thingee" greeting, but a proper kender greeting. I hope the roads you travel have been sunny and straight, I hope your travels have been interesting, I hope your adventures far and wide have been rewarding...etc.

- He shook hands.

Best done under the circumstances described under Ultimate piece of Advice. In this case, it would not have been very practical for Lord Gunthar to have stripped down to his birthday suit, unless he had really been inclined to, that is.

- He declined listening to Tas' story very politely.

Don't say "Shut up!" or "Keep that trap shut!" or "Do you want me to cut that tongue off?" or "Quiet! you bloodsucking insect!" or "By the Abyss, you boob, I've heard that 1000 times already!!!" or "Will you stop talking or do you want this dagger in your scrawny neck", or "Pipe down, you dang doorknob!!!" or...

- He checked his bracers before he left.

Well, I did warn you fighter-types already... In general, always check your possessions before you leave. If you DO find anything missing (which you probably will, unless you've taken the Ultimate piece of Advice), just ask the kender politely if he/she has seen it, and they will return it to you, after looking in their pouches, finding it, and admiring it, and parting with it reluctantly. Speed this

up as first as possible, so you can leave before something else is missing.

Here's **another** real life example which you **should NOT** repeat.

(Borrowed from *Time of the Twins*, by Margaret Wels and Tracy Hickman.)

(A guard, to Tasslehoff Burrfoot) "And who are you, little cutpurse? His manager?"

This was met by roars of laughter from the other guard and nervous high-pitched laughter from Caramon. Then he glanced down at Tas and knew immediately that they were in trouble. Tas's face was white. Cutpurse! The most dreadful insult, the worst thing in the world one could call a kender! Caramon's big hand clapped over Tas's mouth.

.....  
Tasslehoff's ears--the only part visible above Caramon's wide hand--flushed scarlet. Incoherent sounds came from behind Caramon's palm.

.....  
"Cutpurse! As if I were a common thief!" Tas was practically foaming at the mouth...

--end of excerpt--

**NEVER, EVER EVER** call a kender a cutpurse, or thief. The result are as above, or you may also get **taunted**, which gets really ugly... If you cared for the kender, you will apologize straight away, possibly even hug the kender, but only do that if you've taken the precautions or the Ultimate piece of Advice.

## Some Last Notes

They don't mean any harm. They are NOT stealing from you. They will return you your stuff if you ask for them nicely. They may ask a lot of questions, but then again, better getting these questions from a kender than your mother-in-law...

March 1996, Marriat, Kipper Snifferdoo

## How to Construct a Two-Bladed Sword

(note: this was made by me about 12 years ago-Godan)

First you must determine what length you want your sword to be. In this case we will assume that a four foot sword is desired. Obtain a length of 1/2" diameter PVC piping (available at any hardware store) which is 5" less than the final desired sword length. This is to allow for the extra padding which will cover the point and pommel of the sword. Use an ordinary pencil to mark 2" from the end of the pipe on the pommel side. Put your hands on the sword and make a pencil mark to determine the point at which you want the grip to end and the "business section" of the sword to begin. Make another mark 2" toward the point of the sword to allow for the cross-guard. Cut a length of pipe insulation (found at any hardware store, make sure it's the right size for the pipe you're using and that the foam is at least 1" thick on all sides) to cover the length of the sword from the last line you made to 2-3" from the end of the pipe. A good method for securing this is to split the pipe insulation down one side lengthwise (most have a pre-made slit) and tape the insulation directly along the length of the slit to the pipe. Make sure the insulation is secure, then proceed to step 22a.

### Step 22a:

Go to U-Haul<sup>tm</sup> and buy dish packing foam (model C1240) in a package of 1' X 1' tear-off squares. Tear off one square and roll it tightly into a tight roll (from here on known as a "pad log"). Tape the pad log against one side of the pipe insulation along the length of the sword. Continue with other pad logs until a straight line has been achieved up one side of the sword. Turn the sword on its axis 180° and continue up the opposite side of the pipe insulation. Duct-tape securely. Tear off a square of padding and stuff as much as you can into the hollow tip of the sword. Tape securely. Be sure to put tape over the tip of the sword. When you are sure that the tip is taped securely, proceed to step 97c.

### Step 97c:

Prepare two pad logs. Tape together at one end so that the two pad logs are laying parallel next to each other. Place the resulting pad mass on the pipe so that one pad log is on each side of the pipe and both are perpendicular to the pipe. Slide up to base of the pipe insulation and tape perpendicular to the pipe. Cut crossguard to desired length and cover with duct tape, making sure the crossguard does not slide or twist when you shake the sword. When crossguard is secure, proceed to step 107b.

### Step 107b:

Cut a four inch length of pipe insulation and tape at the first line you drew in step one with 2" extending past the end of the pipe. Split the insulation and tape similarly to how you taped the pipe insulation in step 1. Stuff packing foam into the hollow pommel just like you did in step 22a to the tip of the sword. Tape securely. Take a really long strip of cloth. Wrap around the part of the sword where your hands go (the grip) and tape at both ends. A good thing to do is put glue on the inside of the cloth where it touches the pipe. This will absorb sweat and make your sword look pretty. Next take a sheet of nice, durable, non-fraying cloth (like cotton) and cut two pieces a bit bigger than the blade of your sword when you lay the flat side on the cloth and trace around it (this is to allow for the seam and the width of the sword). Sew it into a sort of sock shape (or use a big stretchy sock). Roll it onto the blade of the sword and tape it up "reel purdy like". This cloth cover serves to make your sword look charming (chicks love the sword) and also serves as a decent sweat rag during battle. It also facilitates easy repair of the sword (as opposed to covering the entire thing with duct tape.) Make sure it's all secure and nothing's shaking or rattling. Test it by stabbing yourself in the gut with it to test the tip and swinging it at your extremities to test the blades. Make sure with this two-edged sword that you only hit with the edges, because the side is only minimally padded. After all of your tests are done go show off your beautiful weapon to your friends.

I shall start this letter with an introduction for those of you who do not know me. My name is Kemian Aspentleaf. I am the oldest living member of the Aspentleaf family. When my parents passed away, most of my brothers and sisters were too young to care for themselves, so the job was mine to attend to. My twin brother Tyorl had left home a fortnight before my parent's death and hadn't been seen since. Life was not easy for my family, and we struggled endlessly to make it to the next day. I myself was too feeble to do the physical labor or protect my siblings, so this task went to my brother Dar, who had always been the strongest of the lot. Many times he saved the lives of our family and we are forever in debt to him. He had the hardest life of all us, due to the fact that when he was young he was apprenticed to an old druid who was a bit senile. One evening the druid was experimenting with a new spell, when everything backfired, leaving my beloved brother Dar and the druid, forever crippled from the permanent effects of a feeblemind spell. Dar has been plagued by teasing and tormenting all his days. Anyway, back to the story, as we grew, our specific talents made themselves apparent, and life got a bit easier as some of the older children were able to help us get by. My brother Axl had a gift for archery and a love for the wilderness, so he taught me the use of a bow. I then became an Archer in the ranks of the Princes army to try and make ends meet. It was in this army that I got my first glimpse of the White Light that guides all of our paths through this world. It happened in a battle against an army from the south who's Archduke sought our lands. His troops far outmatched ours and his tactics stole the day. My troop of archers were overrun by his heavy calvary, and I was the recipient of a lance in the back. As I watched the lance protrude from my chest, I could only think of my dying brothers and sisters, still too young to make it on their own. I dropped to the ground and choked on my own blood. I died, lying there on that battlefield, with a Knight's honorable wound in my back.

I had a dream about honor and faith.

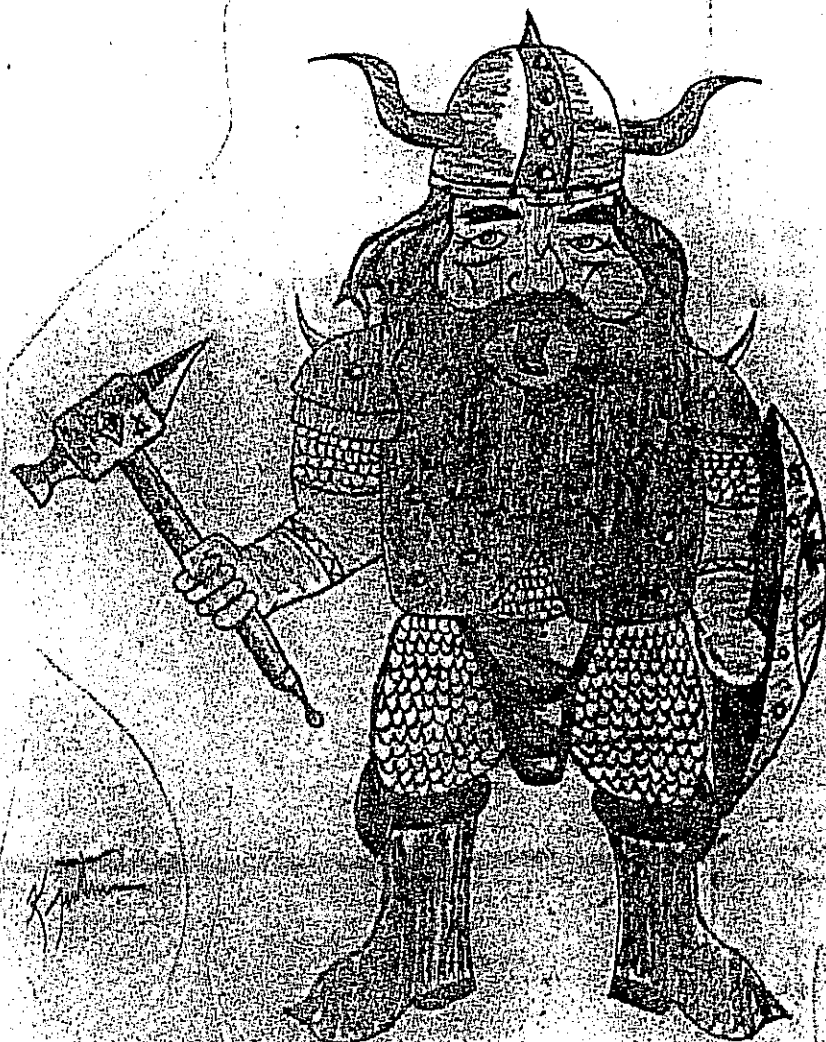
I awoke to see a lady dressed in white brushing the hair out of my eyes. I swore she was here to take me to my resting place, but she told me that she was a healer, and that I would be alright. At that moment I heard the sound of a thousand horses galloping in unison. CALVARY CHARGE!! was the first thing I thought of, as I tried in vain to rise and protect this beautiful lady who had saved my life. I was far too weak however, to do anything more than watch, as the Archduke's heavy calvary turned and ran from the field of battle. I wondered aloud why they were running, and the lady explained it to me. It seemed, that knowing we were no match for the opposing army, our Prince had sought the help of The Order of the White Talon, a religious order with the battlefield power to rival any kingdom. They had shown up shortly after I had fallen, and turned the tide of battle. It was also a member of this order who had brought me back to this realm, and who then tended to my wounds.

I knew my path then, and have followed it ever since. I have had my share of encounters with the Holy Slayer, known as Tigerspaw, and I am sure that more will come. I do however respect the man very much, for we travel on parallel paths. He believes in his cause, and he fights with the courage of one who knows the true meaning of faith.

The reason for this letter is because my family and I are being faced with a new challenge. It is from one Seth Ragnar Darkheart. He taunts us, and attacks my siblings when they are alone. This shows me the honor of knights once again. I will not tolerate this, and if necessary I will once again enlist the aid of my comrades in arms, The Order of the White Talon, to ensure that this evil man is held responsible for his actions.

So I lay a challenge of my own--Seth Ragnar Darkheart, if you want to destroy my family, you must go through me first! You may be stunned by the results.

Forever in the service to the glorious White Light,  
Kemian Aspentleaf



*To the most despicable, dishonorable low-life curr to walk the face realms- Seth Darkheart.*

*You have attacked and killed family and that I will not stand for. You attack from the darkness, from behind, and you freely associate with the individuals know as Agar and Skywise. Besides, you keep body parts from the victims you slay! What do you do with them anyway? Sleep with the pieces ?? What kind of sick and demented person are you anyway ?!*

*You see I'm from a far away land and when Kemian found me and told me what was going on I told him I would come home and help out with the situation at hand, and exact revenge for the deaths of Lord Axel, Lord Raza, Lord Gawaine, Magnus, Lord Malichi. These five persons are my brothers, so beware Seth I will play the same game you are. I'll strike from the alley's, the darkness, and from behind. You won't know it's coming. When I'm done with you you'll look like a piece of regenerated troll dung.*

*See ya soon.*

*Striker Aspenleaf*

*(Robert Marshall of Tacoma, WA)*

When I see the stars  
at night, I ponder. How many  
wishes, how many dreams have  
come and gone.

When I sit under the  
moons pale light, I consider.  
The universe dancing, dream-  
ing, yearning for the touch  
of dawns sweet kiss. Hoping  
that at last one day they  
may wish, or they may  
dream.

Soaring above the heavens  
so high, ever chasing their  
dreams, ever daring to fly.  
Soaring like eagles they know  
and endlessly try, to reach  
out. Just to touch each  
other's hand.

A Roberts  
12-24-96

## Rising Moon

### DUKE

Sularus Silversword  
c/o Joe Bennett  
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Longview, WA 98632  
(360) 578-7918 / Home

### PRIME MINISTER

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mithius@hotmail.com

### CHAMPION

Sir Kane  
c/o Mike Rickwell  
McMinnville, OR

### REGENT

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c/o Teresa Munger  
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### COURT SCRIBE

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Longview, WA 98632  
(360) 577-1217 / Home  
godan@hotmail.com

### GUILDMASTER OF REEVES

Kalana  
c/o Lanny Coleman  
Longview, WA

### CLASS GUILDMASTERS

ANTI - PALADIN :  
ARCHER : Squire Mithius  
ASSASSIN : Duke Sir Blade  
BARBARIAN : Vladimir Singh  
BARD : Lord Xermielhus  
DRUID : Sonny St. Cloud  
DUELIST : Lady Mylaia  
HEALER : Serinity

MONK : Damian  
MONSTER : Lord Squire Lathius  
PALADIN :  
SAMURAI :  
SCOUT :  
WARRIOR : Seth Darkheart  
WIZARD :

### ARTS & SCIENCES GUILDMASTERS

#### ARTS

ART :  
GARBERS : Orianna  
LITERATURE : Sir Sularus Silversword  
MINSTRELS :  
THEATRE : Squire Lars Oldenburg  
CHEFS : Lord Antoniu

#### SCIENCES

HERALDRY : Dame Kaia  
SAGES :  
ENGINEERS :  
GLADIATORS :  
SMITHS : Lord Squire Godan  
BREWERS : Sir Avery Aspentleaf  
GEOGRAPHY :

## Dark Valley

### BARON

Count Sir Olaf Oldenburg  
c/o Dean Linn  
2824 Louisiana St.  
Longview, WA 98632  
(360) 423-4515 / Home

### CHANCELLOR

Page Doomas  
c/o Steven Munger  
972 33rd Apt. # 32  
Longview, WA 98632  
(360) 578-7918 / Home

### REGENT

Lord Christian Oldenburg VII  
c/o Mike Munger Sr.

### HERO



**IRON ROAD**  
**SHERIFF**

Benny St. Cloud  
c/o Charles Kepford  
503 Sheridan St. # 11  
Sheridan OR 97378

**HERO**

Angus Macgowan  
c/o James Holsenbeck

**SHROUDED MIST**  
**BARON**

Baron Karl von Rotwunder  
c/o Chuck Scrimshor  
6420 80th St. E  
Tacoma, WA 98371  
(206) 445 1002

**CHANCELLOR**

Ben the Warrior  
c/o Warren Wheeler  
Tacoma, WA 98371  
(206) 566-8831  
E-Mail / [striker@dnwlink.com](mailto:striker@dnwlink.com)

**SINGING WOODE**  
**SHERIFF**

Khan Vladimir Singh  
c/o Joe Carron  
268 24th Ave  
Longview, WA 98632  
(360) 636-3788  
E-Mail / [cyberlek@cpair.com](mailto:cyberlek@cpair.com)

**CLERK**

Eric the Foreman  
c/o Eric Selzer  
243 23rd Ave  
Longview, WA 98632

**REGEANT**

Christian Du Noir  
c/o Kris Gullomson  
(360) 636-6788  
E-Mail / [phoenix@cpair.com](mailto:phoenix@cpair.com)

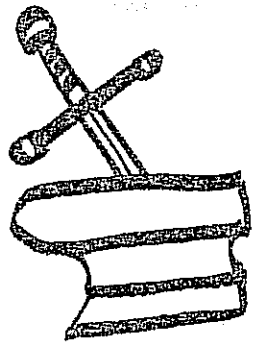
# AhKmed's

AhKmed has many, many good things at low, low prices. Just come and make AhKmed an offer. All kinds of baubles and goods to choose from. We take all forms of currency (gold + Silver, Mundane, and trade). So remember, if you want a good, good deal and a big, big selection come see AhKmed the Merchant...



# Bazaar





# Timeon's Forge

Brother Timeon: Owner / Blacksmith

We forge and repair weapons. Will attempt to fabricate any weapon no matter how exotic or strange. Guild Master of Archers on duty for all of your Bowyer needs. Best of all, our prices are very reasonable.

Brother Timeon

# Upcoming Events:

The next campout will be held at the lovely area known as the Sequestrian Forest (also known as the Sequest State Park). The Protector of this area is Count Sir Gaelin. For more information concerning the campout please contact His Grace, Duke Sir Solarus.

## Corrections :

Due to the hurried way that the newsletter was put together last time, I am now trying to help it with some editing. The editing I am doing now is in no way to say this newsletter was done wrong, it is that in our rush to put this copy out a few things were left out. If there is any blame to be given it should go to only myself. Thank You.

Mithius, Editor in Chief

These are the following corrections :

On the Awards List-

Tyric - Dragon x4, Owl x10, Lion x2,  
Griffon x8, Jovious, Walker in the  
Middle, Warrior-Boar, Master Owl

Tiger's Paw - The title of Master Druid  
should be omitted