R

## STAR

# Volume I

Editor in Chief - Master PeByr ap Cucorin Assistant Editor - Bridget of Bards' Haven 2nd Assistant Editor - Melissa Wade

# TABLE OF CONTENTS

Cover Art by Nightlynx Lettering by Bridget of Bards' Haven

Table of Contents	1 .
Letter from the Editor	
Calender of Events	
"And Now A Word From Our Monarchs"	
Artwork by Raxx of the Burning Lands	
Lettering by Melissa Wade	
Letter from King Michael Hammer of God	,
Letter from Princess Chrystal	
"The Baron Speaks" (or "More B.S. from Torig")	
Blank Shield for Submittals to the Herald	
Battlegame Variants by Baron Torig Headbasher	
"The Celtic Cult of the Severed Head"	11.
by Viscount Theo Blackflame	
Artwork submitted by Viscount Theo Blackflame	
"Reflection & Revelry"	13.
Artwork by Raxx of the Burning Lands	
Lettering by Bridget of Bards' Haven	
"Arthur and Merlin"	14.
by Rhyss Quadmonah	
"Foolish Little Innocent"	15.
Poetry and Artwork by Raxx	
Artwork "Death to My Enemies!" by Jason	14.
"Annihilus"	
by Lt. Lord Squire Imaq Nifessant	я н я я .1. 7 ц
Artwork "Dragon of Doom" by Jason	10
"Travelling"	
by Fred the Illucid	4 H H H H T T H
•	,
Artwork "Firebreathing Dragon" by Jason	
"The Raid"	
by Master FeByr ap Cucorin	
Artwork "Death of the Beast"	* * * * * * * * * * * * * * * * * * * *
Artist Unknown	
"The Autumn Hunt"	24.
by Master PeByr ap Cucorin	

[Apologies to those persons and miscellany not identified correctly]

## A Letter from the Editor

As some of you may realize, our kingdom is undergoing growing pains with a rapidity I have rarely seen. We are trying something here in the Celestial Kingdom that has rarely if ever been tried before. We are attempting to take two separate groups, both set in their ways, and form a cohesive whole. This has not and will not be an easy task. However there are several things that can be done to make things easier. One of the major ones is too insure that King Michael and Princess Chrystal only have to do their job and not everybody else's.

As of the timeI am writing this Editorial, two major kingdom level positions have not been filled. Those of the Prime Minister and the Guildmaster of Reeves. Though it may seem redundant to have a Kingdom level position for these offices, they were created originally for a purpose.

The duties of the Kingdom Prime Minister are traditionally concerned with much more than just keeping track of weeks. This officer is also Club Treasurer, and is responsible for doing whatever the King or Princess needs help doing as well as running 'interference', in many situations. It could be said that they go insane FOR the Monarchs. Monarchs have enough to do, just giving out awards and dealing with the internal pressures of two very independent baronies trying to deal with each other as members of a Kingdom. They can justifiably use help in dealing with the mundane job of running the kingdom and dealing with the 'Real' world.

Another important position is that of a Kingdom level Guildmaster of Reeves. As well as being responsible for giving the Reeves Test and handling the Prime Minister elections, this person could also be responsible for taking suggestions for rules clarifications at the Allthing. Issues involving the rules can be the most divisive of all, and having one person whose job it is to deal with rules clarifications can only improve things. If you don't like the Guildmaster of Reeves interpretations, then present the clarification in question to an Allthing. Our Monarch's might also remember that the Guildmaster of Reeves can be replaced.

Please remember that these positions have evolved over the years into what they are now in the corpora for a reason. So though our situation is to the best of my knowledge, unique, we can be greatly served by people in these positions. I think that the worst thing that can be done is to assume that the corpora doesn't apply to us.

Another important issue concerns the Allthing and the rules. The Allthing is for deciding club business and rules clarifications, not for rewriting the Amtgard rules. At the past Allthing we succeeded in passing two major revisions of the rulebook. These concerned the warrior class and the garb rules. Giving magic to a class that has heretofore been without magic is not a minor rules clarification. I will be honest, I am not without guilt, I thought these improvements to be minor. But remember that I hail from Barad-Duin originally and you might understand my point. This is indeed how it began in Barad-Duin, until it grew so bad that other lands had trouble playing our version of the 'Game'.

Also by including in the Allthing the question concerning those without garb having to play warrior and having it voted down, a very major rules revision was inadvertently voted into existence. Now there are no garb rules. I can dress as a paladin, including the phoenix, while playing a normal warrior, which doesn't seem like much until you realize that a magic user is very likely to see that phoenix and assume I have the paladin immunities. A nice way to get the benefits without paying the price, isn't it? Imagine facing a whole team dressed like that? Not quite so minor now, is it? Trust me, it is confusing enough trying to figure out someone's class with the existing rules.

I know that there are many that may not agree with my opinions on these issues, but that is not the job of an Editorial. I will never be foolish enough to assume that simply stating my opinion will sway you. I do hope however to make you consider the state of affairs in this kingdom. I want there to be discussions on these issues. I sat back and helplessly watched things happen once before while something that I loved fell to pieces. I refuse to do so again. The only benefit I expect out of this is to know that I tried.

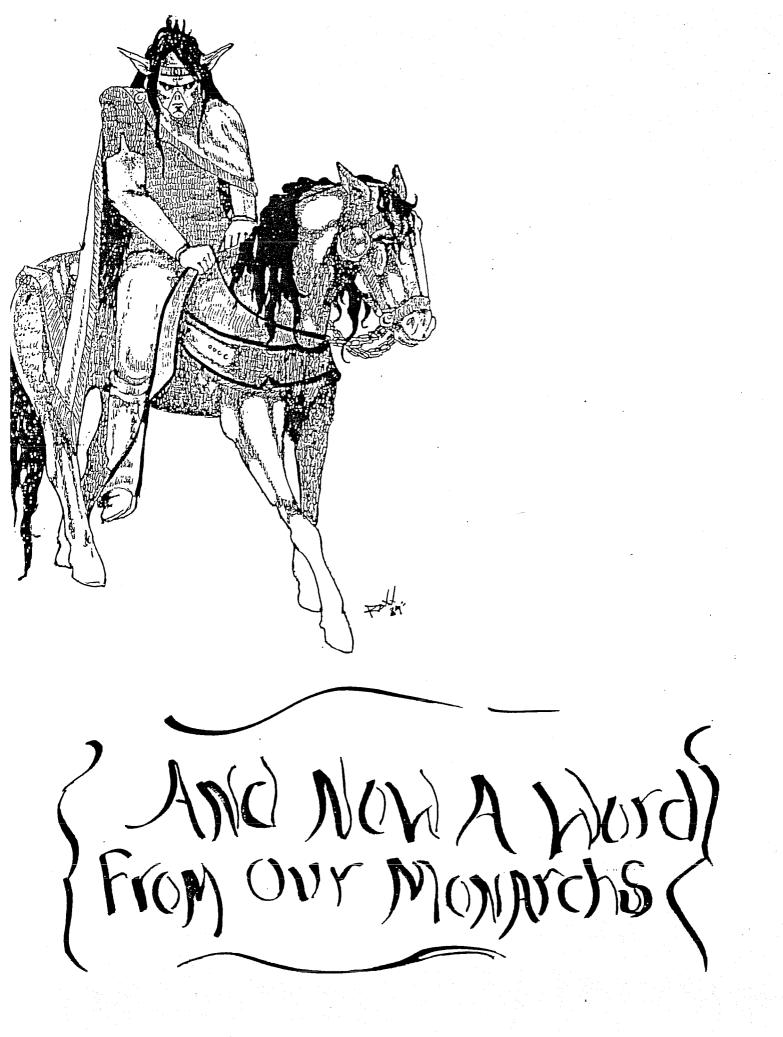
Chief Editor

Master Pebyr ap Cucorin

# CALENDER OF EVENTS FOR THE CELESTIAL KINGDOM

# 

- 18 NOV 90 Turris Lunae/Bifost in Bifost
- 25 NOV 90 Turris Lunae in Turris Lunae Bifost in Bifost
- 02 DEC 90 Turris Lunae/Bifost in Turris Lunae (Allthing)
- 09 DEC 90 Turris Lunae in Turris Lunae Bifost in Bifost
- 15 DEC 90 Turris Lunae/Bifost in Bifost (Overnight)
- 16 DEC 90 Turris Lunae/Bifost in Bifost
- 23 DEC 90 Turris Lunae in Turris Lunae Bifost in Bifost
- 30 DEC 90 Turris Lunae/Bifost in Turris Lunae
- 06 JAN 91 Turris Lunae in Turris Lunae Bifost in Bifost
- 13 JAN 91 Turris Lunae/Bifost in Bifost
- 20 JAN 91 Turris Lunae in Turris Lunae Bifost in Bifost
- 27 JAN 91 Turris Lunae/Bifost in Turris Lunae
- 03 FEB 91 Turris Lunae in Turris Lunae Bifost in Bifost
- 10 FEB 91 Turris Lunae/Bifost in Bifost
- 17 FEB 91 Turris Lunae in Turris Lunae Bifost in Bifost
- 24 FEB 91 Turris Lunae/Bifost in Turris Lunae
- 03 MAR 91 Turris Lunae in Turris Lunae Bifost in Bifost
- 10 MAR 91 Turris Lunae/Bifost in Bifost
- 17 MAR 91 Turris Lunae in Turris Lunae Bifost in Bifost
- 24 MAR 91 Turris Lunae/Bifost in Turris Lunae
- 31 MAR 91 Turris Lunae in Turris Lunae Bifost in Bifost



Dear Amtgardians,

Pebyr asked me to write a letter containing some of my thoughts about the state of the Celestial Kingdom. First let me say that I am very proud of our kingdom. A year ago this we were a couple of groups with eight to ten members each. We fought but we did not do much else. Since that time we have grown into a real kingdom both in name and in fact. The number of people who deserve thanks for this is huge and to recognize them all now would be impossible. A quick glance at my notebook of orders will give you an idea and anyone who is interested should ask me for a look.

Now I have a few requests for all of us. These are the little things that will make our battle games run much smoother and our group last much longer. First I would like to request that all of us support kingdom events. Barons Torig and Kilraven have set up a definitive schedule for when each group travels and this schedule should be followed. For whatever reason the people of Turris Lunae have occasionally been reticent to go to Bifost. This hurts all of us. Also, I would like to send out a plea for membership. If you know anyone who was once a member or might otherwise be interested lets see them out there. My final request is that we keep our minds open. There are some slight differences between how the game is played in each of the two baronies. When a conflict arises I don't want to hear that it is a conflict between the two groups. As a kingdom we are all made stronger by diversity.

We have a great chapter of a great organization here in the Celestial kingdom and I want it to stay that way.

King Michael Hammer of God

PS. THE REEVE IS ALWAYS RIGHT.

Greetings unto the populace of this fair and wondrous celestia kingdom. Much thanks to all who travelled from far kingdoms to attend our coronation, with hopes that we can do same. I would also like to than every citizen of this fair kingdom for doing their part in making this kingdom what it is today. I would like to encourage this continuing participation in club activities and promise that your efforts will not go unappreciated by myself and King Michael.

I would like to give thanks and encouragement to all those who comout in garb every weekend and who try to help others put together 'period garb. To me an important part of this 'Game' is the atmosphere, as this i what helps set us apart from other mundane clubs.

Our members come from the community and so it is only just that we mus give back to the community. To this end Squire Imag has sent in the paperwork to adopt a highway. This way we can do service to the community while both advertising our 'game' to mundania and helping our non-profict status. This non-profit status opens up many doors for doing fund raisers If we are to continue to not take dues, we must find other ways to rais money for things such as events instead of relying on only a few people to finance such things. Also by doing such community service, the average mundane citizen gains a much better opinion of us. Therefore I would like to encourage people to seek out such opportunities.

I would like to leave you with this one last thought. Though this is a kingdom of baronies banded together for mutual support, both are onecessity a part of the whole kingdom. Thus it is necessary for each barony to do it's part to support the other. This is required if we are to be a kingdom. So I say to 'ALL' citizens of the Celestial Kingdom, both those of Bifost and Turris Lunae, "When we travel to the other's barony ware not just supporting that barony, We are supporting the Celestial Kingdom!".

Princess Chrystal of the Celestial Kingdom

# The Baron Speaks (I.E. More B.S. from Torig)

Greetings lowly subjects of Turris Lunae! Let it be known that you have my eternal gratitude for believing in me when you elected me baron. I can only hope that I can live up to your expectations. While in the next few months we may not agree on everything, I am sure that that will not bother me in the slightest. But please feel that you can talk to me when you have a question or problem. My camp is always open.

My current plans for the next few months include trying out some new battle game scenarios. Never let it be said that I Torig would descend to offering bribes, but I've decided to pay a copper piece gratuity to any individual that brings a new scenario that adds to the enjoyment of the game. So if you have any good ideas bring them sunday, so we can try them out! If possible submit the idea (in writing) to my absolutely wonderful scribe who is incredibly brilliant beyond all imagining, so he can print it in the newsletter if the barony likes it. If the barony as a whole decides it is worth playing more than once, you could receive wealth beyond your wildest dreams(that is if you have trouble sleeping at night).

Also I hope to help bring Bifost and Turris Lunae closer together by scheduling exact days that we are to go forth to their lands. No more, "Oh is today the day?", from now on, just check you newsletter (see the great and powerful scribe) and you'll always know when we're on the road.

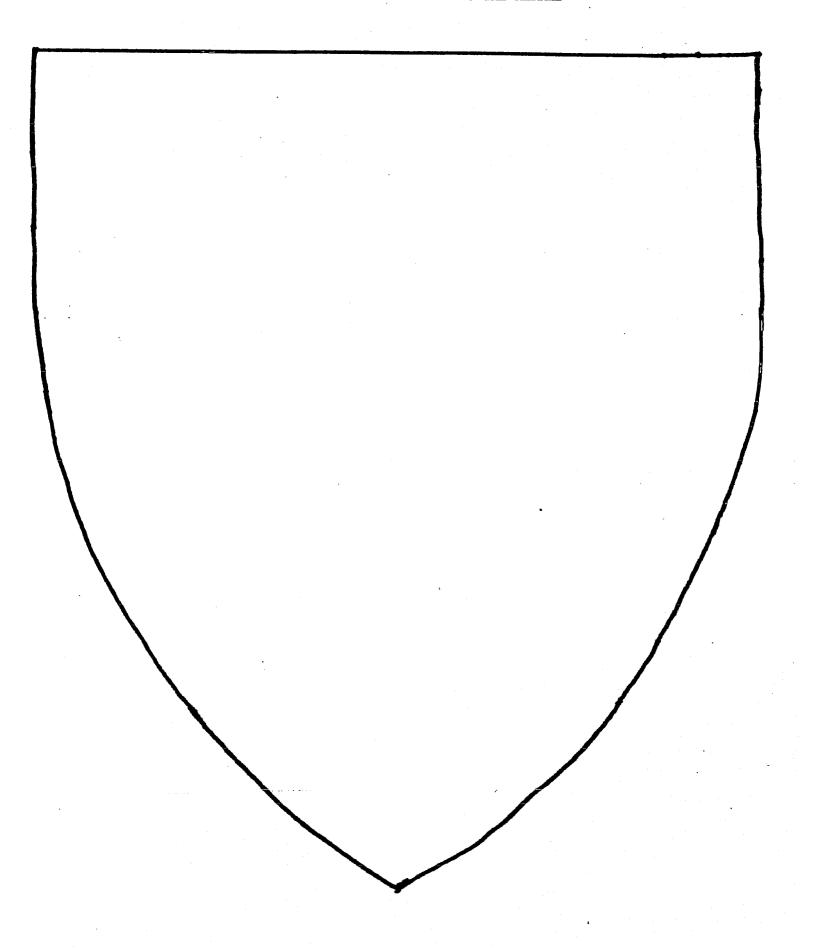
A word to my guildmasters: Please be sure to help me with each of your guilds. If you see a member of your guild who needs help (be it garb, rules or otherwise), please show the example, and help them in anyway you can.

Again my gratitude for your trust. I will do my best to live up to yours' and mine expectations for the coming months. Keep an eye out for anything that can to our enjoyment of the game. But more important than anything else: Have fun!!!!

All Hail Turris Lunae!
May her towers ever reach to the moon!!

As dictated to Master Pebyr Ap Cucorin A truly magnificent Scribe

By
Torig Headbasher
Baron to Turris Lunae
Subchieftain of the Saracen Horde
Sentinel of Discordia



BATTLE OF THE ZOMBIE MASTERS - A Battlegame Variant

DESCRIPTION: Two ancient necromancers meet on the battle field to decide who's control of the undead is greater. While one's magic does not affect the other, both can create and destroy Zombies at a touch.

- RULES: 1) Living individuals get all class abilities.
  - 2) Zombies have the following advantages/disadvantages
    - a. Regeneration 100 count regenerates 1 area
    - b. Undeath 100 count brings character back to 'unlife'
    - c. May only use 1 weapon
    - d. May use a shield
    - . e. No class abilities
      - f. Must listen to orders given by 'master'
      - q. Must wear a black headband denoting 'dead' status
    - 3) Each Zombie Master is given a 'totem' which confers the following:
      - a. Animate dead at a touch (instantly)
      - b. Control undead (any raised by totem)
  - c. Destroy undead (any enemy zombie touched)
     NOTE: This removes then zombie from a play for a 300 count and then he/she returns to true life. (counts as one life lost no matter how many 'kills' were received while undead)
     4) Zombie Masters have ALL class abilities and receive all benefits of
  - 4) Zombie Masters have ALL class abilities and receive all benefits of being a Zombie EXCEPT they may not be destroyed by the enemies totem. A Zombie Master can only be destroyed when it has no Zombies under control. NOTE: The Zombie Master must still be killed while not having any servants. Otherwise it may gain servants and again be unkillable.
  - 5) newly killed previously living people must lie at the place of death for a 100 count. If not animated in that time, the body is removed to Nirvana for the remaining 200 count. The soul then returns as a living being.
  - 6) Zombies may move at normal speeds, and occasional yell of 'Brains!' would be helpful. Zombies do not have to announce who they are working for unless a Master demands it.
- OBJECT: 1) Living persons must kill all zombies
  - 2) Zombie Masters must
    - a. Increase the numbers of Zombies under thier control
    - b. Destroy the enemy Zombie Master
    - c. Kill all the living beings
- WINNNING: 1) The Zombie Master wins when the enemy Zombie Master dies.
  - 2) Living persons cannot win. Everyone must eventually die. NOTE: Living persons can win a half victory by being alive at the time one of the Zombie Masters win.
  - 3) Zombies cannot win. They can only help thier masters win.
- SETUP: 1) Each Zombie Master is given a 'Totem'
  - 2) Split teams up into 4 equal sizes
    - a. 2 Zombie teams
    - b. 2 Living teams
  - 3) Give zombies black headbands
  - 4) Fight!

PRETENDER TO THE THRONE - Battlegame Variant

DESCRIPTION: Two lords battle over an area's rulership. They each gather thier loyal followers and attempt to when by right of default. In other words the rulership of the area belongs to the one left living to claim it.

RULES: Full class ability battlegame with all standard rules.

OBJECT: To slay to the last life, the designated 'lord'. The winner is the lord that is left with at least one life at the end of the game. In the case of a simultaneous kill, both sides lose.

\_\_\_\_\_\_\_\_





Between 700 B.C. and 100 A.D., Celtic tribes thrived in France, Germany, Switzerland, Austria, Hungary and Czechoslovakia. Human heads were a persistant theme in Celtic life. Much like the Christian Cross, the head was a symbol of the religious outlook of the Celts. The Celts believed that a head could remain alive after being cut from the body and used to ward off evil spirits and bring good lick. Victorious Celts gathered the heads of their enemies after a battle and displayed them in their homes and sanctuaries. The most prized heads, usually those of dangerous enemies, were embalmed in cedar oil and kept in coffers as treasures, or exhibited on stone pillars in niches. The Celts also sculpted heads out of stone and metal to supplement the real things. The sculpted head was designed to look as if it had actually been cut from a body. The head cult made metal masks to cover the skulls of enemies to represent their faces. Evidence of this head cult turned up at Roquepertuse and Entremont. both in the south of France.

In summary, throughout history, the human species has had a fascination with human heads and skulls. Many different cultures have similar beliefs concerning human heads. A few examples of these are as follows.

The Headhunting tribes of Africa and South America would take the heads of their entmies, shrink them, and hang them on their huts to ward off evil spirits. They also believed that the soul of the person was still trapped in the shrunken head and that the possessor would have that soul as a servant in the afterlife.

Another example is the Aurthurian Legend of the Beheading game. This Game consisted of a challange from the Green Knight to any and all knights who were willing to fight against him. The rules of the game were simple and the outcome final. The Green Knight's opponent, taking the first swing, had one chance to behead him. If the swing failed, then the Green Knight would take his deadly swing.

Finally, examples of the use of the skull in Heraldry. Pirates flew black or red skull and crossbone flags depending on their intentions. Elack meant that quarter would be given if no resistance was offered, and red signified that no one would be left alive. Lastly, the skull and crossbones is still used as a symbol of poison.

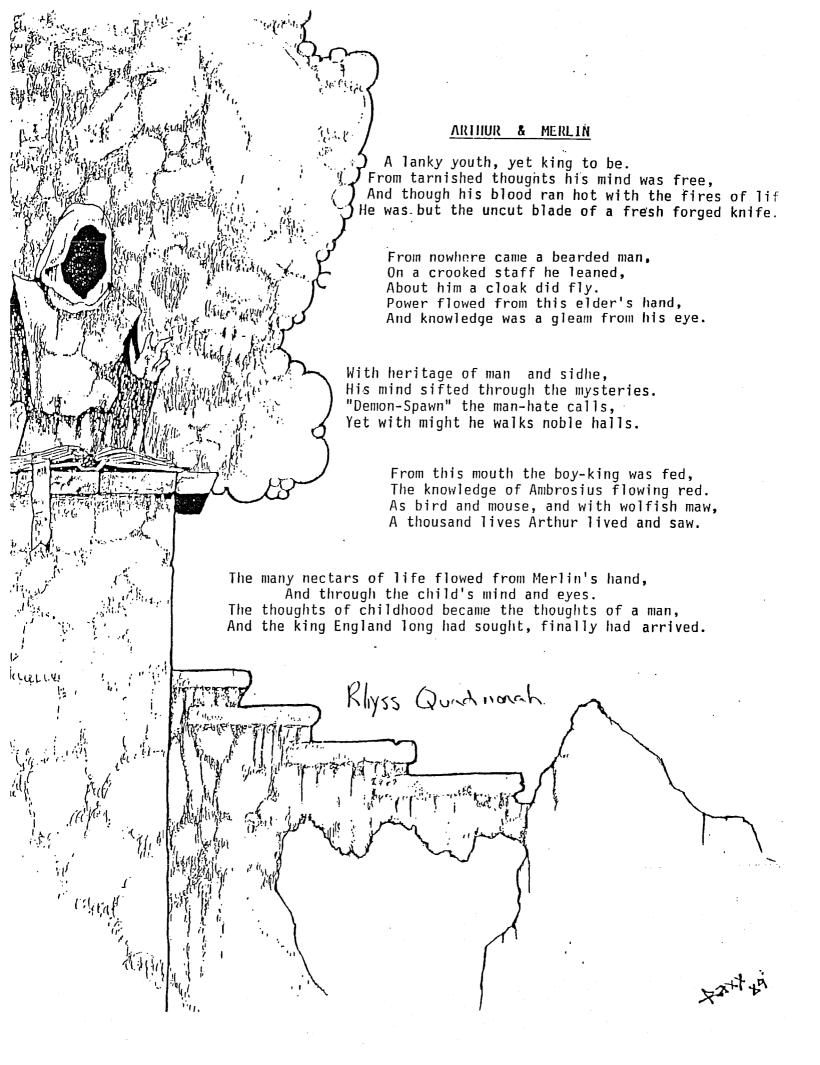
The topic of severed heads and skulls may be gruesome, but the cld saying still holds true... TWO HEADS ARE BETTER THAN GNE.



# Reflection

نح

Revelry



### FOOLISH LITTLE INNOCENCE

You think I want your flesh,
I really want your mind....

I want all your thoughts and dreams, so I can make them mine...

Absorbing all your power, repelling all your love...

I am the serpent,

you, the dove...

Spread your wings,

try to fly away...

You get away now, but

I'll find you again, someday...

Come,

come perfect little dove,

let me embrace you...

I'll put my eager hands

on your soft little neck

squeeze your life away...

Brush your white wings,

with the tips of my teeth...

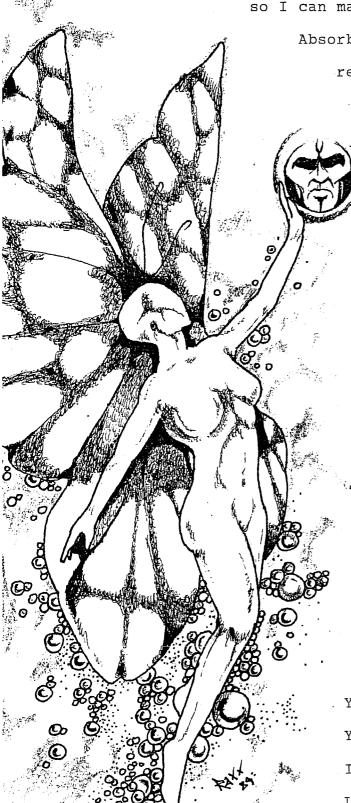
Joyfully playing with your eyes,

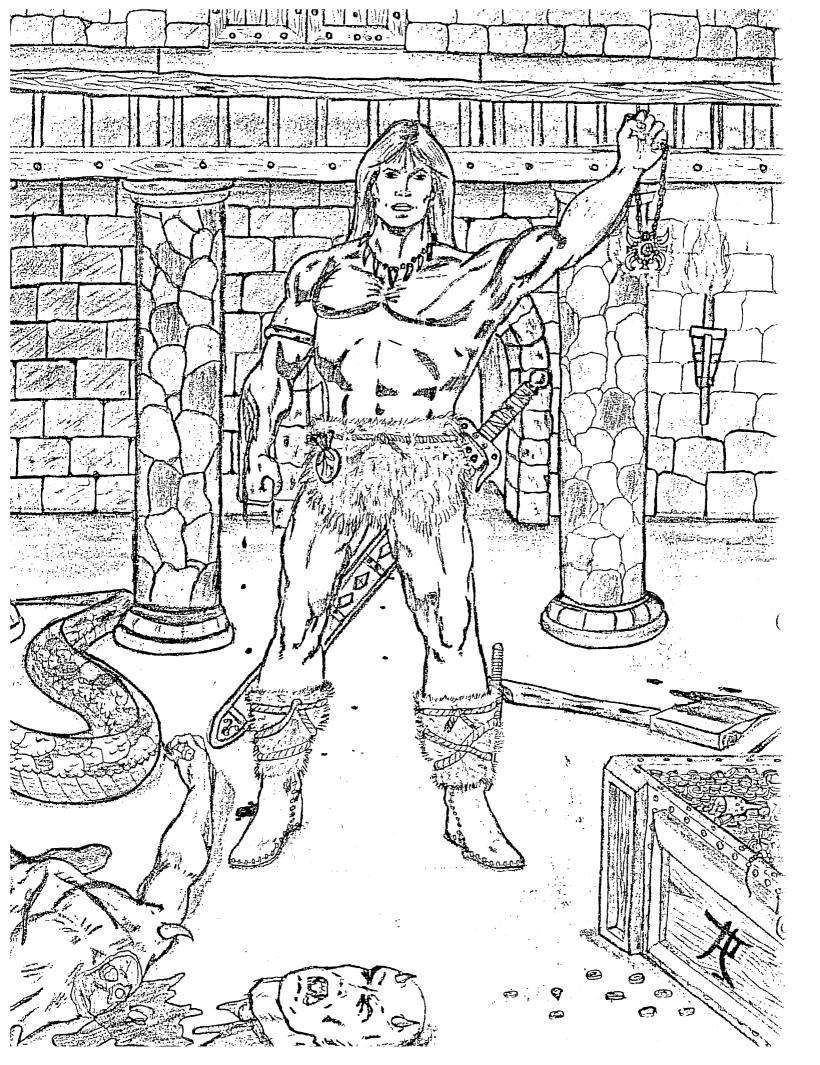
with the tip of my tongue...

Rip out your beating heart,

with my sharpened finger...

You like it, I know you do...
You can't fool me,
I know your disguise...
Live life a game, and call it paradise.





# Annihilus By Lt. Lord Squire Imag Nifessant

They rode on armored stallions,
Through the day and through the night,
As long as they were paid in gold,
They did not care what was wrong or right,

All they had know their whole lives long, Were blood and guts and greed, But now they've angered Annihilus, By spitting on their creed.

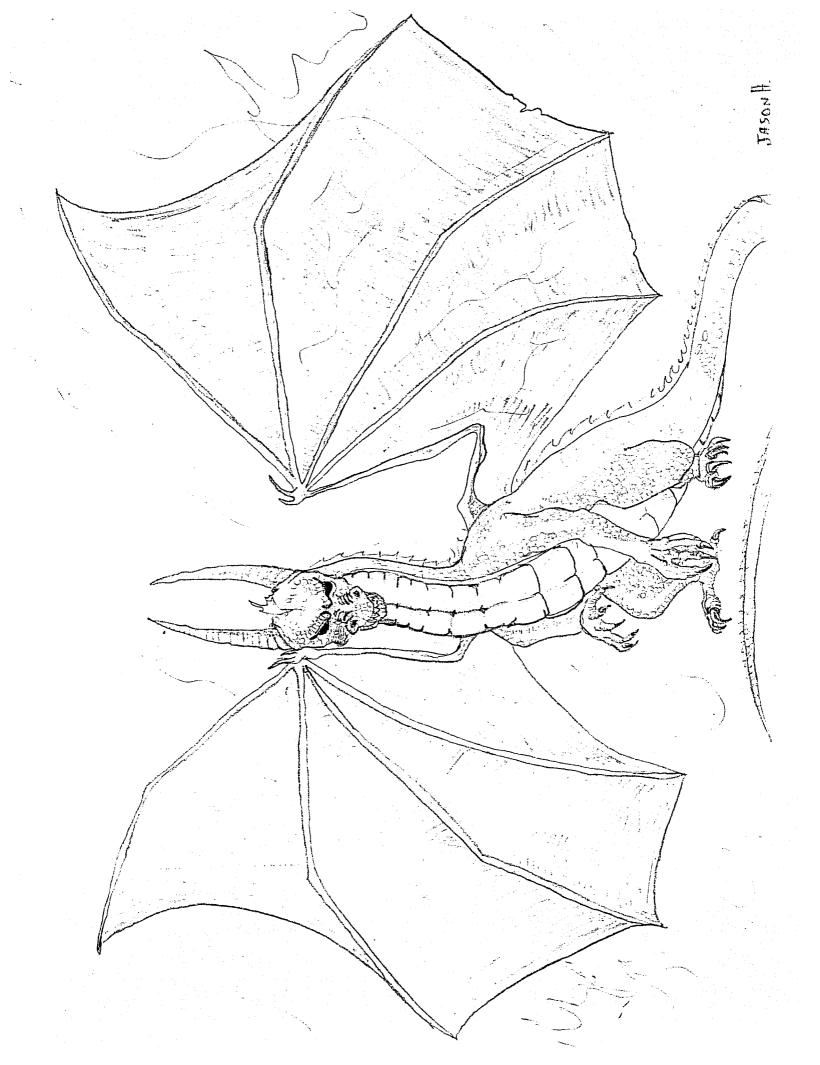
They shouldn't have raided the township last night, Or raped the farmer's wives, For now Annihilus is quite enraged, And the horsemen they flee for their lives,

Annihilus is led by the mighty Theo, A better horseman their never was, When Annihilus hunts you, You can't escape, For no one ever does,

The horsemen rode hard and battled for days, Now rest is what they need, Unfortunately they've let down their guard, And now it's time to bleed.

Bold Theo cried out,
Death to those who oppose us,
"Annihilus take them down!",
And in the short time it takes to flash steel,
The horsemen lay dead on the ground,

This but one of the stories you'll hear, Of Annihilus the warrior clan, If you see them coming I might suggest, Disappear as fast as you can,



Travelling

As dictated
by the goddess
Enis
To her faithfull Episkopos

Fredrick Lucius ,B.S. ,L.S.D (known to some as Fred the Illudid)

Spiritual Disinformant to the SODs

And a voting member of the Psycho-killer wives for Jesus Freaks Foundation

Nothing

Nothing Is

Nothing Was

Nothing couldn't get it up

Lies, lies, lies... screams the lord of the abyss.... Coke, burger and one large fries, does the kins of burgers cry. And remember it your toads are cold, don't rub snow on them.

#### FNORD

All around the space I see.
Float pumple blooms and singing bees.
The hares do tramp on peoples heads.
And the less run off the foot of my bed.

# FNORD

But with my woody shroom in hand.

I will dare to walk this land.

This land were Polkas Dot.

And Ice Screams.. Hot!

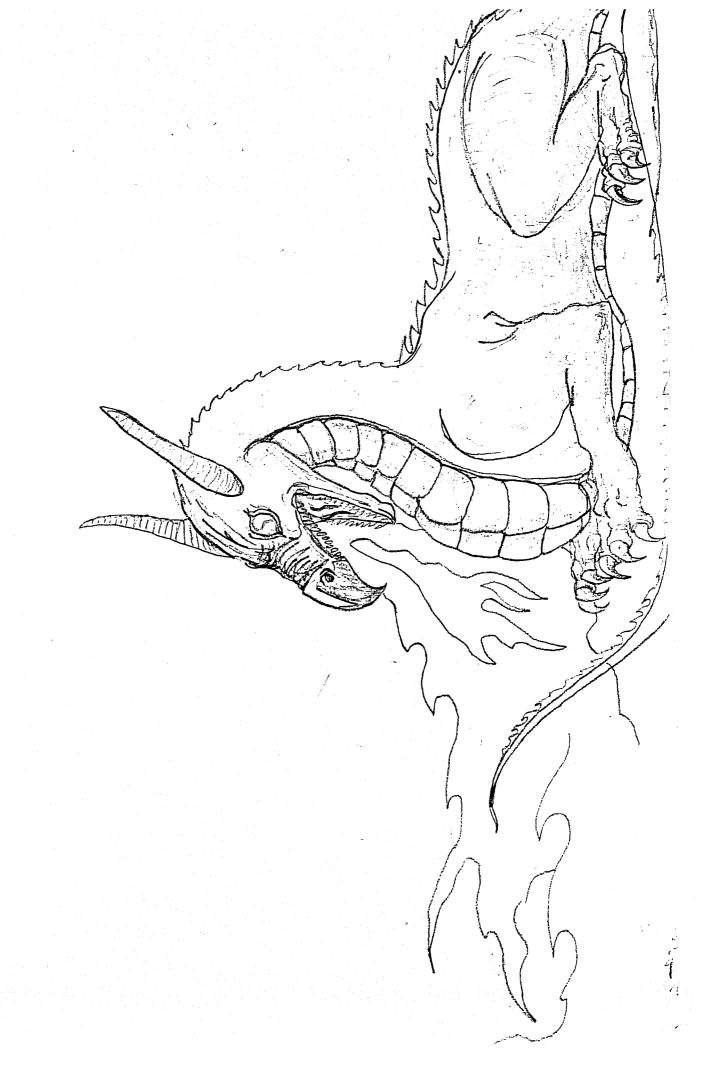
But the tirds never sing when they float.

#### FNORD

Flys, gnats and beetle-bears.
Keep runnning up and down the stairs.
Alas they prevent me.
For I must sleep.
To kill the sheep.
Who bleat about the snares.

#### FNORD

And tho my I is blind,
And eye cannot see.
I wish my sky would return to me.
The red one I've got is really neat.
But it makes it hard to walk the street,
when everything looks the same.



## Prologue

Of late Aramithris, the self titled emperor of the Burning Lands, had apparently been going insane. It was rumoured that he thought himself a god personified. Edict after edict was sent out from his vast fortress in the valley of Oakdale, detailing his imperial will. Vast mighty armies of Copyright Lawyers vigorously sued all those who dared attempt thwarting his wrath.

But Aramithris had not counted on organized opposition, so when the GRAND Duchy of Barad-Duin decided to brave the armies of lawyers, he was as surprised as everyone. At this time, a bloody war of secession erupted. Thanks to the awesome military genius of Ahrmaand and Tholden, the distances involved, and the reluctance on the part of the armies of the Burning Lands to fight, they had managed to hold their own so far, though badly outnumbered. Sometimes so badly supplied that they fought hand to hand, still they had outmaneuvered and outfought everything Aramithris had thrown at them. Maybe they weren't always textbook perfect and less than awesome in their strategy, but they still got an impossible job done.

All information indicated that Aramithris's power base was too secure, and his resources too vast, for them to hope to fend off his armies and lawsuits forever, let alone stop them. Even the citizens of the burning lands hated the way that Aramithris had taken all power unto himself, but what could they do? At least that is what they had told themselves, up till now. Rarely had so many felt so helpless before the might of one man.

For unbeknownst to all, Pebyr discovered the impossible. For in the ways of the world everything is a possibility. And no one is so mighty that they can never fall...

#### \*\*\*\*\*\*\*\*\*

Knock, Knock, Knock!! Viscount Ahrmaand, irritatedly looked up from his battle plans and shouted, "Who is it? I distinctly left instructions not to be disturbed!". "Boss, it's me, Sinjen, your loyal squire". "Very well, if you must, then come in. What is the rush.", Ahrmaand said. It seemed there was always a rush where his squire was concerned. How so much energy could be in one person, he would never quess.

"Pebyr is back from the burning lands, and brings important news.", Sinjen said. "How that crazy bard, could know anything important would be a wonder?", Ahrmaand thought, but, knowing Pebyr to be his squire's friend, he said nothing. "He has found evidence of an underground organization dedicated to bringing about a coup, and removing Aramithrises' tyrannical organization from power.", Sinjen said, without breathing even once, thus proving his ability to make use his mouth and toungue for long periods of time, without breathing.

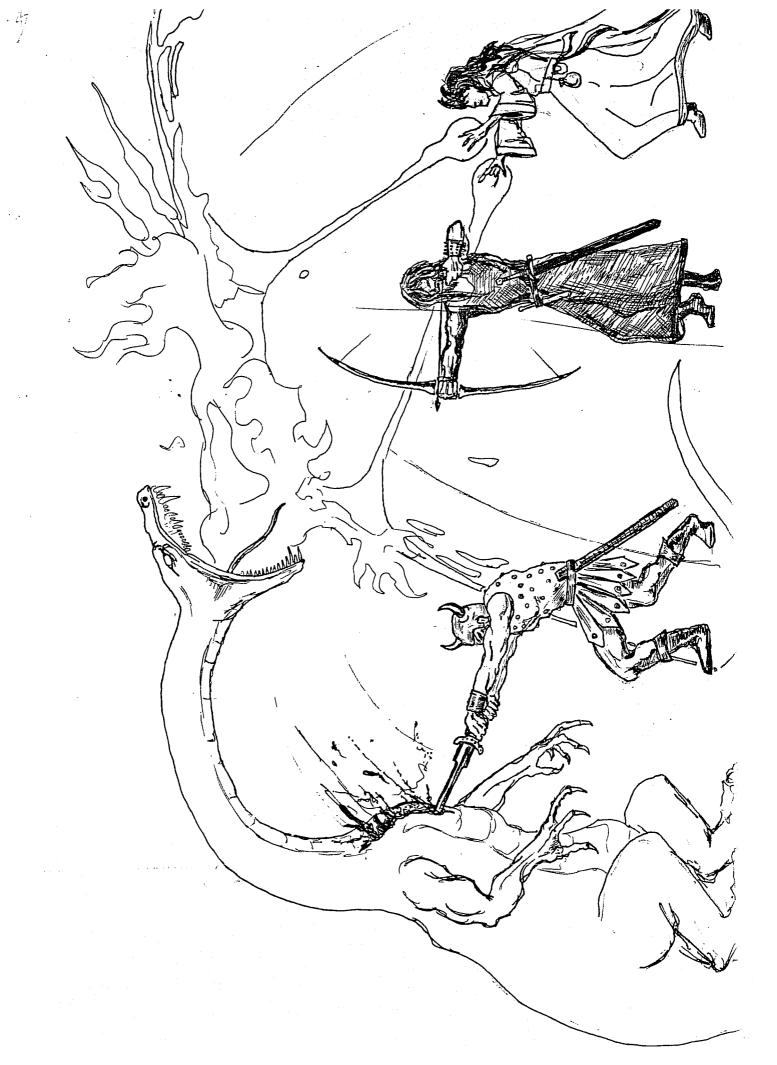
"Anybody ever tell you, that you sound like a recruiting poster, Sinjen? This does change things dramatically. Who would ever

thought that Pebyr of all people would give us this information. I thought he was on nobody's side. Are you sure that this information is good.", Ahrmaand said, "Do you think that this could be a lure?" "Boss, who knows? I know Pebyr. He wouldn't lie to save his life, but he could have been fed bad information. But where his heart isn't involved he can be very perceptive. Also I know the people that he claims are the principles involved. They have both the personal power and the desire to use it. I think that this information can be trusted. I would be willing to stake my life on it Boss!", Sinjen spoke, hitting the table with his fist.

"Myself, I'm not so sure, but I do admire your loyalty. Still I think this is what we need to win this bloody war. I just don't think we can afford to pass it up. A raid in strength would be necessary, and it would be a gamble, but there is a slim chance of it's success, if we can get local support. Sit down, because I think I will let you stake your life on it, so you had best help plan it. Send for Pebyr too, we will need his input, since he should be allowed to stake his life on it too. Besides it is too easy to forget that he is an Archmage too. That is too much power to allow to go unused for so long.

"I thought you might say that boss, so I asked him to join us. He's outside, awaiting your noble largesse.", Sinjen said. "Very well, send him in", Arhmaand sighed. Pebyr walked in looking drawn and "Now this is an unusual sight.", Ahrmaand thought, "usually he is making non stop bad jokes or singing songs.". "What is the matter. Pebyr? Someone making obscene comments about your playing again?", "No, Tiberius is too busy with the war to pay Ahrmaand said. attention to my music. It's just that I have had too many personal betrayals in recent months, Ahrmaand. So much has happened to me that it is tearing me to pieces. I feel fractured. I don't know how to I just want this war to end. I am tired of seeing describe it. friend against friend, and I am afraid that the only way to end the war, is to remove the sources of the strife. Otherwise, whether you or they win, there will always be another war.", Pebyr said.

"So tell me about this underground group, and do you really think they can help us?", Ahrmaand said, "We would be taking a big risk here if it fails". Pebyr said, "Well, unbeknownst to Aramithris, a rather large percentage of the burning lands are a part of this household. They have never banded together until now, but when they found out that he was the majority of reason behind for our seccession, they decided to finally do something about a this very bad situation. So they banded together and spread the truth. To this end, they have established an underground free press, and soon will be strong enough to try and end Aramithris's reign of tyranny for good. But of course with outside help, they would be able to challenge his wrath much sooner. So maybe this damn war will be for some purpose after all and there won't be another one. We can only hope.".



# The Autumn Hunt (October 19, 1990)

Dedicated in Loving Memory to:

Yaps the Courageous (played by Berengaria) & Olaf The Wundar Dog (played by Master Ragnar)

Hush my love its to go hunt once more,
To pit our swords and our lives and our hounds gainst the Boar,
For our children are hungry and they don't know why,
So just pray to god that it's not my turn to die,

In the last days of autumn as winter drew near, Just my companions and I and a cold keg of Beer, Tall Michael he rode as proud as the sky, While Sir Thorkill he stalked with a stern eagle eye,

And the fair willow wisp a brave warrior maid, Armed with dagger and spear to find the boar they would slay, Her sweetness and beauty her glorious youth, ... Oh the words to describe her would pale next the truth,

The hounds that went with us were the finest in years, And the bravest of all Olaf led from the rear, Lord they gave up their lives and their manly possessions, With olaf to give them a few timely lessons,

Well the hunting went well as we ran through the trees, Till thorkill wounded the boar at the packs howling lead, Tall michael with pear left the boar to his fate, Allowing sweet willow to shove her spear through its face,

Now having slaughtered the boar they said there was no game, And drinking our beer we agree that that was a shame, But the master of hunts swore more game was afoot, So we rousted the hounds and poor olaf got screwed,

Cause back at the kennel in thanks for his years, Olaf the old had himself a fine crock of beer, But never let it be said olaf wasn't brave, It's just he could sniff better ways to waste his days

Now in the woods we found the greatest boar of them all, With tusks great as spears I swear he stood 8 feet tall, But Thorkill Magnateson was indeed the bravest of brave, Valiantly faced the boar who laid him in the grave,

But michael though he tried could not save thorkill's life, Still let it be sworn unto god that he valiantly tried, So he thrust with his spear laid the boar in his blood, And rushed to his friend who lay so still in the sun,

But when the weeping was done there were more boars to hunt, Thorkill's memory was honored by boars dead in the sun, Marcum with dagger lept in to hack one boar apart, But gentle willow d'wisp speared it straight through the heart,

But yer have I spoke of the bravest of dogs, Yaps the courageous though I'm afraid she was lost, She hamstrung the beast bringing it to the ground, So tall Michael with spear could poke it to the ground,

And how bout the poor rabbit who would feel quite wounded, Without due mention of leaving the dogs looking rooted, With the aid of the skunk they made the pack smell, And the lives of the hunters a dire living hell,

Now Richard had been wounded and left on his own, Till our hunting party gave him a staff to limp home, But when michael prepared to do the last boar in, Richard asked if he could and with dagger slew him,

But the dogs started howling in grief to the sky, For olaf the old had been laid down to die, He was boared to death and taken to tusk, And now his cold body still in the dust,

Now though the hunt was successfull we still had to griev, For poor Thorkill lay cold and still or so we believed, Imagine our joy as in wonder we spied, Brave Thorkill swaying too drunk to die,

And one last thing I must say before I can go,
It was commanded that I must let you know,
Between Willow and Michael was noticed this fact,
That combined they could count just two dents and a scratch,

Though my tale it has ended I must let you know, I thought you might like to know where olaf did go, Now I'm not really sure that any of you would believe, He off in Valhalla drinking a large bowl of mead,

By Pebyr ap Cucorin (David Seguin)

c 1990 all rights reserved

#### prologue:

Yaps the courageous was latered brought back to be lassie, where sheshowed weekly how braveand intelligent a canine could be and how depressingly stupid her "Intelligent" human masters could be.

Olaf was of coursebrought back as "Alex" from the Strohsbeer commercials. As if that would surprise anyone.