

T. Gillman
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STAR

Volume II

Editor-in-Chief - Master Pebyr ap Cucorin
Editor in Charge of Production - Bridget of Bards' Haven

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Cover Art by Nightlinks
Lettering by Bridget of Bards' Haven

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The Dreaded Letter from the Editor

By Master Pebyr Ap Cucorin

Greetings unto the populace of the Celestial Kingdom. My congratulations to King Theodric and Princess Avril as our new Monarchs. May their reign be a fruitful one. Also congratulations are in order for Champion Michael.

Congratulations are in order for King Theodric the First and his wife Kayla Blackflame on the birth of their first child and we want to welcome the newest Amtgard member, their daughter, EVA DESTRUCTION BLACKFLAME!

Of late we have had a great number of new members arrive in our lands. May I be the first of many to welcome them. For your information, let me explain a few things that you may not know about Amtgard. First of all if you have a weapon you wish to have checked for safety or armor to be rated for it's armor value, go find the Champion Michael or King Theodric. These are two of the people with the authority to do such things.

I was asked by members of the Draconis Combine if they could form a company and I told them as I would tell anybody, the only requirements to form a company is that you have 3 members. It doesn't matter if you have been in the group 1 year or 1 day. In light of that, if you wish to join a fighting company, these are the three major existing ones. The captains are 1) Bodon of the Black company, 2) Torig Headbasher of the Black Horde and Squire Imag Nificent of Annihilus. Look around see if these are companies you wish to join or if you can start your own. The more the merrier, I always say.

If you wish to do something in the Arts and Sciences especially the Bardic or performance arts, I am probably one of the best people to ask. I am both the Editor of the Newsletter (Kingdom Chronicler), and the Kingdom Court Bard. This means that if you wish to perform in Court or after Court in a scheduled Bardic, or if you wish to have something published in the newsletter, PLEASE come see me. We will continue to put out the newsletter on the basis of having enough to put in it. The more I get the more often the newsletter comes out. Also I think we don't have enough bardic stuff going on, so I want to see more of that. I would like to encourage people to bring instruments. If you are interested in Folk music or just about any type of music, might I recommend Folk night at Alastair's house (he's the BIG English guy with the Lion on his chest). It takes place every 2nd and 4th Wednesday of the month.

For those of you with a Modem there is Halfmoon's Tower (641-2063), which is pretty much the official Amtgard BBS. Any of you interested in Making Garb and forming a Garber's guild can get a hold of Halfmoon (He's the guy in the Wizard's outfit) at 641-2064. He has rulebooks on sale for \$1.00 and soon will be coming to the park with a box of loaner garb. For those people that are new to the game, 'Garb' refers to the costumes you see people wearing. Amtgard is a Medieval Fantasy reenactment society and we encourage people to come out in costume and 'Play' their personae. If you don't have garb, ask Halfmoon if he can loan you any or make one yourself. A cheap tabard can be made for under \$5.00 and will be very appreciated.

One last thing before I go. I would recommend that the members of the reeves' guild get together and elect a Guildmaster of Reeves, the next chance they get.

Well, I can't think of anything more to rant about, so goodbye.

AMTGARD TELEPHONE LISTING

Persona	Mundane	Phone #	Co.	Barony
=====	=====	=====	=====	=====
Avril	April Bremner	824-2564	B	Turris
Bodon	Charles Turner	673-0444	B	Turris
Bridget of Bards' Haven	Brenda Beschorner	822-5091	S	Turris
Lady Chrystal	Georgina	512-367-4805		Bifost
Anna Delucian	Lene Griego	656-3869		Turris
Gore	Shane Blancett	656-3869	A	Turris
Halfmoon	Bruce Tomlin	641-2064		Turris
Kilraven	Kenneth	512-367-4805	A	Bifost
Logan	Nathan McDonald	690-9134		Turris
Malchion	Sam Robinson	?	A	Turris
Marshlon	Robert Mestepey	656-3869		Turris
Melissande Aefen Steorra	Kathy Cohen	637-1194		Turris
Michael Hammer of God	Will Jordan	534-0049		Turris
Narsya Sura VasuaDeva	Conrad David	534-0049		Turris
NightFox	Clay Dugger	680-3534	A	Turris
NightLynx	Ken Edeisteine	342-4036	A	Turris
Pebyr Ap Cucorin	David Seguin	681-0739	A	Turris
Raven	John Savage IV	824-4323	A	Turris
Rhyss Quadmonah	Robert Zook	657-2930	S	Turris
Shadow	Isaac Garcia	337-0828	A	Turris
Sir Theo Blackflame	J. D. Wade	512-895-2516	A	Bifost
Squire Imag Nificent	Jim	512-895-1651	A	Bifost
Thandron	Anthony Osborn	512-452-7228	B	Turris
Thanos	Chris Kanute	674-2918		Turris
Baron Torig Headbasher	William Meyers	670-8483	S	Turris

[Any corrections that need to be made should be given to Master Pebyr or Bridget of Bards' Haven] (Hey... Nobody's perfect!)



And Now A Word
From Our Monarchs

UNTO THE POPULACE OF THE CELESTIAL KINGDOM
AND ALL WHO COME BY THESE LETTERS:

I'd like to thank everyone who attended my coronation,
especially those who traveled many miles to be with us.

I would like to welcome the soon-to-be Barony, Morgrock of
Killeen, Texas.

As you may know, the Burning Lands Coronation and Amtgard
Olympiad will be the last weekend of April. We hope to have as
many people in attendance as possible. We will supply car pool
information soon.

YES! The rumors are true! The Mother Kingdom is planning a
new rule book and are asking for input now! If you have any
suggestions or ideas, please put them in writing and turn them in
to your local guildmaster or to myself.

The trolls have been set loose to instigate hostilities
between our Kingdom and the Kingdom of Emerald Hills. More
information on this coming soon to an Amtgard near you!

THEO REX!

THE BARON SPEAKS
(or "Just a Little B.S.")

Well, it's me again. A lot has happened over the last month or so. We've gotten new members, seen preparations for a new king, and generally had a lot of laughs.

I'd just like to take a minute to point out a few odds and ends that you might be interested in...

1.) The "Royal Court" decisions. This apparently bothered a few people so I'd like to quickly explain a few things. The "Court" was not appointed to take away any say the populous has in making decisions, but rather, to allow a sensible method for decisions to be made quickly and easily. Almost every person I've talked to had problems with the results of the Allthing, and I think it amounts to people voting on things which they didn't have all the facts on. By using representation at the "Royal Court", it allows you to completely explain your position of each subject, at your leisure and taking as much time as is needed. If you have strong feelings about the decisions made by the "Royal Court" or about the concept of the "Royal Court" or would just like to bring something to our attention, PLEASE contact me as soon as possible, and I will MAKE time to listen. I am your Baron, and while that makes me "the leader", it also makes me "a servant". I serve the will of Turris Lunae and I keep that in mind whenever I make a decision.

2.) Garb. I have been told there are several people (Lady Melissande, Halfmoon, etc.) who have offered to make garb at decent prices. I'm getting the Lady Melissande to make me some court garb for the Crown Coronation. If you're planning on going, why not contact Halfmoon or the Lady Melissande and see if they have the time and prices to help you!

3.) Battlegame Variants. I still have plenty of coppers for any of you who can come up with some new variants to our standard battlegames. Let me know of your ideas, and if we use them, you could be taking home a bounty of coppers!

4.) The Newsletter. Pebyr and Bridget need help! Let's get some entries in to them so they can produce some nice work! Everyone loves to read them, but nobody's got the time to help them!

5.) Get involved. Several people have come to me asking what they can do to help the Barony and Amtgard in general. I had to tell each one of them to 'pick a subject and go for it!' because EVERYTHING needs help. If you want to make loaner equipment, garb, bring water, help revels, etc., then DO IT! We can use the help, and volunteering for such things is always appreciated!

Well, I've rambled on long enough. Remember "help me help you", "let's see some interest in garb", "whip out some new variants", "help OUR newsletter", and "GET INVOLVED, Amtgard is nothing without you!!!!!"

Baron Torig Headbasher
Chieftain to the Black Horde: Tigers Clan
Sentinel of Discordia

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BATTLE OF THE ZOMBIE MASTERS - A Battlegame Variant

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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'
 - g. 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 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!

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PRETENDER TO THE THRONE - Battlegame Variant

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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.



CROWN FEAST XVII

Amtgard: Kingdom of the Burning Lands proudly invites you to attend our seventeenth semi-annual coronation of a new Monarch. The festivities will again be held at Zac White Boy Scout Campground, as they were last April. This site offers such precious and rare camping facilities as flush toilets and a large indoor feast hall; however it is a dry site, no alcohol will be permitted. The site will be open from 1pm Friday, April 26 thru 6pm April 28, Sunday. The gate will be closed from 1am-7am each night to allow the guards to get some sleep, please plan to arrive before or after those times. Come early to get the best campsites.

As with last year, we will be providing three meals on Saturday including the Feast, and a Sunday Brunch. All this is included in your one low event fee. The meals will consist of:

Saturday Morning Breakfast (9am)

Porridge with brown sugar, butter, apples and cinnamon
Eggs on tortillas with salsa piquant
Coffee and Hot Tea

Lunch Saturday Afternoon (1pm)

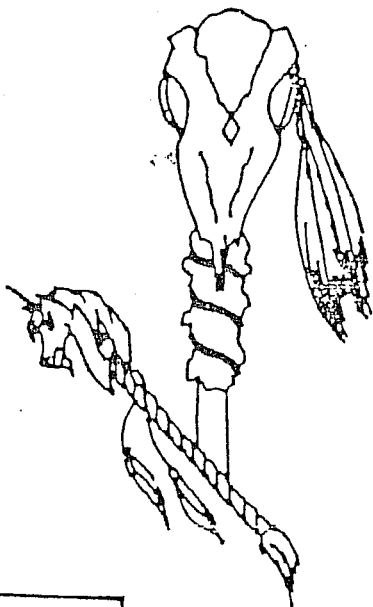
Grilled hot dogs
Grilled Hamburgers
Assorted condiments and fixin's

Saturday Evening's Feast

Grilled Sirloin Steak
Green Beans Almondine
Baked potatoes with butter and sour cream
Tossed salad with assorted dressings
Apple and pineapple pastries

Sunday Brunch (10am)

Accumulated past repasts (leftovers)
Coffee and Hot Tea



Money:

Tickets to this event are \$14 until 10pm Saturday, April 20. Thereafter and at the gate, tickets will be \$16. Because we have to put down \$700 in insurance and site fees before the end of March, we are eager to sell as many tickets before then as possible. To that end, we will hold a drawing on March 30 at 5pm from among the tickets sold. The more tickets sold, the more prizes we will give. If we have sold 20 tickets, we will give away 6 months of dues paid, or \$5 value in Amtgard publications, winner's choice. If we have sold 40 tickets, we will draw again for an ounce of silver or an Amtgard sword. If we have sold 60 tickets, we will draw again for a free ticket to the event. If we have sold 80 tickets, we will draw again for a real steel sword. So get your tickets by the end of March!

Because we have such a large population of deadbeats, strict control is planned on ticket checks. Please don't be offended by this policy, we're protecting your investment in the event.

Because of the high cost of this event, we are sorry, but we can't offer free tickets to visiting royalty. We feel it would be unfair for the other participants to be required to pay for a dozen crowned heads to attend.

Olympiad:

The third Annual Olympiad will be held at this event. A flyer will soon be forwarded with all the details. Contests will include: competitions in court and combat garb, cooking, flat, 3D and passive art construction, armor and weapons construction, needlework, banners, belts and other Rose entries, games and publications, and a bardic with all appropriate categories.

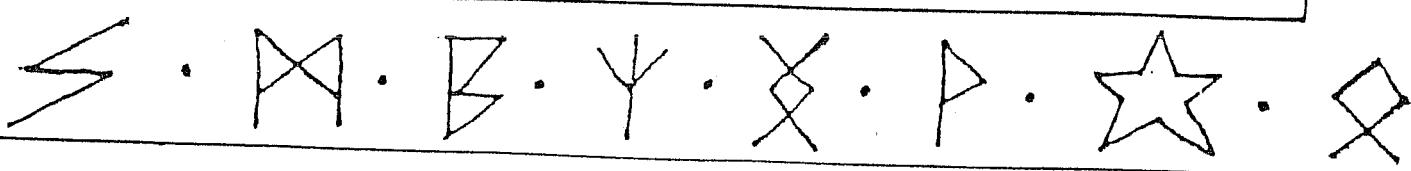
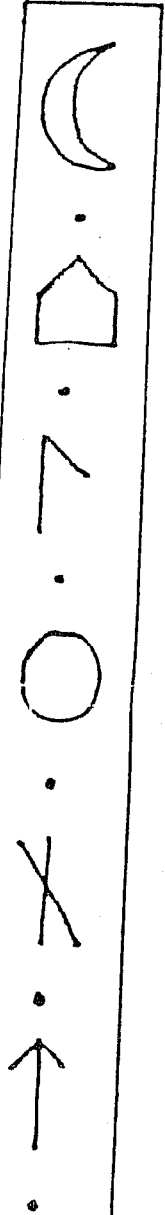
A combat component is also part of the Olympiad; no sponsor has as yet been found. If practical, this will be held on Saturday, to enable as many people as possible to compete.

We would like to give out prizes to the winners of both the arts and combat portion of the Olympiad. We request that members of the royalty, nobility, knighthood, company captains and household heads, and anyone else who is able and willing contribute items to be used as prizes for event and section winners of Olympiad III. Large or small, any Amtgard item is welcome.

Combat:

This is the Burning Lands, so there will, of course, be all the combat you can eat. Again, no sponsors have been found to schedule specific games. A fair guess would place the Olympiad tournaments on Saturday morning and early afternoon, possibly a short battlgame in the late afternoon before court. A night battle seems likely (zombies love to hunt fat humans right after a feast). Sunday would be a good time for a theme battle or two: us vs ya'll, Knights and squires vs the world, oldies (4 yrs +?) vs newbies, woodsies (druids, scouts, archers, etc) vs Citifolk (wizards, paladins, anti-paladins, etc), good guys vs bad guys, etc.

If there is interest and someone to organize it, there's an archery field on site whereon a live arrow archery tourney could be held.





Reflection

&

Revelry



"UNDER THE SHIELD WALL"

Cheri Corbett

Cheri Corbett
1912 Avery Ct.
Ft. Collins, CO 80526

Greetings. I am Theo of the Black Flame. Many know me, but few know of my past. I now write these words that others may learn from my experience...

I come from a land called Hasgard. I was orphaned as a babe and was raised in an orphanage until I was five. I was then sold into slavery and was bought by a man in a mask. I was taken to a large estate where I was instructed in the cleaning of stables. As a secondary duty, I was the official "Taster". Before meals, it was my duty to taste the food of the lord of the estate, to prevent his poisoning. I later found out that I was slave to the Guild of Thieves and Assassins, known as the Brotherhood of the Black Flame. I tried to escape once, but was caught and given a vicious beating. After I had been a slave for about six years, my life was forever changed. I was instructed to saddle Master's horse (an everyday task)... I did as I was told. Shortly thereafter, my Master and two men came to the stables to their mounts. As they were riding away, I heard a sound above me in the loft. I looked up and saw a man in a red mask with a bow, aiming an arrow at my Master's back. Without thinking, I grabbed a loose stirrup and threw it at the assassin. It struck him on the side of the head at the same time he loosed his arrow. The arrow hit the ground beside my Master. The assassin leaped at me. I dove to the side, and he landed on a tool rack and at least four pitchforks. When my Master found out about my actions, he gave me my freedom, provided that I remain with the Guild and began training at once. I trained for five years, and killed my first man at the age of sixteen. It was an easy assassination. There was a merchant who again and again refused to pay for protection from the Guild. I broke into his home and cut his throat while he slept. I then killed his wife and child so that the Kingdom could auction off his shop. The Guild, of course, bought the shop to change it into a brothel. The next day, I was at their funeral. They had no relatives and few friends. Guilt came creeping like a tide. Slowly, the realization of what I had done came into focus. I spoke to the Guildmaster about my feelings. He wrote up a parchment and instructed me to deliver it to the gate guard at the King's castle. I did as I was told, not knowing that I was volunteering for the King's Army. I went to war college for three years. Life, in general, was a bit better at the castle, although I began to feel restless and unfulfilled after a time. Then, one day, invaders were spotted seven days march away. The next thing I knew, I was facing a sea of invaders. That day, I saw all my friends that were on the first, second, and third lines killed. By the time I got to the front, we had broken their shield wall. Fear gripped me like a vise, but when I saw the hate in my enemies' eyes, my survival instincts rose to the occasion. I killed seven men before I was knocked unconscious. After the fray, I woke to the smell of blood and intestines. I was being moved (actually, dragged) and I could still hear the sounds of battle over the ringing in my ears. Once at the first aid station, I was relieved of my armor, and discovered that I had a cut on my sword arm about two inches from my wrist. A General praised me on my kills. By morning, our catapults had caught up with us, and by noon, were lobbing boulders into the invaders' midst. By early evening, our cavalry was sending the mongrels scrambling for their lives. The next morning, the horrors of war were strewn about the field and the clean up was in progress. We began our march home the next day.

On the way home, I realized why my old Master has sent me here. To learn the necessity of killing and the law of survival of the fittest. In Hasgard, the weak are servants, peasants, slaves, or dead, and I would not have myself be one of those. Once out of the King's Army, I began to freelance assassinations, and, while I still felt a little guilty, I did what was necessary for my survival. Soon, I was too well known. The Guild was upset that I was not paying them dues. I decided to run instead of paying or being killed. I grabbed what I could and saddled a very fast horse. I headed for the closest seaport, Seagard. In a tavern, I made the acquaintance of a man named Neil Luckyleif, who was gathering a fighting company to do battle with a realm called Amtgard. It suited my purpose, so I joined. After four months at sea, in which time I learned that Amtgard was a land where magic is real and work for assassins good, we spotted land. It took us another year over land before we reached Amtgard...

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Chapter Two: The Amtgard Years

The first Amtgard realm we came to was the western Kingdom of the Burning Lands. We set up a permanent camp and began to build up our fighting company, the Golden Lions.

I continued by trade of assassin, and soon took over the Guild to form the new Brotherhood of the Black Flame. During this time, the company was dwindling and finally faded until I was the last of the Lions. With the help of the pirate Delphose, we recruited new members under the Lion banner. I am proud to say that banner still flies in the Burning Lands.

During my time as captain of the Golden Lions, I squired myself to Dutchess Sir Tawnee Dark Falcon, a former queen of the Burning Lands. Uncontented with my position, I attempted to claim the crown of the Burning Lands, unsuccessfully. Out of my efforts, I received Knighthood of the Flame from Aritheros Rex.

News of other Amtgard realms stirred up wanderlust in me. I left the Lions in the hands of my squire and traveled to the Eastern Hills. Along a large pathway in the hills, I met the gentle fold of Rainbow Mountain. They took me to a great revel. I decided to stay and share Amtgard with them. In some time, the Barony of Bifost was created. We soon met our friends to the east, the Barony of Turris Lunae. The two baronys allied to form the Celestial Kingdom.

I have taken up roots in Bifost, in the form of my wife and child, as well as the forming of Annihilus. In the midst of this, I find myself lusting for a crown again, the outcome of that is yet another story....

King Theodric the First



KINGDOM QUALIFICATION RESULTS

Arts and Sciences:

Cooking

Pebyr	"Ginger ale"	4
Avril	"Muffins"	4
Halfmoon	"Meat Pie"	5

Bardic

Theo	"Solitudes"	3
Pebyr	"Lightning"	4

Writing

Michael	"Birth"	4
Pebyr	"The Roman"	3
Theo	"Personae"	3

Passive Construction

Halfmoon	"Dr. Barding"	4
Unknown	"Now n Laters"	4
Halfmoon	"Rulebook"	2

3-d Art

Pebyr	"Barb. Necklace"	2
Unknown	"wand"	3

Weapon Construction

Theo	"Black Sword"	2
N. Shade	"White Swords"	3
John	"Leather Flail"	4
Narsya	"Plaid Swd, Fl"	4
Malkion	"Brown Flail"	2
Pebyr	"Black Sword"	3
Grey	"Sword"	2

Court Garb

Narsya	"Indian"	5
Avril		4
Kayla	"Peach" #1sl	3
	#2s	3
Kayla	"Purple"	4
Halfmoon	"Hat"	4
	"Cloak"	4
	"Shoes"	3

Composition

Pebyr	"Lightning"	3
Pebyr	"Chrystal Tear"	3

Battlefield Garb

Michael	"Harlequin"	3
Kayla		3
Avril		3

Shield Construction

Unknown	Green	3
	Blue W/Star	3
	Blue W/Dolphin	4
	Big Silver	4
	Little Silver	3
	Black Shield	4

Flat Art

Unknown	Smiley Favor	2
	Phoenix Favor	2
K	Heart Favor	3
Theo	Letter	3
Kayla	Letter	3
Narsya	Letter	2

Armour Construction

Unknown	Chain Coif	4
	Chain Tunic	4
	Chain Shirt	3
Pebyr	Wx'd Leather legs	4
	Wx'd Leather Belt	4

Overall Standings :

1st	Pebyr	30
2nd	Halfmoon	29
3rd	Kayla	24

KINGDOM QUALIFICATION RESULTS (cont.)

Far Events:

Single Sword

1st	Keith
2nd	Tanis
3rd	Shadow

Throwing

Malkion

Sword & Shield

1st	Theo
2nd	Tanis
3rd	Michael

Dagger Duel

1st	Shadow
2nd	Narsya

Florentine

1st	Michael
2nd	Kayla
3rd	Shadow

Two Man Teams

1st	Malkion & Theo
2nd	Narsya & Michael
3rd	Nightshade & Archael

Nordic Wrestling

Shadow

Open Combat

1st	John
2nd	Narsya
3rd	Mikey Rex

Unknown Event(I was given no name)

1st	Malkion
2nd	Nightshade
3rd	Kayla

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*****
*
*  Overall Standings :
*
*  1st    Michael
*  2nd    Shadow
*  3rd    Malkion
*         Theo
*         Narsya
*****
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WHEN LIGHTNING STRIKES
Words & Music by Master Pebyr ap Cucorin

A shattered chord on a broken night,
A mother lies dying as a young child cries,
The sweet song of steel screaming on the wind,
All the women are wailing to the night's bitter end.

Horsemen riding in from the hills,
Dust in the air as your blood starts to chill,
Lightning bolts crackle with mem'ries of these,
Legends foretelling the slayers of beasts.

Chorus: There's a storm cloud coming, gonna light up the night
 There's a storm cloud coming, it's a horrible sight,
 Bringing fire and steel from the heart of the night,
 You better take cover when lightning strikes,
 When lightning strikes, when lightning strikes...

I wouldn't lie and claim we all were saints,
Our hands are just as bloody as those of the slain,
Don't be afraid, there are no beasts in our eyes,
Only a soul in a hero's disguise.

When the blood lust sings in the back of your mind,
All Humanity's lost, the thin veneer of a lie,
It's so hard to consider our mission of hope,
Passions tied down by a hanging man's rope.

Chorus: There's a storm cloud coming, gonna light up the night
 There's a storm cloud coming, it's a horrible sight,
 Bringing fire and steel from the heart of the night,
 You better take cover when lightning strikes,
 When lightning strikes, when lightning strikes...

(Guess) they thought they'd escaped when we found them at dawn,
Swords flash like lightning, a righting of wrongs,
Magnificence burns bright, a raven's dark feast,
Sir Theo and company, the Slayer of Beasts.

Heed now my warning, harbingers of the beast,
Beware of storm clouds, lightning to the East,
Know we will find you afore you get far,
Annihilus descents, an avenging bright star.

Chorus: There's a storm cloud coming, gonna light up the night
 There's a storm cloud coming, it's a horrible sight,
 Bringing fire and steel from the heart of the night,
 You better take cover when lightning strikes,
 When lightning strikes, when lightning strikes...