

SEAN



THE COURT OF THE CELESTIAL KINGDOM

KING: SIR LOGAN T. BLACK
REGENT: SIR PEYRAP CUCORIN
CHAMPION: SQUIRE WYLDECATT
PRIME MINISTER: SIR MICHAEL HAMMER OF GOD

THE ROYAL GUARD

CAPTAIN OF
KINGS GUARD: ZIGFUL

REGENT'S DEFENDER:
ERIC MACKIEREN

KINGS GUARDS

BROGAN
TA-SHI IAK
ARTHON
DUSTIN
MANNY

REGENT'S GUARDS

HORUS
PHINEAS
CLALIBUS
BROHMIR

THE COURT

COURT HERALD: ARCHBISHOP DUNBAR
WEAPONMASTER: SIR ARTHON
COURT JESTER: OOLPH
GUILDMATER OF ARTISTS AND ARTISANS: SIR NIGHTLYNX
GUILDMASTER OF COOKING: FATHER MICHAEL PHILLIT
GUILDMASTER OF REEVES: DREADSTONE
GUILDMASTER OF SAGES: SIR RUFUS
GUILDMISTRESS OF GARBERS: DAME MELINDA
GUILDMASTER OF SMITHS: ATHISDANE
GUILDMASTER OF HERALDRY: BELOCH
SCRIBE: SIR ARION
GUILDMASTER OF GLADIATORS: ASYLUS
ROYAL PIT BULL: MANIACLES

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WORDS FROM THE MONARCH

Greetings unto the Populace of the Celestial Kingdom,
Normally in this slot you see a letter from the King blowing lots of
hot air and meaningless &^!\$*!+. Well, here's what I've got to
say.

This reign has been excellent so far, so.....

Keep it up and kick a lot of butt on the field.

Slay on,

Count Sir Logan T. Black Rex Celestium

And now for a letter from the Regent - "B". But seriously
folks, though it's a good letter, I meant to say more. This reign, I
have tried to address various problems concerned with the office of
the Kingdom regency. If you have entered some items in Kingdom
level arts and sciences tournaments (and have not received awards
you thought you should have for certain items), I am allowing
people to enter such items in the Mid-reign arts and sciences
tournament. Items covered under blanket awards may not be
entered.

Also at Mid-reign, we will be attempting a Regent's College,
patterned after the collegiums held by Francesca during my reign
as King. Various people will be conducting classes on particular
subjects, for whoever wants to listen. All Kingdom A&S
guildmasters are being asked to do so. If you are not an A&S
guildmaster and would like to conduct such a class, go ahead. If
people are interested enough to come to your class, then I would
say you have the makings of a guild.

Anyway, I can't think of anything more to say, so I will leave
you ... for now!

In Service,

Prince Regent Pebyr ap Cucorin

Finally a Word or 16000 from the outgoing PM.

Dear People of the CK,

As usual I would like to thank all the people who helped make my job easier. First, I will thank Zephram who was an excellent monarch to work with. Moreover as you can notice even now when he is king no longer he is still a major Star contributor. Second I would like to thank Father Mican Phillit. Mican is clearly the most underrepresented Star contributor ever. He gave me fiction and a cover. I was not able to print either on because I either lost them or because I Already filled up on cover to use. I heard that he also sent a letter with another piece of Star input to my old address after I had moved but I never got to see the actual letter. Anyway, I realize that this apology is in no way just jompensation for his efforts but unfortunately some things get lost in the system and these things can't always be fixed in an equitable way. Also I will thank all the people who gave me art or articles that I did manage to use. Finally I will make one more apology to Mordred who gave me a great cover for the last star but who was mistakenly called Rook in the by line.

Finally, as much as I enjoyed some aspects of my service as PM I would over all say that PM is far and away the least enviable job in the entirety of Amtgard. If I ever smoke enough crack to want to hold this position again I hope someone puts me out of my misery. Perhaps this is to much of a downer to leave on so I will say that Kaderian and Snake-eyes who are running for this position when I finish are both still fresh and optomistic about this job and I look forward to a productive reign form either of them.

Ex Prime Minister Sir Michael Hammer of God

Editorial Remarks

It has been brought to public attention that some people are dissatisfied with the reeving abilities of some reeves. It has been suggested that those who reeve regularly should fight battlefield more often. Perhaps this would be easier to arrange if there were more than 15 authourized reeves in this kingdom of 600 people! The Reeves Test is administered at most local and every kingdom Qualifications Tourney. A score of 75% passes. Usually multiple retakes are allowed. Often this is an open book test.

Duke Sir Zephram MacLaren

Below is the list of artifacts that are slated to be given out at the Tiger quest in June. I hope that some of these new toys and some of the old favorites make everyone all hot to go to this quest.

1. Shield of Reflection - as per rule book
2. Homestone - as per rule book
3. Dagger of Infinite Penetration - as per rule book
4. Sword of Flame - as per rule book
5. Odin's Hammer - as per rule book
6. Ring of Power - as per rule book
7. Dwarven Shield Arm - while worn the arm it covers acts as a shield (ie it cannot be wounded by normal weapons but three Red weapon hits destroy it). Spell effects that would destroy a shield also destroy the arm. If damaged, the arm cannot be replaced without both a heal and a mend.
8. Javelin of Lightning - has three charges. It can be used as a normal javelin, but to activate lightning, you must call out "Javelin of lightning" X 3. Then, it is just as though the tip was a lightning bolt in all respects.
8. Mask of Deception - usable by any class but Barbarians. The mask allows you to Mimic as the Bard ability for one life per game. If the user is a spell caster, he still pays for all weapons from spell points. If equipment that could not normally be used is chosen, (like a Wizard taking a shield or a Druid taking a large shield) the player pays six spell points per level for each item which he could not normally use. Otherwise, all costs are as they would otherwise be. Armor, however, never costs spell points.
10. Amulet of Fireballs - the bearer of this relic can cast three Fireballs per game. This power is irrespective of what class he plays. These Fireballs are cast exactly as per the wizard spell. Only three may be cast per game no matter what, though.
11. Torc of Power - Acts as any relic that any player on an opposing team already carries. It must be announced beforehand what relic the Torc will imitate.
12. Dagger of Healing - allows user to cast unlimited Heal spells as per Healer. The dagger must be held to the wound and the Heal

spell must be recited. Usable one life per game.

13. Sword of Wounding - a normal sword except that any wounds that it deals cannot be healed magically.
14. Charm of Tranquility - the wearer and all his items are completely protected from magic. This includes an inability to carry enchantments on person or equipment.
15. Holy Arrow - This arrow and this arrow only is always treated as an armor piercing arrow. Furthermore, once per life it can be used as a Penetration arrow. This must be declared ahead of time. Finally, once per game it can be used as a White arrow. This must also be declared ahead of time.
16. Cestus of Might - this glove is not in any way to be considered a weapon. The wearer gets one point of natural body armor as per Barkskin. Also, their weapons are all treated as though they were Warrior improved.
17. Diamond Tipped Spear - this is a melee pokey not a throwing weapon. It is treated as a Red weapon on both Slash and a Stab. This is the only weapon that is Red on a stab.
18. Charm of Reason - allows the user to use emotion control on himself once per game. This is exactly as per the Bard ability.
19. Apples of Regeneration - This artifact can be used by any class including Barbarians. To activate, the owner must stand still for a thirty count and "eat" the Apples. Once activated, the bearer regenerates for 30 minutes or until dead. All wounds are regenerated in a 30 second count. Death cannot be regenerated but natural armor like Barbarian Berserk can be. Only one location may be regenerated per 30 seconds. Wounds from swords with Flameblade enchantment, the Sword of Flame, or Fire Arrows cannot be regenerated. Moreover, if the bearer does not already have this ability, he can fight after death as per a high level Barbarian when finally killed.

AMTIGARDIANCHESS

Squire Skywise and Sir Horus have requested that I run my live (fighting) chess game at Logan & Pebyr's Midreign. In preparation for this, please read the rules and game parameters found below...

Teams will consist of 16 people. Each duchy of the CK can form one team by itself. Baronies and shires of the CK have the option of either forming a team by themselves or joining forces with one other CK barony or shire to form a complete chess team. Guests from other Kingdoms may form one team representing their realm. Each group can have members on only one team (i.e., Tori-Mar cannot form a second team and Talon Field cannot mix forces with other group(s) to form more than one team...God knows they have the people for it). Provincial rulers/visiting monarchs will move the pieces so that in effect it will be a game between Therressa and Squeak or Lowol and Bagera (as examples) which will be acted out by their subjects.

Now for the rules of play...

Each piece moves as it would in a normal chess game except that when two pieces clash, they fight to see who keeps control of the square. Except for the pawn, only certain classes may play each type of piece (the pawn may be played by any class at first level).

King - Paladin, A/P, Warrior, Barbarian
Queen - Wizard

Bishop - Healer, Druid, Dunbar (hee, hee)

Knight - Scout, Assassin, Paladin, A/P

Rook - Archer, Monk, Bard, Arms Co. (not

Pieces may only engage when they are fighting for a square (they're effectively petrified at other times and may not move during or enter a duel). Armor is allowed, but enchantments may only be laid after 'lay-on' is

called. Wounds, damage to armor/shields/enchantments, and the enchantments themselves carry over from one duel to the next. Control/holding spells only work for 30-count. An active piece may not lay enchantments on an inactive piece (like to cast Pro-Mag. on the King), but may hide behind inactive pieces...which can't even be destroyed by spheres o' annihilation. The game is over when the King of one team is defeated in single combat.

This game has been playtested several times and, I feel, most of the bugs have been worked out. It was a smash hit at the war in Las Cruces for players and audience alike. I encourage you potential 'team captains' out there to start assembling your team now. I'll be happy to answer any questions you may have in the meantime. I can be reached at (512)918-0031 until May 30 after which time I'll be at (512)259-0566.

Enjoy!

Zephram

Theft

by Lord Squire Peregrine Valmont

Part I

Darren made his way along the stone corridor. Flickering torches lit his way. He counted off the thirteenth torch, then turned to the wall on his right. His fingers danced expertly over the stone, searching for the switch he knew was there. He hadn't come this far to be stopped by a mere stone wall. Success.

The door slid into the wall, and his breathing was joined by a hundred more. A large square room filled with applicants. Getting there before the deadline was part of the test. They all stood facing the elevated dais on which he sat. This won't work, he thought, straining to see above the crowd. Darren quickly ducked, darted, and elbowed his way to the front.

The man stood up from his simple stone seat and took in the crowd before him. It consisted of the best (or worst) that society had to offer. The dregs of civilization, the moral outcasts: assassins, cutthroats, bandits, burglars, thieves of all sorts. And tax collectors. A shiver of disgust passed through him. They were the worst.

He raised his hand to signal an end to the low murmur which begun within the crowd. The large figure to his right stepped out of the shadows and into the orange-red light cast by the light braziers. The man nodded to the mages within the shadowy corners. They began their magics to seal the room from any unwanted prying. That completed, Marl Sarcos, King of the North City Underworld, Slayer of Kings, Master of the Night, Eater of Infants, and Thief of Souls, spoke.

"Congratulations to those of you who made it this far. Your progress has been duly noted and- "

A thin black rope dropped from the ceiling. A man dressed in black, oiled leather armor slid to the end and landed on his feet. "I'm not late, am I?", he asked glancing around. Not very impressive last words, thought Darren, hand on sword, muscles crouching.

Darren caught the brief flicker of annoyance on Sarcos' face.

Then the flame from the two braziers on either side of him leapt into the air. The air crackled and popped. The flames danced. The right one arced out and struck the newcomer full in the chest. He spun from the blow. Before he could scream or fall, the other jumped out. The man howled as the flames lifted him off the floor. The two yellow-red demons joined in with their own howls of pleasure. They fought over their new toy. As muscle and tendon tore, they gently caressed his flesh with white hot intensity. They caught his dripping flesh before it hit the floor. A sizzle later, it was gone. Tired of the new plaything, the demons slammed together into a huge ball of fire. The toy gone, the flames jumped to Sarcos and wrapped around his body. They embraced him for but a moment, then settled down with a satisfied hiss.

"As I was saying, your punctuality is appreciated. In four days, a being from among you will be chosen to confiscate the Gem of Ord. It currently rests in their tower one day to the south. In four days, those of you remaining will reassemble here once again. At that time I will make my selection as to who will have the honor of bringing the gem to me and collecting my eternal gratitude as the reward." Sarcos resumed his seat.

Thus dismissed, the crowd made its way to the door. Darren waited at the back of the crowd, all senses alert. Two former contenders never made it to the door. Darren stepped carefully over the bodies, pausing only long enough to scoop up the small pouches from the belts of the deceased.
