A.Y. 15

During the Reign of King Mandigore

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Guildmasters:

Archer: Squire Maniacles

Assassin: Squire Maniacles

Bard: Sir I'magg

Barbarian: Wilbur

Druid: Mustang

Healer: Squire Zodiac

Monk: Squire Father Thomas

Monster: Squire Father Thomas

Reeve: Jude

Scout: Erneken

Warrior: Squire Father Thomas

Wizard: Squire Medryn

New BOD Members: Squire Zodiac, Sir Horus, Squire Vera

Kingdom Contacts

Brohmir Ethinddel	Keinplatz	830-784-3530
Josephine	Tori-Mar	512-837-0004
Chango	Griffen's Keep	512-575-2765
Snogard P	Grey Legion	512-556-6743
Jude	Dragon's Haven	254-680-3334
Von Dryad Duergar	Bifost	830-796-4542

Awards List

Hydra: Squire Mistress Wynde, Squire Mandigore, Squire Dayn, Clalibus, Lowol, Sir

Kaderian Mask: Light

Walker of the Middle: Spice

Lion: Lord Emanon, Cormac MacCloud, ShadowHawk

Rose: Kita, Grendle, Mordred, Sir Calvin, Helson, Grifter, Ivy, Aldar, Foxfire,

Patrick McCloud, Watcher, Hagar, Rocky, Father Thomas

Jovious: Von Dryad

Petal: Deathstalker (2), Blackrock (2), Sir Ta'shi-iak (2), Lost Cause (2), Christeve,

Gralin, ShadowHawk, Ranagar, Vigus

Smith: Aysa, Squire Vera, Squire MacGregor, Yohanna, Squire Lowol

Master Monster: Sir Zircon, Squire Mistress Wyne, Squire Father Thomas

Baron: Sir Kaderian

Lady: Squire Mistress Wynde Golden Dragon: Mistress Wynde

{Ed. Note: I know there were more awards given but my dog decided that the paperwork tasted yummy. If you received an award and it is not listed here, please let me know and I will add it next issue.}

The Teutons

Tacticus, the Roman historiographer, writing in A.D. 60, characterized the Teutons as having, Blue eyes and reddish hair, a large build, very strong in the attack, but not suitable to the same extent for heavy work." He was describing a number of clam living on the northern borders of Imperial Rome and partly on Roman territory.

What made them dangerous to the Romans was their warlike nature and the migration of German tribes between A.D. first and fourth century, the period of human migration which resulted in conflict with the crisistorn Roman Empire. Between A.D. 100-570, many Germanic tribes such as the Vandals and the Goths, moved from their original settlement areas and traveled far to France, England and North Africa, posing a constant threat to the Roman Empire.

Romans in Germany

About the time of Christ's birth, the roles reversed. Under the powerful Emperor Augustus, the Romans attempted to spread their power in the north, and crossed the Rhine and Danube with their legions to attempt to incorporate Germany into the Roman Empire. But the waniors of the Germanic people, the Cherusci, under their leader Arminius, defeated three of the best Roman legions lead by Varus in the Teutoburger Forest in A.D. 9, that the Romans then preferred to accept the Rhine and the Danube as the border. To defend the country against Germanic people, they built a wall 341 miles (550 km) long, the Limes, parts of which can be seen today. The adoption of Germanic tribes as partners in the Empire, gifts of money, and brisk trading at the border with furs, wine, amber and slaves, helped Rome to keep the situation under control. Towns were build along Romans lines, for example Regensburg (castra regina), Maim, Trier and Augsburg. Theaters, baths, paved roads, artistically decorated houses and villas-structures which the Romans soldiers knew from their native country - were reconstructed in distant, inhospitable Germany to make life more bearable.

When at last in A.D. 406, the Vandals crossed the Rhine in large numbers, they ushered in the end of the economically, politically and militarily disintegrating Roman Empire. The history of Germany and Europe henceforth was decided by the Germanic tribes, which took over where the Romans had left off in Western and Central Europe. Many of the Germanic tribes which brought about the fall of Rome have been lost, unfortunately, in the mists of the past.

Man-at-Arms Black Monk, Count Gernot Germanius von Richienishain and Tarun Eberstadt/ Unterwald

Count Gernot Germanius von Richienishain

The Flame Never Dies

I am assembling an anthology of Amtgard fiction and poetry, called "The Flame Never Dies." If you would like to be immortalized in print, now is your chance. I would love to have any and all submissions (I won't guarantee it will get included, but this isn't Bantam books and you don't have to be Piers Anthony, I'm just looking for anything good, anything interesting and Amtgard-ish). I am leaning away from "mundane" Amtgard stories, but that's just a guideline, not an absolute. Basically, I'm putting together a storybook. Legends, fairtyales, myths, persona pieces, whatever. "Histories" of our lands, historical pieces, anything Amtgard. I want it!

I will leave you with an intro for the book:

This by the pen of Darkangel the Chronicler -

Worlds and possibilities, fragments of Dream come to life, tapestries of things past or that might have been, or might be, or could be, all swirling about like leaves in the chaos of an Autumn wind. High overhead, the skies turn, the great crystal sphere of the Heavens offering an infinite numbers of star-filled skies, the skies of other worlds, worlds that are mirrors to our own, or perhaps better thought of as other works by the same inspired artist, producing many versions of the same grand theme. But however you choose to think of it, the important thing is that our world is not a single plank of land floating in a vast, empty sky, but rather, the home and kingdom of Dreams, a world spanned by imagination as much as oceans, built on firmament of Magic as much as earth. And the skies overhead are the most telling, for the stars themselves dance to the songs of Legend, flickering in and out in patterns learned by the Astrologers but understood by none, save perhaps Destiny's Sisters.

Herein are tales of knights and dragons, wizards and riddles, swords and song. Some are seen through the eyes of the heroes themselves, some through the eyes of chroniclers; some are tales of whimsy, others of grave doings; some are takes of hope, some of ruin. These I give to you, these Dreams, that you might tilt the jewelled horn and have a drink of the spirit of Heroes.

Let me tell you a tale of the place called Amtgard...

{Ed. Note: If you would like to submit something to Darkangel's project get it to me and I will forward it to him}

Hey!!!

The CK mailing list is up! Rules to the mailing list will be up. Kodiak from Emerald Hills will host our brand new mailing list. I asked, he obliged. :) Let's get this ball rolling, folx.

To subscribe to the list, send a message to: ck-list-request@flail.com with the word subscribe in the header.

To unsubscribe from the list, send a message to: ck-list-request@flail.com with the word unsubscribe in the header.

To complain to the list admin, send a message to: kodiak@flail.com

To post a message to the list (bet you thought i'd forget this one), send a message to:
 ck-list@flail.com
 and that message will be sent to everyone subscribed to the list.



Letter of Intent

I am officially submitting my intent to run for Prime Minister of the Celestial Kingdom. It occurred to me that I had griped enough about other people doing (or not doing) things, and if I was going to continue to gripe, I should try to fix the problems I saw myself.

So here are the problems as I see them:

- No one knows what awards they have, and if they do they don't know if the Kingdom knows
- The Kingdom rarely knows what level any given fighter is
- Crown Quals and the elections are generally a topic of hot debate.
- Our lands in the far Northwest feel that their voice is not heard here

So here's what I'm going to do about it:

- Sir Wilhelm has already begun the solution to this one. I plan to personally get with each provincial leader and update awards, and to continue publishing all awards given at each court, so there is a way to keep track of which awards people are receiving
- Absolutely nothing. Provincial records keepers are supposed to be keeping track of weeks, and I plan to leave it to them to do that. It's a task too big for the Kingdom to update weeks as often as would be needed to keep up to date on that.
- I've run more Crown Quals than I can count, and have either helped or entered to Qualify in the ones I did not run. I know how to run them smoothly. Elections should be fairly simple affairs. I plan to keep them simple and honest.
- I have already been in contact with the lands in the Northwest (I can hear it now "WHAT lands in the Northwest??"). So far I have gotten the Shire of the Shrouding Mist to get their paperwork together and to me so I could pass it on to Sir Wilhelm and hopefully update their status (they have had the numbers for Baronial status for almost a year now) I will keep talking to them, as well as doing my best to keep in contact with any new groups that spring up along the way.

I don't promise that I will be perfect. I will make mistakes. However I do promise that I will admit my mistakes and do my best to correct them.

Besides, I think it would be really cool to be the first PMeSs of the Celestial Kingdom!

Dame Shanti, Knight of the Flame

meren

Emanon for Duke

I, Lord Emanon, officially declare my intention to become the next Duke of the Gates of Solaris. After having served a term as Defender, taking over control as Ducal Regent twice, running a Kingdom quest and finally running two Kingdom and one Duchy feasts, I have decided to run for Duke. Many of you know me, and know of my integrity. I have never misappropriated funds, nor have I ever made an unjust call on the field. I make no claim to perfection and I admit when I make a mistake. I am confident that I could serve you, our Duchy, and our Kingdom well.

Lord Emanon of the Tiger Clan Squire to Sir Martel

