

Badger Press

"A Return to Excellence"

The Church of Dungen
Presents

Arion and Holden's
Four Dates

May 11 - Bastrop

June 6 - Silver City

July 12 - Wonderland

August 13 - Austin

September 6 - Victoria

September 11 - Washington

October 18 - San Marcos

The Old Age and Treachery Tour

This event is Buddy K approved

www.badgerpress.org

THE STAR

April
2003



ANTGARD
The Celestial Kingdom

LET IT BE KNOWN UNTO ALL WHOM THESE
 PRESENCE COME THAT THIS IS THE COURT OF
THE CELESTIAL KINGDOM

Shogun Yamamoto "Spearweasel" Kansuke

Regent, Sir Arion "SpearBadger" Reinquist

Prime Minister, Sir Clalibus "Spear of Henceforth"

Shogun's Most Worthy Retainer, Sir Arthon "SpearBoch"

Incoming Court

Monarch Sir Arion "Olde Age" Reinquist

Regent, Sir Tholden "Treachery" Von Bazillius

Champion Squire Dalos

Loyal Spear Retainers to the Shogun

Squire Vigus Darkjester	Squire Bromhir Ethindale
Vidar Shirokuma	Squire Colonel
Strider	

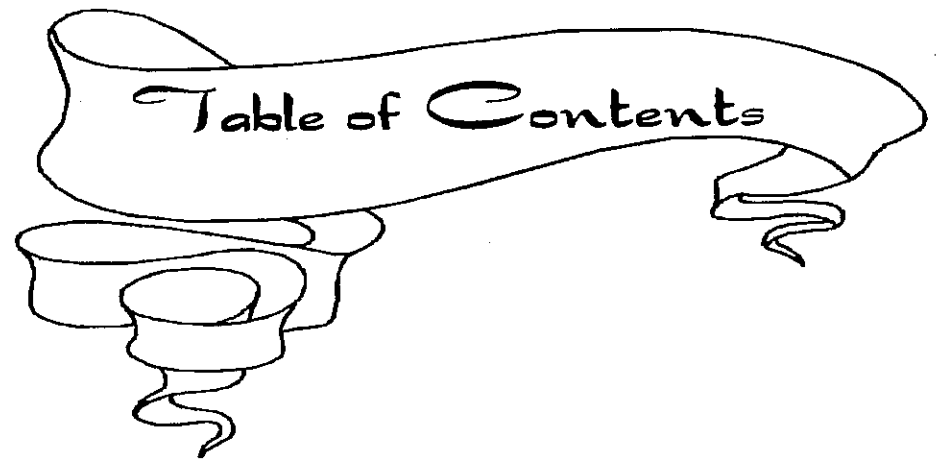
Fighting Guilds

Reeves: Squire Linden Tul	Archers: Qalor Tolandia
Barbarians : Squire Bromhir Ethindale	Druids: Kainin
Monks: Yamamoto Kansuke	Warriors: Dar
Paladins: Don Diego Velasquez	Anti-Paladins: Sir Zircon .
Assassins: Squire Qualin	Bard: Vigus
Healers: Squire Linden Tul	Monsters: Sir Stoney Rose
Scouts: Bresil	Wizards: Mescalini

Knights: Dame Mistress Wynd

Board of Directors

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The Star

THE NEWSLETTER FOR AMTGARD, THE CELESTIAL KINGDOM

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HOW TO SUBMIT ITEMS TO THE STAR

Any items that might be entertaining and/or informative to the Amtgard populace at large are always need for The Star. Articles, art, advertisements, maps, poetry, how-to, reviews, etc... are only a small sample of the kinds of items that are publisheed in The Star. All submissions are, however, subject to proof-reading and editing prior to publication.

Please submit all items to: submissions@badgerpress.org. Submission are also accepted whenever you can track one of us down.

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O Populace of the Celestial Kingdom,

This shall be my final letter as your Shogun, and though I now step down, I am not stepping out. The office of Monarch was the very first Amtgard office I held, and I have learned a great many lessons; a few negative, most positive. I shall take my lessons with me in my next undertakings in the kingdom and the game. Hopefully, someday I will bring them back againas your Shogun at some point in the future. I've enjoyed the experience far too much to stay away forever.

Where do I go from here? I shall remain in place as the Minister of Ethereal Affairs by running the website, the lists, and other forms of electronic communication. My personal energies will mainly be concentrated on rebuilding the shire of Drakenroc, which has languished for many months both before and during my reign. It is an old province and a good one, having been the home park for many of the Celestial Kingdom's influential and infamous. Drakenroc is my home, and I hope to restore it to glory. This may involve moving it, and will require a lot of stumping and networking... skills I learned, honed, and used in great amounts during my reign.

Though some things went unfinished, I count this as a successful reign. Spring War X was the most successful one in memory, and more than a few people commented that it was the best event they'd ever been to. The events held in the reign have, for the most part, been devoid of the troubles that have marred the CK's reputation in the past. As a kingdom we are financially stable once again, even if our coffers do not run over with gold. We have made great strides in establishing a close and amicable relationship with the Emerald Hills, with thanks due my Royal brother, HRM Squire Larin Moonstar. We likewise now enjoy harmonious relations with our neighbors in the Wetlands. Instead of one Kingdom Quest, the CK was blessed with three, one in each of the three

regions (North, Central, South). Major corpora and recordkeeping reforms were started, and will be finished during the reign of my successor. I have absolute faith that the projects which I have started will be continued and completed by Sir Arion and Sir Tholden. For that reason, I do not regard those things I leave incomplete as failures, merely as beginnings.

A great many people went into making my reign a successful one, and to thank them all would be an epic task. Thanks to my infamous absent-mindedness I am certain to overlook a great many people, all of whom I owe a great deal to. I will keep this short and very broad. I would like to thank Sir Arion, Dame Shanti, and Sir Tholden for providing me with the core of experience needed to make things happen. I would like to thank Megaera for keeping me sane and for her love and understanding. Finally, I would like to thank all of my friends, both inside and out of Amtgard, who have struggled and sacrificed to make this reign what it has been. Thank you all.

Respectfully,

Shogun Yamamoto Kansuke
Rex CK Fall 2003



From the Office of the Regent

The Office of Regent ...

... is all about pushing forward the agenda of the arts and sciences of the land for the benefit of all. An active Office of the Regent maintains a list of craft guildmasters that work as required within their field of expertise to help those across the land make better garb, make better weapons, cook better, write or paint better. At the park level, we each benefit from those things by being able to during a battlegame, identify the wizard with his robes and bright yellow sash, we benefit by having swords that don't break down as often. We benefit by having warm food available at the park. We benefit by being entertained by a good bardic tale or by gaining population by the more walk -ups who see our banners flying.

... I've been to each park during these last six months. ...at each park there is a constant thread. Apathy. A pronounced sadness and lack of personal respect for "good stuff" and the prestige that comes from being **just a little** bit better than the next guy. Collectively that lack of personal respect allows us to each reduce our level of acceptable behavior and conduct in Amtgard by making some excuse to say "it's all right."

... But, It's not alright. And I've noticed the trend in myself and I'm refusing to fall into it. At the beginning of my reign, I had one legal weapon. One. It was a dagger that was four years old and basically refuses to yield. And I had let my garb fall in to severe disrepair. My excuse for the weapons was weak.. no time. My excuse for the garb... was that "I like it that way" ... actually, I do.. and I MAKE my garb with edges designed to fray excessively.. but wearing RIPPED stuff is just lazy.

... So... Great Grandiose freaking Multi-belt ego boy lets his stuff rot... what's the next guy do.. .. why should he step up and fix his stuff if Belt Boy doesn't?.. and what about the guy next to him? ...

So then the weapons show up without covers... some say they fight faster that way... Does that make it right? ... Should that be Ok?... ..

... What's next? ... The battle games have folks playing assassin who don't have masks... then we realize that the other team's healer has a red twist tie from a bag of hotdog rolls on his belt that he claims is his sash... what happens when the fighters start getting that lazy calling shots? ... does that make us better? ... is that better Amtgard for each of us? .. how are we justifying it to our kids when they watch us and don't understand that what we taught them is a hit on them is exactly what we just sloughed?

... Do we have to wonder why the new folks who walk up often keep on walking now when before they would stay.... ?

... Somewhere along the way... perhaps we lost the point... perhaps, its time to return to the basics... return to the things that we all knew.... And remind ourselves why those things mattered... perhaps its time ...

... for a return to Old Age and Treachery!

~ Sir Arion Reinquist, Regent Celestium

Celestial Kingdom Coronation Spring 2003

Friday:

2 pm - Gate Opens

8pm - Juggling Tournament

11 pm - Bardic

Saturday:

9 am - Amazon Breakfast

10 am - Provincial Leaders Meeting / Kids Quest begins

11 am - Knights Circle Meeting

12am - All Thing / Vote on slots for Board of Directors

1pm - Weapon Check

2 pm - War

6 pm - Feast

7pm - Court

After Court - Lord Wolfbane's Raffle of Kingdom Plunder

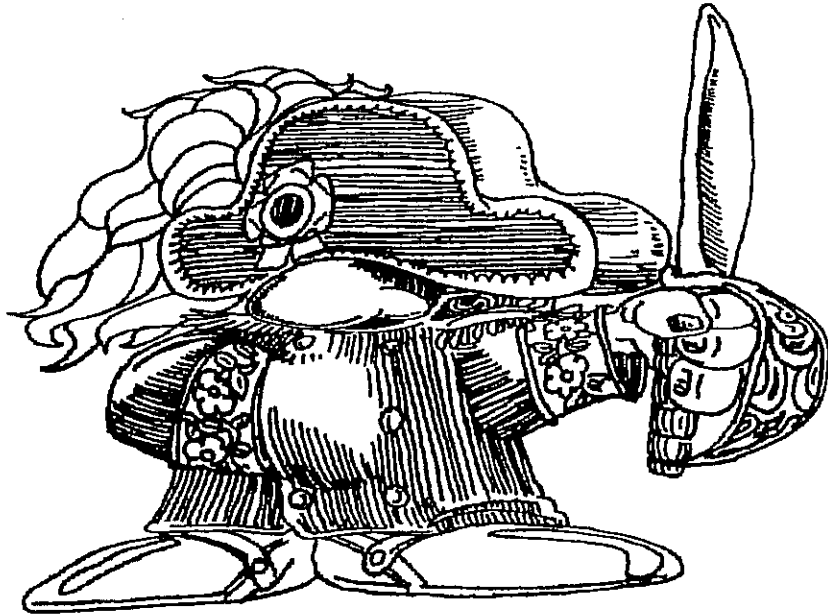
After Raffle - Bardic

Sunday:

10 am - Board of Directors Meeting

12pm - Site close time

Coronation Juggling Tournament



Alrighty Folks.....

The Juggling Tourney is for Bragging Rights.....

You need to bring a Team Skull, that will also be your entry fee.

Please put your Company/Team symbols on it. Also please remember, if you lose...you lose your skull.

The overall winner gets the skull that is used in the matches prior and those that they won from other teams.

Now to the rules.....

Basic Juggling rules with the circle included.....

the line up will be mirrored (i.e. slash will line up on the same side as the opposing slash)
No one can move till the skull is touched

None may enter the circle ,except for the Quick, till the Skull has been moved outside the circle. Penalty for this is a 10 stone freeze.

NO ONE ,for the exception of the Quick, may touch, kick ,throw or intentionally try to move the skull....anyone else will suffer the penalty of being ejected from the Tourney....No if's, and's or but's about it.

The skull is not a shield or weapon.....do not treat it as such

You can only have seven members on your team (i.e. the 5 regular positions, a sub and a Coach)

Your Coach will be your spokesperson....any calls that the team feels unjust will be done through him or her.

Every member has 3 lives per 100 stone.....Limbs are a 5 stone wait and Deaths are a 10 stone wait.

Substitution will be made in-between runs (i.e. every 100 stones)or injury.....

If you would like to presign your teamthat would help me alot. Once you do that....all you need to do is to be at the Juggling field at 8 in the evening on Friday and have your skull for entry.

Good luck to you all from your Juggernaut...

The High Ringgiver of the Celestial Kingdom
Master Bromhir Ethindale-Tannon
Head Squire to Sir Father Thomas Von Drakken
Warrior of the Brotherhood

Weapons Master Spring 2003

It is at the will of the Crown of the Celestial Kingdom that the Duchy of Talon Field has been selected to host the Celestial Kingdom Weapons Master.

If you have any questions, please contact:

Arion, Rex Clestium - duke_arion@badgerpress.org

or

Tholden, Regent Celestium - tholden@badgerpress.org

Location: Talon Field (Bastrop)

Date: May 11 at 12 noon sharp

Sign-in: 11:00 to end at 11:50

Late Arrivals:

Must show up ½ hour before next event to sign in for that and following events.

Events

Single sword - 36" or less

Double Dagger - 18" dagger\thrown dagger

Sword and Shield - 36" or less sword

Florentine - any length swords

Pole Arm - 6' to 12'

Single Axe - One Handed Axe

Two-Man - One sword or flail per team -

One shield (madus count as shields)per team

Each team may use one thrown dagger

No archery

Archery - Not your standard archery stationary Target
(you will be shooting at and be shot at by your opponent)

Event Criteria

ALL weapons must have covers

Placings and Scoring:

1-3 rd places only

Inverse points (3pts for 1st, 2 pts for 2nd, 1 point for 3rd)

All weapons will be marked by the Champion/GM Reeves

All participants must provide their own weapons for each event

Directions from Austin:

Take Hwy 71 east to Bastrop. Go to the 3rd stop light (Loop 150 or Chestnut) and take a LEFT. Go to 1st stop sign after the bridge (Main St) and make a LEFT. Go to the 2nd stop sign (Farm St) and take a LEFT. Follow Farm St DOWN the hill (Fishermans Park) till you see the Boat Dock. Talonfield will be on your right.



The Office of the Incoming Monarch

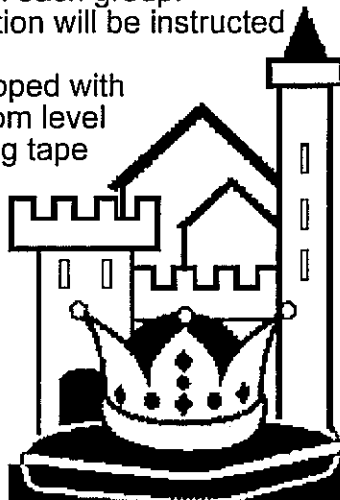
... is all about identifying and solving problems as they arise across this land that we call the Celestial Kingdom. The last Regent of the CK was on the right track with identifying certain issues that should be corrected to allow our local parks to again be growing and the society of the kingdom to move away from the sickness of apathy and move toward healthy activities and large turnout events.

... Across the kingdoms of Amtgard, many of the older kingdoms are experiencing the same conditions that we are here in central Texas. We are not alone in this. The Iron Mountains recently held the Sword Knight Boot Camp (SKBC), an inter-kingdom event where some of the best fighters across the game were assembled to INSTRUCT those who care to increase their skill and effectiveness in the game.

... the SKBC is a great example of how a return to the basics can be beneficial to a group.. we're going take that a step further... Over the next six months we'll be working on activities to return the Celestial Kingdom to the basics.

... Members of the Celestial Kingdom, On behalf of all those who have come before, Welcome to The Church of Dungen's Olde Age and Treachery Tour...

- ... During the Olde Age and Treachery Tour....
- ... Rulebooks will be once again returned to the lands.
- ... Corpora's will be once again returned to the lands.
- ... Weapon safety will be emphasized in each group.
- ... Safe and alternate weapon construction will be instructed in each group.
- ... Weapons will be required to be equipped with serviceable cloth covers at all kingdom level events. (no exposed foam or packing tape striking surfaces allowed)
- ... Weapons' safety and clarifications will be included on the CK webpage for easy reference by the populace.
- ... Proper garb is required by the rulebooks, the current and the upcoming 6.1. Proper garb will be required to be worn in all kingdom level battlegames.



... Sash making and spellball making clinics will occur on an as-needed basis to comply with the new (Old) garbing requirements.

... To showcase our rebuilt Amtgard fighting and garbing kits, two expansive quests are planned, the first has an Alice in Wonderland theme, the second will take adventurers into a land populated by the undead and unfriendly denizens of the Griffon's Keep.

... The fun we all remember is from **playing** well... with lots of opponents. I'm going to be working with each of you to help us regain some of that. Please, help me help you...

... Let's Return to Olde Age and Treachery, Together...

Sir Arion Reinquist, Rex Celestium



The Office of the Incoming Regent

The office of the Regent has always been and will continue to be the bastion of Arts & Sciences in The Celestial Kingdom.

To that end, and working on the foundation that was set in motion by the previous Regent (Sir Arion) several initiative are now under way.

The Star

Will continue to be published by Badger Press. This publication is the perfect vehicle to showcase your talent to others. The publication will be also used in a more informative "how-to" way, by including articles from the Guild Masters of A&S and noted artisans throughout the Realm.

Guild Masters of A&S

These positions are being revived. Selection to these post will not by vote but rather by appointment from the Crown.

A&S GM's will be held to a number of responsibilities:
Submit "how-to" and resource articles to The Star
Teach a workshop in the CK Collegium
Promote your Guild throughout the Kingdom.

For the incentive, other than your love of your craft, reward and recognition for a job well done and Guild well built.

Collegium

The Celestial Kingdom will be hosting a Collegium. The theme for this Collegium is "HOW-TO". There will be no actual A&S tourney at this event. However, each student will walk away with knowledge, imparted to them by experts, and finished items, that they themselves constructed in the classes.

Cover It Up

In keeping with the initiatives of incoming-Monarch Sir Arion, The A&S guilds will be held to helping safety and "eye-candy" on the field. For this part, weapon, shield, spell-ball and arrow construction, adequate covers, garb, and banners all fall within the ability of the AS guilds to help to improve.

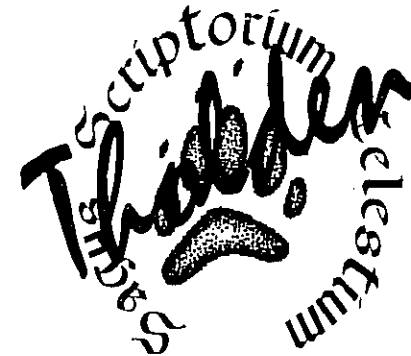
Off the field, the A&S guilds can help to build a better "Amtgard" ambiance. Music, singing, dance, brewing and vintners are all welcome.

Only so much can be accomplished in 6 months. But once the moment starts and then builds, The Celestial Kingdom will have A&S back in the main stream.

As our new Monarch has stated:
"Please, help me help you..."

... Let's Return to Olde and Treachey Together

Sir Tholden Von Bazzillius, Regent Celestium





May 03
11 Weapons Master

Talon Field
(Bastrop)

June 03
6-8 Emerald Hills Coronation
Wetlands Coronation

Tanglewood
Jones County

18-22 Rakis

Iron Mountains

July 03
12 Kingdom Quest 1 (Alice-in-Wonderland)

23-27 Clan (Tenative)

New Mexico

August 03
1-3 CK Mid-Reign

16 CK Collegium

September 03
6 CK Quest 2

Griffin's Keep
(Victoria)
Washington

11-14 Pac War

28 Close of CK Intents to run for Crown

October 03

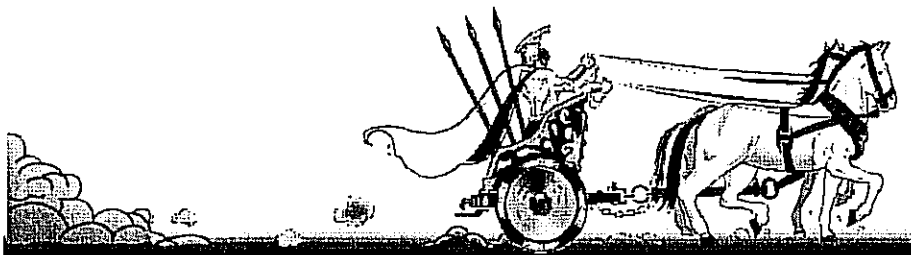
4-5 CK Early Proxy Voting
including 1st/2nd Choices

9-12 Banner War- Emerald Hills Tangelwood

11-12 CK Early Proxy Voting
including 1st/2nd Choices

18 CK Quals Emerald Springs
(San Marcos)





From the Champion

Ok so here is my write up as incoming champion. Instead of doing some here is what I plan to do thingy. I wanted to give you all a couple of games we play at my park that seem popular. Before I get into that though, there are a couple of things I wanted to mention. If you want to make some illegal crap arrows do everyone a favor and don't. If you were thinking of throwing some lead weights into your spell balls, save us all some trouble and don't bother. Seriously people there are many resources out there that will help you make legal arrows and spell balls. Utilize them. If you do not have access to the web ask a friend to print it out for you or something. If you need a link or some help finding the resources feel free to e-mail me. Honestly; however, you would be better asking someone like Kansuke. He likes to help people with stuff like that. Oh well, on to the good stuff.

Dalos
Holy Warrior of BoB the Unforgiving
Golden City AllStars
#3

Power

Power is basically like smear the queer how you played it in grade school. It is best suited for under 10 people. It is kind of a modified kill your killer. One person has the power and everyone else tries to kill them. You are dead until the person that killed you is killed then you come back to life. Wounds stay with you until you die. On a simo both parties come immediately back to life, and the person with the power retains it. I suggest you play this game legs on death as it will keep it a fast moving heads up sort of game.

Amtgard Football Game Rules

Version 1.0

Materials Required

1. Nerf-type football.
2. Some method of marking both the end zones.
3. Two markers, one for each side of the midfield.
4. Method of marking the sidelines.
5. Timekeeper (optional, if you want a timed game).
6. Have plenty of liquids on hand to drink as this game is very taxing.

Number of Players

I would not recommend playing this game with more than thirty people. I prefer around twenty players, with ten per team. This keeps with the football theme.

Object of the Game

The object of the game is to score ten goals. A player having possession of the ball in the end zone of the opposing team scores a goal. This can be accomplished by advancing the ball on foot, receiving the ball from another player, or gaining possession of a loose ball in the end zone.

Death and Rebirth

You have unlimited lives in this game. When you are killed you must immediately walk to one of midfield sideline markers and tap it your weapon. From this point, you walk to your end zone and come immediately back to life.

Rules of Combat

Typical Amtgard rules of combat are in play.

Per Life and Per Game Abilities

As this is a full-class battlegame with unlimited lives, per game abilities and spells are handled differently. At a combined total of seven goals, per game abilities reset. This includes spells. Barbarians can go berzerk once every seven goals. This means they can go berserk twice per game. Note: *Barbarians may begin the game berzerk if they wish.*

Rules for Advancing the Ball

You may not carry a weapon, shield or wand while possessing the ball. No spells may be cast while possessing the ball. The ball may not be used to block. The ball is considered a game object. *Optional rule: No class abilities may be used while possessing the ball. Examples: touch of death, berzerk, armor, blocking projectiles with*

projectiles with hands, etc. If you are killed, you must immediately drop the ball where you were killed. You may throw, kick or otherwise move the ball, assuming you are not holding weapons, shield or wand.

Sidelines

The sidelines must be clearly marked. When the ball goes out of bounds, possession immediately goes to the other team, who then throws the ball in from out of bounds to a teammate.

End Zone

The end zone should be clearly marked. Marking lines across the field is preferred. The end zone could also be marked with cones, shields, etc.

Pie in the Face

What is it? Exactly what it says. An opportunity to put a pie in the face of someone. A fun way for the kingdom to raise money. This isn't about being mean. It's about fun filled revenge.

That guy who backstabbed you last week at the park? Pie him. The girl who caught you with a random arrow and took you out of the battlegame in the first couple of minutes? Pie her. The head of a rival household? Your company captain? Former monarch? Current monarch? Pie Pie Pie.



How does it work? You bid on your victim of choice by donating to the kingdom via a PiTF representative. The five people with the highest bids at MidReign will get pied. One penny equals one point. An auction will be held to determine who gets to throw the pie.

Note: If someone chooses not to participate in this fun-filled event, you will be given the opportunity to reallocate your donation.

A penny a point isn't enough! I agree completely. As a result, we will have special double, triple and even quadruple point weekends. These will be announced by an email to the CK list on random Thursday afternoons. On those weekends, a penny will buy 2 (or 3 or 4) points.

Hint: You can probably expect Kingdom events (like Weaponmaster) to be multiple point days.

But I don't want to be pied! Then it's a good thing you can buy your points down. Of course, we'll have to charge you double the cost. So 1 point will cost you 2 pennies to buy off.

Ok, who do I give money to? Galen Silverthorne (terpsikori@hotmail.com) and Shanti (brigid23@yahoo.com). Either of these people will take money at the park or bids via email. Please be careful about bidding via email. If you don't pay, then your own bid will be put on you times 5. (So if you bid \$1 and don't pay, 500 points will be put on you – unless you bid on a 2x, 3x or 4x weekend – then it can get worse.)

When does bidding start and what do I do now? If you're reading this at Coronation then bidding starts now. In fact, we'll kick it off by making Coronation a 2x weekend. Now you keep an eye on the CK list for rankings list and multiple point weekends. Come to Kingdom events and put in your bids. And most importantly, come to MidReign and see the fun.

Mon Dieu!!!

Mon Dieu!!!

It is I, ze Chartuse. I will not, nay, CANNOT be silenced by zis piddley little regime of Mseiur Poopweasel! Thankfully, it is over. Zis is ze last time we will have to deal with Mr. Chickenleg Nogun as monarch.

No longer will we have to bow under his tyrannical heel. No longer will we have to cower in fear of his royal edicts. No longer will we have to cringe as his royal guard walk buy, lest we be killed in a fit of bloodlust.

No.. no longer will we have to suffer his whims. No more execution. No more Beheadings. No more kingdom funds spent on Beer, Donuts and Hookers. No more!!

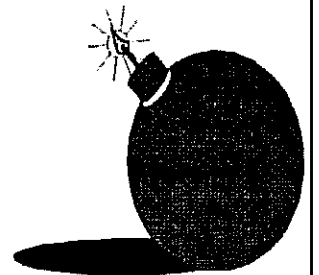
Yes, it will be nice. No longer will we have to sit through a bloody court where Mseuir droopyeyed Crapgun has loyal Celestian's heads stricken from them.

But, alas, our lamentation is for naught. Instead of having to suffer under the reign of Mesiur Spindlylegged Chickenhead, we trade out one tyrant for another.

Now we have to deal with his Knight, Craptastical Fartenheimer Aryan Stinkfist.. Yes.. we have him to thank for the likes of the Imperial Death March king Herr Father Thomas "uberflurb" von Drakken.

Merde, but this is a sad, sad day. But we shall prevail. Ze Nogun could not stop me. And neither will the Iron Shod boot of Craptastical Stinkfist, master of all that is Odious, foul, vile and stinky. Also, he is master of ze Potato...

Viva Le Revolucion..
Ze Chartuse Insurrectionist.



Garbing on the Internet

It's the age of the Internet, and there are literally millions of resources just waiting for the aspiring garber to find them. The hard part is finding the good websites in the ocean of useless ones.

So, I've done some of the work for you, and have put together this list of useful places to find patterns and costume information.

We'll start from the bottom up. First you'll need underwear. An Elizabethan smock is actually a very basic garment. It is based upon a basic T-Tunic pattern, with no curves or close-fitting pieces involved. Nevertheless, making a pattern for a smock which fits neither too tightly or too loosely can take some doing, and unless you have either a pattern or pattern drafting experience, 2 or 3 smocks to get right. <http://costume.dm.net/smockpat/> has a Smock Generator, where you may enter your measurements and create pattern pieces as well as detailed instructions on putting the smock together.

Men (or women who don't want to wear a dress) will need a shirt. <http://www.reddawn.net/costume/shirt.htm> shows you how to take your measurements and create a classic poet shirt with about 3 or 4 yards of fabric.

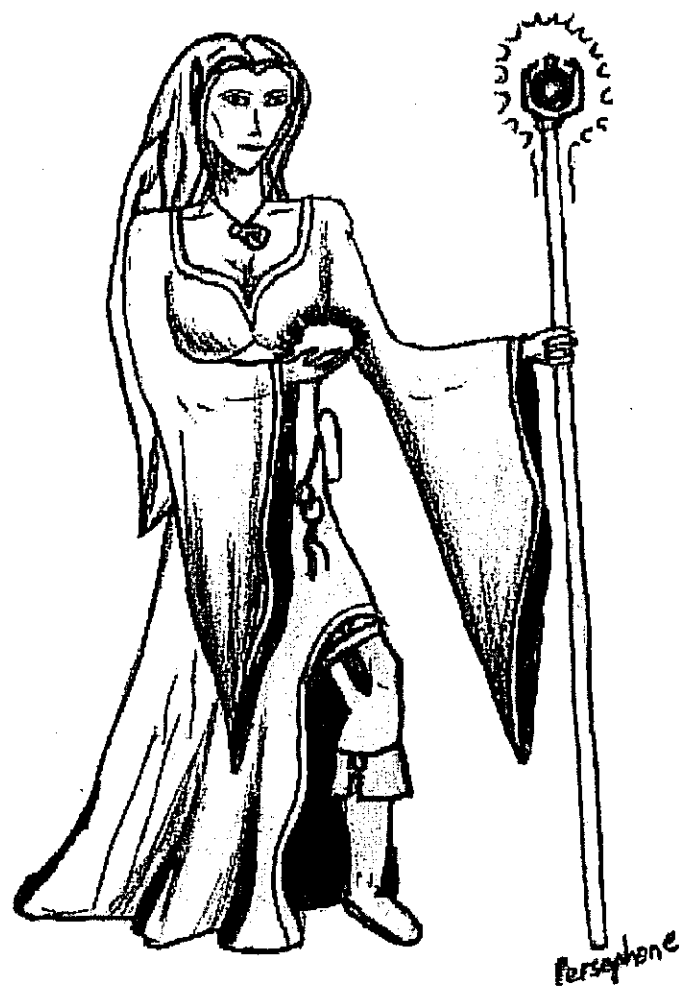
Then there's the corset. Bane of many garbers' existence. These are a woman's favorite piece of garb when made well, but have resulted in more bald garbers than any other piece of clothing. <http://costume.dm.net/custompat/index.html> is a Corset Generator similar to the Smock Generator above. You put in your measurements, and it produces pattern pieces and instructions for assembly.

And men, of course, need a doublet. <http://www.garbmonger.com/Jerkins.html> will show you how to take a standard vest pattern and make slight adjustments to create a classic doublet with options to personalize it to your tastes.

Because we play a Fantasy LARP, women can choose to pair their corset with a skirt and be fine. But if you'd like to go farther and make an overdress, there are two easy options. A straight A-line dress can be found at <http://costume.dm.net/kirtlepat/gored.html>. And a dress with a bodice and skirt can be found at <http://costume.dm.net/makekirtle.html>. Either of those two patterns can be adjusted to open at the back, sides or front as your tastes see fit.

Of course, there's shoes, jewelry, hats, and other accessories still to add. But that will wait until another time.

Dame Shanti
Guildmistress of Garbers





Astrological Forecast for May 1, 2003 to May 30, 2003

The May New Moon takes place May 1, 2003 at 6:14am MDT at 10° Taurus. The next New Moon occurs May 30th, at 10:19pm MDT. (Mountain time is used because Amtgard's hometown is El Paso.)

Astrology studies the connection of our solar system's orbital mechanics with our daily lives. Newspaper Astrology falsely implies that the Sun is the only important point in the sky. To understand real astrology you need a natal chart (a snapshot of the solar system at the moment of your birth). You can get a good free chart from www.alabe.com or www.astro.com.

Realize that all the planets and signs are vital, and the interaction of their archetypes is just as complex and varied as we are. Please note that if your Sun is on the cusp between signs, you have a blend of both types of energy. Any time you check your horoscope, always read your **Moon** (needs) sign, **Sun** (ego) sign, and **Ascendant** (personality).

For Everyone

While April was overwhelmingly about new beginnings, May has something very different in store. Some of you may remember the children's story *Ferdinand the Bull*. In the book, Ferdinand is a happy little bull who lives in a beautiful pasture in Spain, with all the grass he can eat and all the cork trees he can lounge under. He is content to stay there, never wandering, because he has everything he needs. This May, we're all relating to our inner

Ferdinand. We want luxurious things around us, gourmet food, our favorite music, and utter stability in our lives.

Unfortunately having the desire doesn't guarantee that we get anything. Competition and a false sense of entitlement may be rife. Job situations may change dramatically. Love relationships may see unexpected stress. Creditors are likely come calling, and some hard times may be in store if we don't take special care of managing our money. Luckily, there are lots of innovative solutions available, if enacted with timely diligence.

Aries (Mar 21-Apr 19) Love is on your mind this month, and relationship surprises are very likely. You need to feel loved, and you may need to shake things up a little to keep it interesting. The good news is you're being seen in a very positive light by others. Self-esteem issues are crucial.

Taurus (Apr 20-May 20) Happy Birthday! This month, it may seem like every moment of every day is spoken for, and you're in real danger of overextending yourself. Insist on taking time out for you. Expect conflict with authority figures. Love will fill your fantasy life. Your finances are in need of attention.

Gemini (May 21-June 20) Look forward to a dreamy May, literally. Dreams (waking and sleeping) will be intense. A little focus can make them come true, if you want them to. People seem to value your presence more than usual. Talk through power struggles with a partner. Things get weird at work.

Cancer (June 21-July 22) You may think it's just Spring, but this month the focal point of your life is love. You need to feel adored and respected. Realize sexual gratification does not equal emotional fulfillment. Work is pleasant. Be careful of overspending—there's less pocket money available than you expect.

Leo (July 23-Aug 22) You have lots of positive career energy at your fingertips this month. People see you as the resident expert in your field, and you may well be. Creative writing is slow, but rewarding. Travel is a great pleasure. Relationships are energetic, but fraught with false projection onto one another.

Virgo (Aug 23-Sept 22) May sees lots of new learning on your plate, whether you're still in school or not. Mother issues come to the forefront. Be careful of stress-related illnesses and unanticipated money issues. Dramatic long-term change is coming in your relationships. Don't fight it—if you can manage to grow with it instead.

Libra (Sept 23-Oct 22) Love takes a turn for the better this month, but be careful of letting your fantasy life obscure the truth. Get your debts paid down, and take some time to yourself at home. Find a creative outlet for your stress before it comes out of your health. Anticipate a sudden shock regarding a partner.

Scorpio (Oct 23-Nov 21) Now is the time to spend extra time nurturing your partnerships. Miscommunication is a real danger, so choose your words carefully. Talk out money issues now, before they escalate. Watch out for over-commitment and conflicting directives at work. Find a new creative outlet—something you've never tried before.

Sagittarius (Nov 22-Dec 21) May calls for starting a health kick. It won't be easy, but it's needed. You will be successful if you can stick it out through June. There's major change brewing at home. Communication gets very fuzzy—don't let your temper get away from you due to simple misunderstandings. New creative projects turn out beautifully.

Capricorn (Dec 22-Jan 19) You've got phenomenal creative energy this month, so put it to good use. Your career is a recurring worry. Setting some goals and making solid plans will help. It's a very bad time to take any financial risks. Find your inner healer and make some positive changes. Something distressing happens at work. Be patient with projects in progress.

Aquarius (Jan 20-Feb 18) This month the way others perceive you doesn't match the real you at all. Others may see you as unaccountably angry, whereas you will be frustrated at not being able to convey what you really mean. Make a concerted effort not to sabotage yourself. Work to improve your home. Financial surprises are likely. Gentle communication heals old injuries.

Pisces (Feb 19-Mar 20) Major long-term changes are just beginning this month. It's time to evaluate what in yourself you want to reinvent. The burden of stressful finances eases a bit. You'll find that old heartaches get explored in depth, whether you consciously intend to or not. Journaling your dreams will help release old anger. Work might actually be fun (!) this month.

Amtgard Character Class Horoscopes

Provincial Leaders

Last month I said you'd have great success if you made the hard-sell to your people. You'll find out this month how well you

succeeded. You'll have to repeat yourself a zillion times, but positive change really is in the air. Don't let it fizzle out. Guide it with care.

Bards You're in the spotlight again this month. Let's hope last month's creative drive blossoms into some public acclaim for you now. A change of style will require extra tinkering, but the work will pay off in the long run.

Warriors, Paladins, Anti-Paladins This new moon is hot on the heels of Sword Knight Boot Camp, so don't be surprised to find yourself May's Amt-flavor of the month. Teach without crushing egos. Curb your overconfidence. Be aware of how you're perceived.

Healers Words heal, power corrupts, and accidents happen. (Cryptic much? Try meditating on that for a while.) May is really good for being a guide to others, but be ready for surprise lessons of your own. Diplomacy and a revolutionary approach will work wonders.

Wizards As a class, you're likely feeling a bit under appreciated. Be proactive. Take some time to go back over the rulebook this month, especially if you're testing 6.1. There will be more confusion to come, but odds are people will be nice about it.

Assassins This May you'll be popping out of the woodwork all over the place. The poor provincial leaders won't know what hit them—especially since you've been stockpiling nefarious ideas for weeks. Bragging prevents success.

Barbarians and All Monster Races After April's monster love-fest, there's no way you can get away with being a wallflower. Learn to thrive while being seen. Take the role-play to new heights.

Archers, Scouts, Druids, and Monks Energy and assertiveness are yours this month. Beware of bucking authority. Understand that your public image does not reflect your inner self. This will cause issues if you fail to nip misunderstandings in the bud.

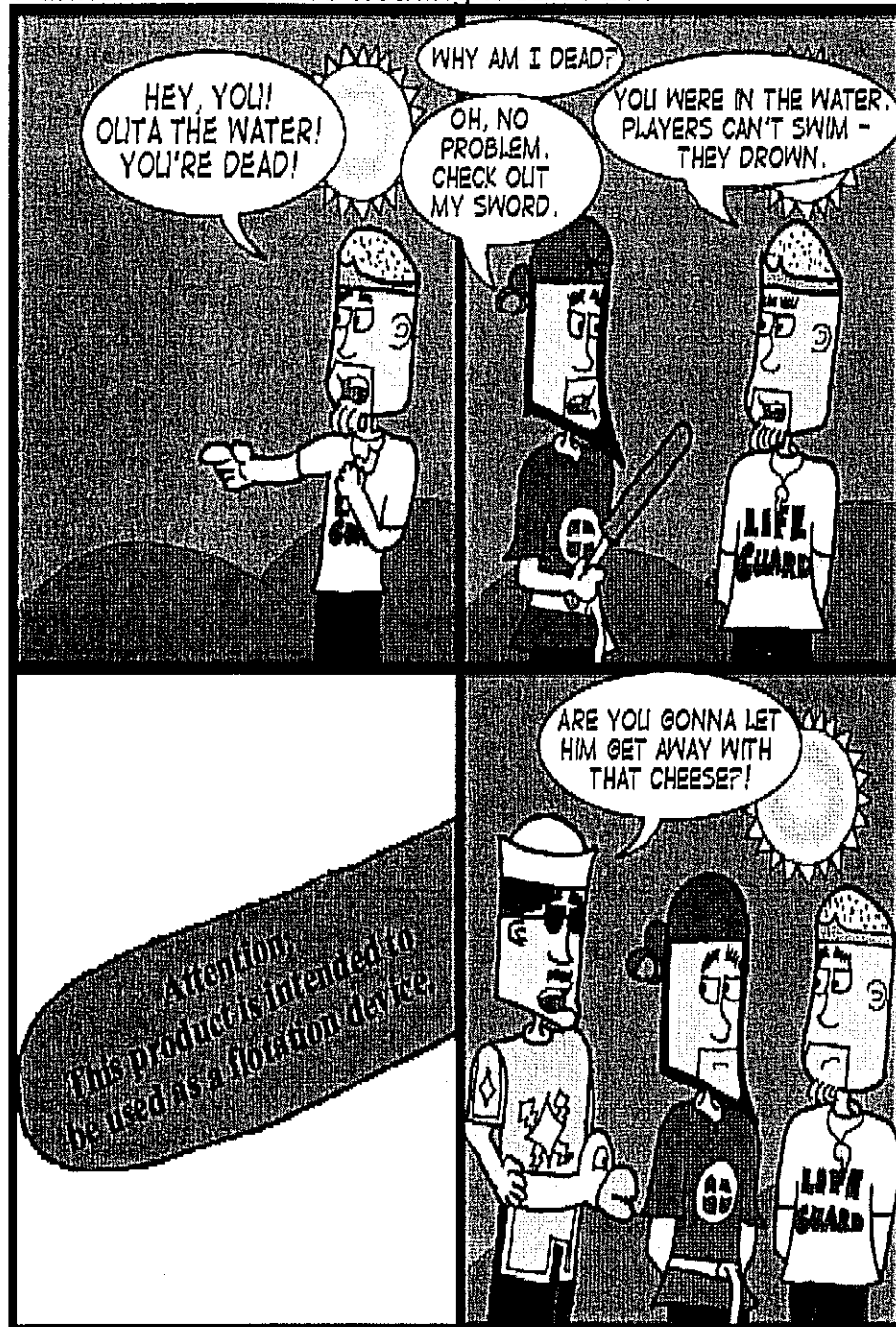
Questions about astrology? Sage may be contacted at:
sageness@texas.net

**Until our stars align again,
Be Well.**

The Fink

Sir Feral Lynn

Funnoodle - is there nothing it can't do?



Warrants, Challenges, Advertisements in General

Wolfbane's 2nd Raffle

I will be holding my 2nd raffle at Coronation Saturday night after feast . So far I have:

7 SNOW SLEDS (for making shields)
1 Fiberglass BOW (53' 35lb pull, no string)
Assorted JEWELRY (some sterling, some jade, some costume)
1 pair of Brass wine glass's in a felt box.
Dozen or so Arrows

Other stuff has been offered but I will not post it till I have it in my hands.

Rules will be the same as the last raffle, 1 dollar tickets, tickets will be returned to box for more chances, must be present to win.

Donation will be accepted until the time of the raffle.

Directory of the Realm

Shire of Drakenroc

Sheriff: Amontillado Loqi - (Martyd@MWMINC.com)
Web: www.spearweasel.com/drindex.htm

Shire of Mystic Springs

Location: San Antonio, TX
website: www.angelfire.com/tx5/mysticsprings
mailing list: MysticSprings@yahoogroups
Sheriff- Bryana Morgywn (pro-tem)
Champion- Sludig
Seneschal- Victoria Grace skyvgb_2001@hotmail.com

Shire of Western Dragon Hills

Location: Carson City, Nevada
Sheriff: Larc Brightblade - (Lestat3838@hotmail.com)
Regent: Mother of the North - (rabrewer80@hotmail.com)
Champion: Ash Stabbem
Minister: Yhamish McKrotch - (relic316@hotmail.com)

Shire of Midian

Location: Killeen, Texas
Sheriff: Modox - (mallark@yahoo.clom)
Champion: Freeman - (the_great_lord_bizcit@yahoo.com)
Minister: Silent Thunder - (robertmorrow45@hotmail.com)

Shire of Tirana

Location: Austin, Texas
Sheriff: Hagar
Minister: Mom - (ckarchivist@aol.com)

Shire of Murky Waters

Location: Lampasas, Texas

Shire of Emerald Springs

Location: San Marcos
Sheriff: Drakell - (zhellos@hotmail.com)
Email list: <http://groups.yahoo.com/group/emeraldsprings/>

Barony of Hillsquad

Location: Ingram, TX
Baron: Narrell (narrell1@yahoo.com)
Regent: Brother Stephon (wideners@hotmail.com)
Champion: Jeremiah
Vizier: Squire Talon Bonewhistle

Barony of Tori Mar

Location: Austin, Texas
Baroness - Lady Nightshade Rose Darkjester
(nightshaderose@hotmail.com)
Regent: Sir Tiberius - (gaugenstein@surfree.com)
Champion: Vigus N'Thrac Darkjester - (elktrockn@yahoo.com) Web:
http://www.geocities.com/tori_mar

Directory of the Realm

Barony of Griffons Keep

Location: Victoria, TX
Baron: Qalor (qalor@cox-internet.com)
Champion: Kanin (kaninone@hotmail.com)

Duchy of Dragon's Haven

Location: Killeen, Texas
Duke: Ronin Bloodrose - (daemon_lion@yahoo.com)
Regent: Wyldecat - (wyldecatt@hotmail.com)
Champion: Ravenheart - (leskeyb@aol.com)
Chancellor: Oriana - (shar_tah1@yahoo.com)

Duchy of Bifost

Location: Kerrville, TX
website: www.geocities.com/duchybifost
Regent: Caollin Donnchaidh - (caollin_donnachaidh@hotmail.com)
Champion: Sir Farlo
Chancellor: Moira Donnachaidh - (emily@marvel-universe.com)

Duchy of Talonfield

Location: Bastrop, TX
mailing list: talonfield@yahoogroups
Duchess: Lady Persephone Aran - (broken_angel_69@angelfire.com)
Regent- Ghostfairy - (the_ghostfairy@hotmail.com)
Champion- Huron
Chancellor- Scorpion - (chancellorscorpion@yahoo.com)

Duchy of Traitors Gate

Location: San Antonio, TX
website: traitorsgate.8m.com
Duke: Baron Darkstar: (flower21477@hotmail.com)
Regent: Lady Thee: (thetist@yahoo.com)
Champion: Scarecrow: (ripcord_42@hotmail.com)
Chancellor: Zorac

Grand Duchy of the Celestial Kingdom

mailing list: GrandeDuchyCK@yahoogroups
Grand Duchess: Lady Defender Galen (terpsikori@hotmail.com)
Grand Regent: (Lorelei loreleigypsy@hotmail.com)
Grand Champ: Warlord Squire Qualin (superdaveddt@hotmail.com)
General Minister: Squire Bryana Morgywn (bryanna69@hotmail.com)

Principality of Tir a Sol

Prince: Sir Stoney Rose - (stoneyroset@yahoo.com)
Regent: Lady Fiona - (Ladyfionarose@aol.com)
General Minister: Dame Yonnah - (yonnah@n-link.com)
Champion: Mythrallicus