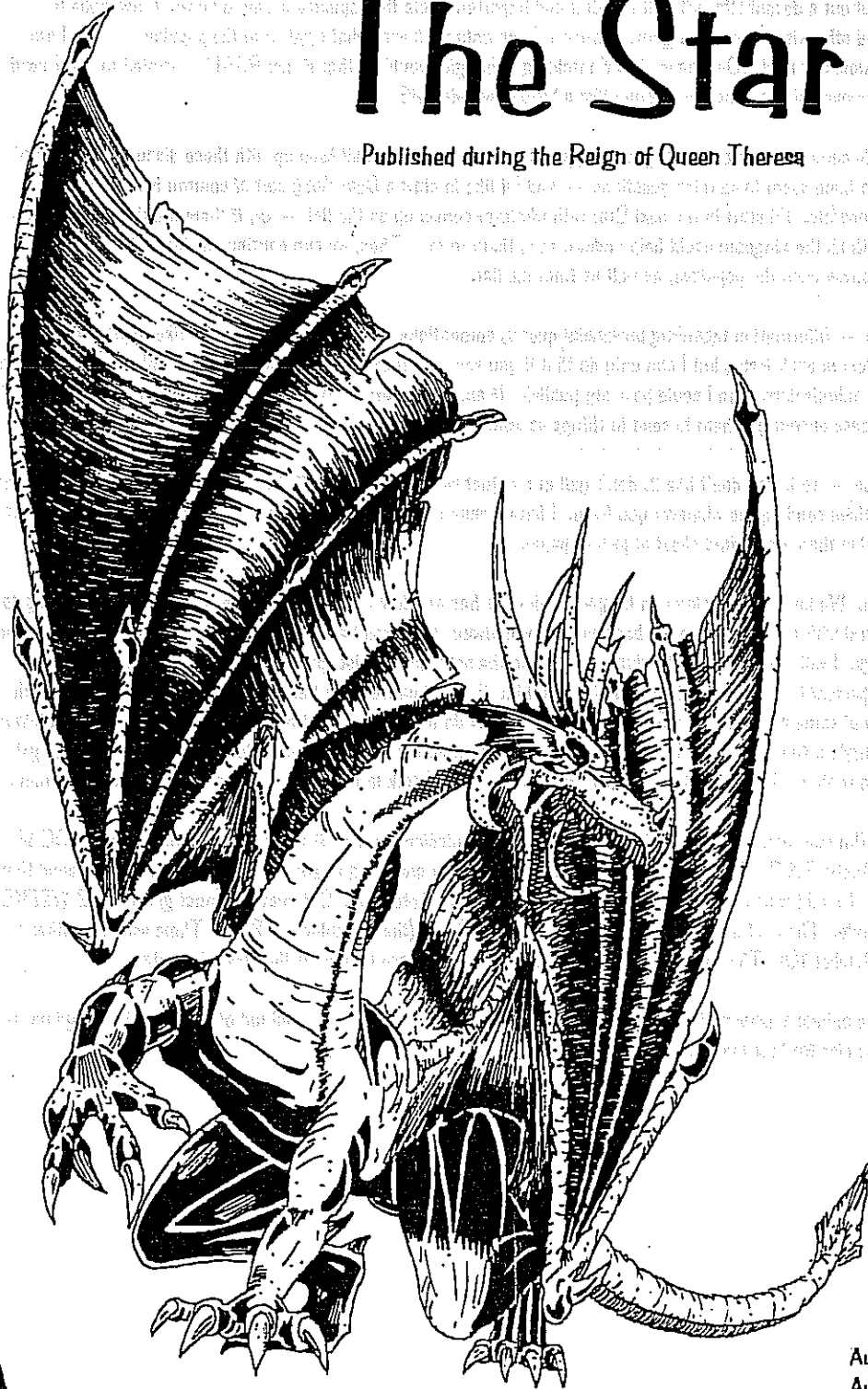


The Star

Published during the Reign of Queen Theresa



August 10, 1997
Pg 15

Art by Lord Gregor Oakson (Rafael Urbanski)



all guys —

After getting cornered at Queen Theresa's mid-reign and duped into editing this newsletter, I seem to have settled into this. I hope to be able to put out a decent Star with all the vital and important facts the populace needs to know. I also hope to amuse, entertain and otherwise inform you guys. However, I can only work with what I get from the populace. Since I am certain that no one wants to read 30+ pages of MY ramblings (though I could do that if you REALLY wanted me to) I need submissions submissions submissions! Do I sound like a broken record yet?

I am going to include some of the more intelligent things from the Net so we can all keep up with those discussions. One of the recurring themes there seem to be rules questions -- and I'd like to start a Dear Abby sort of column here with questions/clarifications/etc. I'll start in the next Star with whatever comes up on the list -- or, if there are those of you who have questions you think the kingdom could help answer, send them to me. Then, we can continue in future issues with comments and responses from the populace, as well as from the list.

I need -- as always -- information regarding provincial quests, coronations, mid-reigns, etc. I would like to print a report from provincial leaders in each issue, but I can only do that if you send me these letters. Many Many thanks to Count Gernot for getting me more submissions than I could possibly publish. If any of you are in contact with some of our more widely spread provinces, Please encourage them to send in things as well.

This is my first issue -- so if you don't like it, don't yell at me, just send me better stuff. I would especially appreciate all the budding artists out there sending me whatever you have. I have a scanner, so I can use photos, b&w/color drawings, and just about anything smaller than a standard sheet of printer paper.

One more short note. We have had problems in the past with what has and has not been printed in the Star, so I am going to be very straightforward with this right from the beginning. I will always print event announcements, park/kingdom reports and other standard things. I will also publish individual letters from the populace, stories, poems, etc etc. I will NOT publish anything I see as a personal attack. I will NOT publish anything that will cause more harm than good. If you want to bash someone (or a group of someones) publish a Rag -- other kingdoms do it. But I will not put my name on anything malicious, and I will not use kingdom funds to do it. I will not take sides in personal battles, I will not decide what does or does not get printed based on who wrote it. If you don't like what I print (or don't print) talk to me before you start yelling and screaming.

That being said -- I'm sure you would like to know HOW to get submissions to me. Articles can be sent to me at 400 W Anderson #6203 Austin TX 78752, or to sdag@chilidinc.org. If you are going to e-mail things to me PLEASE send them as a .txt or .doc file. I would much rather have hard copies of drawings, photos, etc. Submissions must get to me 2 WEEKS prior to the publish date. The next Star is scheduled to come out at Quails (that's September 21st). There will be another one out at Coronation (October 10). Theoretically the issue at Coronation will have things for the upcoming reign.

And of course -- the opinions expressed in the Star are the opinions of the authors only and not of the Celestial Kingdom, it's monarchy, or anyone else for that matter.

Hugs

Dame Shanti



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Calendar of Events

August				
9	BOD Meeting	Austin	Austin Parke	
10	Kingdom Quest	Austin	Walnut Creek	Tigers
17	Tirana Coronation	Austin		
22-24	Festival of the Mask		Camp Finalyson	
29-31	Harvest War	Albuquerque		
September				
20	Canterbury Faire	Austin	Waterloo Park	
21	Cafe Mid-Reign	San Antonio		
28	Kingdom Quails	San Antonio	Cafe of Solaris	Wardancers
October				
10-12	Kingdom Coronation	Burnet	Fairgrounds	Tigers
26-27	Olympiad	El Paso	Caballo Lake	Phoenix

Letter From the Monarch

To the populace of the Celestial Kingdom

Well- Midreign went very well and I would like to thank all those people who made it happen. I would like to send a special thank you to all the people who kept a cool head and an even temper during the feast.

I have a question for the leader of the loyal forces during the revolt, Father Thomas. During the uprising, I was accosted and held captive by ANOTHER KINGDOM (Emerald Hills). When I didn't show for my own battle, "What happened to the rescue attempt? ...Thank you so much ! I really felt important. By the way F.T., your job is hanging in the balance. (Ha Ha Ha) But don't feel too bad ... my enemies didn't even make an assassination attempt. (I know they feared for their lives, so it's perfectly understandable.)

I hear Clan went over real well. I unfortunately was not able to go due to mundane reasons, but most of the reports of the Celestial Kingdom's populace were admirable. While we are speaking of other Kingdom's I have been in contact with the Wetlands and the discussion for a visit during their midreign has strongly been proposed. I hear slanderous lies being thrown about by their crown, King Sable, and the very idea that our Kingdom can't fight needs to be corrected. Anyone for a trip on September 13th and 14th to show them the power of our battle companies? Should we cut out the slanderers tongue at court? You should have heard how that slimy dog downgraded all of our companies. (Remember guys....we are role playing and it's all in good fun) Of course to hear such slander from a Kingdom that cannot hold on to it's own banner during clan shouldn't be taken seriously. *(By the way, thank you Annihilus).*

Finally last but not least.... Congratulations to Sir Kaderian and Sir Wilhelm for attaining Knighthood.

Forever in service to the dream....

Queen Therressa Willowtree Knight of the Flame

Letter from the Regent



owdy I'm gonna be your new consort

I think it somewhat fitting to have a quote from Belloc seeing as how I've been appointed for him, however I know of no appropriate phrases, so I'll go to a close second and quote Hillaine Belloc from The Epitaph on the Politician Himself: "[H]ere richly, with ridiculous display, The politician's corpse was laid away, While all of this acquaintances sneered and wept: For I had long to see him hanged." Now wasn't that a little ribbon of joy. Seeing the position that I'm now in, I remember two previous Monarch's remarks to myself about politics. One in convincing me not to run stating that only the truly corruptible are drawn to politics and another, conversely, stating that the hardest part of my new job would be to write a job description for the position. I think I can relate both to you now that I have been appointed to the Regency. First of all I wasn't drawn here, as I was asked to fill in for an obtuse absence and secondly I've had a job description planned out for quite a while. I've been meaning for quite some time to have another kingdom awards listing printed in the Star: as awards are frequently lost in one way or corrupted in another, and this would be the easiest way to verify them (as well as having a nice place to brag on yourself in comparison to the rest of the kingdom) and since the last one was printed during Hulka's reign as king. And along with the intermediate gabbing book that Vera is planning to put out I am going to reconstruct a Kingdom Pattern Library to which I have donated three hundred patterns and would appreciate anyone who has extra patterns to donate them. Now's my glorious ending as I've already filled my page, so I'll end with some easily appropriated quotes: As I was appointed this reign, I'll plan to run again for the next to somewhat legitimize the present scenario in my twisted little mind, in addition to Belloc's aforesaid quote I believe he also said my numbers were 42, and the ever happily awaited I have a dream statement. So if you need to learn something gab-ferry esque, or stick-jock like activity, or just want to discuss the ever overlooked philosophy or ever overheard history, come and find me in my own little dream.

Clallibus

Oh yea I heard that we sent Michael H.O.G. to the IM and got Tick-Toe in exchange. What'll happen if we send the rest of the Tigers? Well any way welcome Him and all of the other free agencies coming to our kingdom.

Mundane Address:

Benjamin Pomerantz
11302 Aloysia Dr
Austin TX 78718
512-292-0052

Clallibus of Henceforth's Regal Guard

Director of Consorting Affairs: Waldo
Paet in the high table with: Prince Cricket
Coinciding guard of EH: Sponge
Coinciding guard of CK: Quallin



Meeting unto the Populace

As the Autocrat of Queen Theresa's midreign I wish to thank all of those who came out and participated in the event. I especially all of those that worked in the kitchen and provided security, but most of all I want to thank the populace for their help in the clean up of the site, this was appreciated by the clean up crew. Enough now for that hat.

I wish to thank everyone for their vote of confidence in me as our next Prime Minister. During my term I plane to visit all of the provinces and to work closely with the provincial records keepers to continue updating the kingdom records. I also intend to continue issuing the certificates for anyone that makes sixth level. I have appointed Sir Shanti as editor of the Star so please send your article to her, myself, or the official kingdom mailbox. My policies for getting something into the Star are to print any article or story that is submitted unless it is considered obscene or is a direct attack against another Amtgardian. Satire if done properly is a different matter.

Artwork submitted should be ink or dark pencil on a white background, although if you are using a computer to do your artwork please submit it as a grayscale or black and white GIF file. Articles should be legibly written (as we have to re-type them) or on disk (most any word processor) in IBM format.

Mine:

Sir Wilhelm Von Eisenwald
c/o Kenneth Keys
402 Arbor Lane
Austin, Texas, 78745
Email: wilhelm@amr.com

Or to the Official Kingdom Address:

Amtgard, The Celestial Kingdom
Attn: Star Editors
4032 S. Lamar Blvd. #500-150
Austin, Texas

Yours in Service

Sir Wilhelm

Knight of the Flame

Financial Report for the midreign of Queen Theresa Willowtree

Expenditures

Site Fee	\$ 250.00
Rental Tables and Chairs	169.30
Feast (food and paper plates)*	165.43
Guard Sashes	28.83
Total	613.56

Income

Gate Receipts	1112.00
Balance	\$ 498.44
Province Share (Baroney of Tirana)	249.22
Donations by Baroney of Tirana (do we see the start of a pattern here)	*249.22
Total Profit	\$ 498.44

* Paper products retained from Spring war were used to decrease the cost.



o All of the people listed below

As Autocrats of Spring War 4, we put together a list for (then) King Matthew LeGrey of the people that worked at Spring War, what you did, and our awards recommendations. As of the writing of this letter only a few awards had been given out to you, the ones that made Spring War Happen.

All that we can do is give you all our heartfelt thanks and publish you names so that the populace knows who to thank also. Moogie, Giff, Claiibus of Hencforth, Kadenan, Squire Ariel Reinquest, Squire Beloch, Forest Evergreen, Morgan Iron Wolf, Sir Nightlynx, Cossack's, Spice, Sir Wilhelm, Whitehawk, Dame Shanti, Aessie, Alker, Allain the Black, Angelfire (Theresa Holmes), Dame Aurora, Azkar Raintree, Baggers, Black Falcon, Bob, Changp, Cormae Meload, Sir Corwin BlackStone, Count D'Alle & Wardancers, Crystal Mire (Emily O'Neal), Dallas, Dark Star, Donal McDonagal, Drac Chambriayne, Durin SeaEagle, Father Thomas, Fionnghal, Ghee, Grandal, Graylin meboran, Giffier, Jacob "Lil Bud", Jinny Cat, Julie Roberts, Kalila (Rita Osborne), Kalrick (Scott Drake), Kezlar, Kidda, Killashandra, Kyle Eleison, Lucus, Magnus, Mandigara, Mathew MacBurtie, Mathu McBarry, McCloud, Mirandanea, Murran McDonagal, Nacho, Olyx, Page La Book, Pandora, Corielaine, Penny (Car Le Blanc), Post (Kabator), R'Den, Ramu, Rod Roy, Rook, Runt (Cora Jordan), Sable (female), Schrech, Shadow, Sharra (Barbara Harrison), Sir I'magg, Sir Phinnius, Sir Zircon, Skaven of the Rose, SkyWise, Slyddur Rahbet, Solais, Spice, Spynthrift, Squire Jarg, Squire Lightfoot, Squire Lowell, Squire Maniacles, Squire Neroe, Squita Waldo, Squire McGregor, Storm Crow, Tilion (John Toden), Ullinne Black, WhiteWolfe, WindWalker, Yanna, Zodiac

We apologize for not have the correct spelling and titles for all of you.

Yours in Service

Dame Ke-She, Squire Vera



A FEW WORDS ABOUT SPRING WAR FROM ONE OF THE AUTOCRATS

here were some thing I did right at Spring War and there were some things I did wrong. With this letter I hope to give you, the populous, the facts :

First, I will discuss what I did wrong.

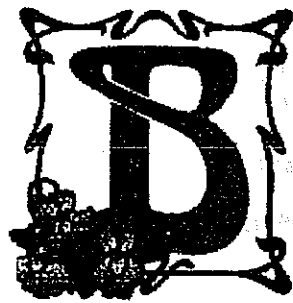
1. I should have written this letter sooner and by so doing stopped some of the rumors in the Star.
2. I should have at least sub-autocrated a recent event, to understand what had changed in the kingdom, since I had last autocrated 4 years ago. I feel that every future Spring War Autocrat should Sub-Autocrat or Co-Autocrat, at least one recent lesser Kingdom level event.
3. I should have gotten more information on where money was supposed to go. I caused my self and my sub-autocrats much grief, by giving the information to the wrong person.
4. I should have made copies of receipts given to me (I personally recommend every autocrat to do this one), for CYA purposes.
5. I counted my eggs before they hatched. I. E., I should have expected the same turnout as last year, not any more or any less. The turn out was 500 people this year and I had expected 800. The year before we had 650.
6. I should have killed the fog horn and the bull horn sooner.
7. I should have realized that people might think that the previous years fire ban was normal for this site. I had people this year ask me about this, and I think this cost us more in the way of attendance than anything else.

Now I will discuss what I did right

1. I surrounded myself with very good sub autocrats. There were many times that I found the problem solved before I even knew about it. Thank you very much everybody.
2. I listened to previous Spring War Autocrats and Sub-Autocrats, whenever they gave input. I feel it is important to do so.
3. I produced a complete list of projected activities and budget for the King and Regent. This was helpful, in that it allowed me to get my thoughts together and let the Crown know everything that was going to happen before it happened. This way they could provide input before the fact, instead of after the fact.
4. I and my crew were able to stop a lot of things from getting out of hand, i.e. the Annihilus - Corsair war on Saturday night.
5. We were able to get rechargeable batteries for the walkie-talkies. This and the leftover Zoo-keeper supplies, will help lower costs, over the course of the next year. In fact, the Spring War zoo-keeper supplies were used for Coronation and some of the supplies will be used for several events to come.
6. We at least, broke even or lost a little money depending on how you shuffle the numbers.
7. Above all else, every one I talked to had a lot of fun. Even Morgan, the Captain of the Blue, who was outnumbered 2 to 1 and died very well.

Above all else I hope that the next autocrat of Spring War will do better than I. If anyone wishes to discuss Spring War with me feel free I am always here

love
Squire Vera mamabear



**BE it known that the High Citizens of
the Nemesis Bane Fighting Company
do sincerely extend their Gratitude
and Appreciation to all Fighting Companies,
Households, and Provinces for their generous aid
in returning the Standard of the Nemesis Bane to
its rightful owners.**

Squire Cormac ap Tarkus MacLeod

First Citizen

Page Deathstalker

Second Citizen

Cappy

Third Citizen

Celestial Kingdom Allthing

July 5, 1997



I had an Allthing at Mid-reign and for those of you there, you know what a madhouse it was. I took notes, and even with my best effort it's rather confusing. So I'm going to put the highlights here, and anyone who wants to know Exactly Who said What When come see me and I'll let you see my notes.

Sir Wilhem reported that there were 176 people at the event, and a profit was made

We discussed Kingdom Funds and how they've been handled and how they will be handled in the future:

There WERE:

Three checkbooks (Prime Minister, Monarch, Treasurer)

No communication between the three, and no common register was being kept

There is NOW:

2 signatures required to issue a check

All checkbooks have been collected

Sir Kaderian's explanation was that because there were three books, the 10% allowed for PM and Monarch together never came into account; neither knew what the other was spending and no one knew how much money was in the account. He attributed the loss to poor judgement, not personal actions.

AMMENDMENT:

6.26 There will be one Kingdom checkbook, one register, and two signatures will be required to cash a check.

6.26 1 There will be a quarterly review of the records, and an annual audit to be performed by someone outside Amtgard.

AMMENDMENT

2.3 Allthing Proposals

2.3 1 No proposal shall be voted on by any Allthing unless it has first been distributed in writing to all voting Provinces of the Celestial Kingdom at least 30 days before the Allthing at which it is to be voted on. A proposal may be introduced and discussed, but the only action that may be taken is to table for future consideration.

2.3 2 It shall be the responsibility of the Author/Submitter of a proposal to deliver it to the Prime Minister 45 days before the Allthing at which it is to be voted upon. All proposals are required to include the name and Province of the person submitting the proposal.

2.3 3 It shall be the responsibility of the Prime Minister to publish and distribute to all voting Provinces all proposals to be voted on at each Allthing at least 30 days before the Allthing.

2.3 4 A motion to suspend the rules to allow voting on an unpublished proposal shall require the approval of at least 3/4 of the members present and eligible to vote.

2.3 5 This amendment to take effect at the close of business of the Allthing at which it is adopted.

AMMENDMENT

3.4 5 Kingdom Representatives from two other Provinces will be present at each Province the week before the election. The Representatives will work with the Provincial ruler and Provincial record keeper to ensure that only eligible members are allowed to vote, and that a triplicate record is made of those who have voted and any dues received.

3.4 6 Each ballot will be signed for by an eligible voter, initialed by both Representatives and Provincial record keeper for validation then marked in private by the voter and placed in a ballot box. If the voter is from another Province, they will be required to print their name on the back of their ballot before voting. At the close of voting, all ballots and monies received and one copy of the record of those who voted are placed in a sealed envelope signed across the seal by each Representative and the Provincial Ruler and record keeper. The sealed envelopes will be personally delivered to the person responsible for the election by one of the Representatives. One copy of the voter list will be delivered to the Prime Minister to compile a master list of all eligible to vote, and those who have already voted, for use at the election site. The remaining copy will kept in the Provincial records.

3.4.7 On the day of the election, when voting is complete, the sealed envelopes will be opened, and the ballots counted along with those received at the site. If the PM, in preparing the master voting lists, discovers that someone voted twice, when the sealed envelopes are opened, the ballot from the offender's non-home Province is readily identifiable and shall be removed and destroyed without being counted.

Sir Drakkner stated that at the beginning of the reign the Monarch and PM instituted a rule on round weapons that they must be 2 1/2" in diameter. This was voted on and passed through the Allthing.

Prime Minister Election was held. Sir Wilhelm being the only candidate he was voted in unanimously.

One BOD seat needed to be filled. Mandigore was nominated and being the only nominee was voted in unanimously.

LOST: last seen at Clan after the no-magic battles
2 navy blue short swords with orange hearts on them
4 multi-colored throwing daggers in a blue bag
1 rainbow striped medium shield
Please please please if you have any knowledge of where any of this stuff wandered off to, let me know. I've had this shield almost as long as I've been in Arnfgard, and it was a real heartbreaker for me to lose it
Wynde Rainbow
(Contact Kingdom Champion, or Tail-Mar Officers)

The Second Legend of Cameron

By Sir Kaderian

Joseph was awakened near dawn by a pounding on his chamber door, accompanied by "My lord! My lord! Dire news, my lord!". Cold fear gripped his heart as he ran to open the door, enchanted when he retired to open only to his touch. He remembered all too clearly the previous afternoon's quarrel with his beloved Kathryn, which had resulted in his sleeping alone that night. Such a silly thing it had been, starting over something too trivial to be now recalled, each in their stubborn pride being unwilling to let the other gain the upper hand. Pausing only a moment to cancel the door's enchantment, he flung it open to find Samuel, his chief advisor and dear friend.

"Kathryn?" He asked, dreading the reply.

"Gone, my lord", said Samuel.

"Where?"

"We know not for certain, my lord, only that she left the castle sometime during the night."

"No sign at all?"

"Nothing, my lord. The scouts were aroused and sent out immediately, but none have reported in yet."

"Is anyone else missing?"

"Her personal handmaiden and one of her guards. The other was found asleep by the captain of the guard. They have been unable to awaken him."

"Sorcery afoot, then!"

"Aye, my lord, but whose, and to what end?"

"Questions indeed, Samuel - your thoughts?"

"Who else but Bryce, my lord? He has long sought any opportunity for mischief against us."

"That he has, that he has, but have we any proof of his involvement?"

"None as yet, my lord, but it would be no surprise to learn he has already heard of yesterday's quarrel between you and Kathryn, and it is sure he will take pains to remind the populace of the Legend. He is not one to let such an opportunity slip."

"You are correct as usual, my friend. We had best prepare for the worst. Call out the army and have my armor and weapons prepared."

The castle was soon a scene of feverish activity, as Cameron prepared for battle. Kathryn's horse and two others were found missing, and scouts reported finding recent tracks of three horses which appeared to be traveling together on the east road. Following, they found where the three had met with a larger group estimated at between fifteen and twenty. No signs of struggle were found, and the tracks then led eastward at what appeared to be a hurried pace.

By midday, the army was assembled and set off in pursuit, led by Joseph and Samuel. Though they moved swiftly and with grim determination, their hearts were heavy. No one mentioned the Legend, but it was on everyone's mind. Was this to be the end? Were they all marching to certain doom? The Legend said that the peaceful existence of Cameron would endure as long as the sun did not set upon anger between its Lord and Lady and yesterday it had!

When camp was made for the night, it was a quiet and subdued camp, with none of the revelry usually present as soldiers facing a battle the next day made the best of what might well be their last night. Joseph and Samuel circulated among their troops, making a vain attempt to lift the somber mood which prevailed. All seemed resigned to their fate, the Legend weighing heavily upon them.

When the seemingly endless night had passed, the army set out once again. They had been on the march only a short time when scouts reported the approach of a large body of men under the banner of Minar from the east. The Cameron army deployed in battle formation and awaited their approach.

As the Minar army drew near, a lone footman bearing a white flag approached the Cameron lines and announced that Lord Bryce was offering a parley for the purpose of avoiding unnecessary bloodshed. Joseph was reluctant to trust Bryce, but agreed to the temporary truce. He spoke quietly to Samuel for a few moments, then went forward alone, on foot, his cloak drawn closely about him as if to ward off the slight chill of the late morning breeze. Bryce came forward alone and on foot also, halting when still some distance from Joseph. He spoke loudly, with the obvious intent that all should hear:

"You pursue in vain, Joseph. Your precious Lady Kathryn has come to me of her own free will, saying she has had all she can stand of your arrogant and bullying ways. She has appealed to me for protection, and I willingly grant it. I am sure you well remember the Legend - that Cameron shall endure only so long as the sun does not set upon anger between its Lord and Lady, which it has now done. Your reign is over! You cannot win this battle! Your army knows in its heart it is defeated before the fight is even begun! Why not avoid the needless bloodshed? I will spare your life upon condition of permanent exile, and promise to mistreat none of the people of Cameron - Provided, of course, that they swear loyalty to me, and pay a small tribute."

Joseph's heart nearly froze within him at Bryce's words, but he could not yet believe his beloved Kathryn would abandon him completely and turn willingly to their ancient enemy over a simple quarrel. He trusted Bryce not in the least, especially with the evidence of sorcery at work in Kathryn's abrupt departure.

"Lord Bryce, I am certain you will understand my reluctance to rely upon your words - I cannot believe Kathryn has betrayed me so of her own free will. If this is indeed so, I care not what happens. Withdraw to your own lines and send her out to me alone. I give you my word that if all is as you say, I will agree to your terms with one exception - that all who wish to do so may join me in exile, and we be given safe passage to the country of our choice. Will you agree to these terms?"

Hesitating only an instant, confident in the spell he had placed upon Kathryn, Bryce agreed and retreated to his own lines. After a short delay, Kathryn came forward. As she drew near, Joseph's heart sank even further at the cold, indifferent expression on her face.

"What do you want of me?" She asked, her voice solemn and lifeless, so different from her usual bright, lively tone.

"Only the truth, my love. Have you indeed forsaken me?"

"I choose to be with Bryce of my own free will. I have had all I can stand of your arrogant and bullying ways."

Joseph slowly drew his sword and knelt in front of her, offering it to her hilt first, saying "Then slay this wretched body as you have slain the spirit within, for I have no desire to live without your love."

Kathryn took the sword and raised it over her head. Cries of dismay arose from the Cameron army, while upon the face of Bryce there appeared an evil smile as he relished Joseph's torment. Kathryn hesitated. A moment passed . . . then another . . . still the blow did not fall.

Bryce, growing impatient, shouted "Kill him, Kathryn, and be done with it!"

A moment more, and still nothing . . . Joseph slowly raised his eyes to Kathryn's face. A thrill ran through him as he saw tears in Kathryn's eyes and agony on her face as she fought Bryce's evil spell. "I love you, Kathryn" he said quietly, so that only she could hear. "I only wondered if you still loved me." Leaping to his feet, he threw aside his cloak to reveal robes of brilliant blue and a broad yellow sash. His voice rang clearly across the field as he intoned the words to end Bryce's treachery: "I dispel the magic that binds thee!" he repeated five times, then uttered swiftly: "Safe passage unto you" ten times as he tied a strip of yellow cloth around her wrist.

Bryce, suddenly alarmed at this turn of events, screamed at his minions to attack. Even as they charged, Joseph completed the spell which would see Kathryn safely out of harm's way by saying "Go to Samuel. Tell him I have dispelled the sorcery that bound you and all is well." Glancing at the rapidly approaching enemy, he saw he had only time for one quick spell.

"Teleport-teleport-teleport-teleport-teleport!" He intoned swiftly, vanishing a mere whisker ahead of the lances of the foremost Minar cavalry. Instantly, he reappeared at the side of Samuel, who was only slightly startled at his sudden appearance, as he had been hoping his lord's desperate plan would work.

Momentarily stunned by Bryce's attack in violation of the truce, and confused by their Lord's sudden disappearance, the Cameron army recovered in short order, surging forward to meet the charging Minar cavalry with a resounding crash. In the battle which followed, the Minar forces were soon routed by the growing fury of the Cameron army as word spread that Kathryn was safe and the whole incident had been the result of Bryce's evil sorcery, and not the end of Cameron, as foretold by the Legend. The end came abruptly, as Minar forces either fled in dismay or surrendered upon discovering that Bryce had disappeared from the field. Reunited, Kathryn and Joseph led a joyous procession back to their castle, having sent Samuel on ahead to begin preparations for the celebration of their victory over their long feared enemy, whose evil scheming, plotting and trickery had at last resulted in his own downfall.

The peaceful existence of Cameron was restored, and endured for many years thereafter in accordance with the Legend, as Joseph and Kathryn never again allowed petty differences or quarrels to remain between them as the sun neared the horizon at the end of the day.

Thus was born the Second Legend of Cameron: The bonds of True Love cannot be broken by mere mortal enchantments.



Art By Lord Gregor Oakson (Rafael Urbanski)

Barony of Dragon's Keep
Announces
Dragon's Rage in
Valdosta GA October 10-13
Info to follow

Sir Roger Shrubstaff (Andrew A Apold)
mrshrub@dragon.net

Races In Amtgard



Why have races in Amtgard? Why not! Some might think this is silly, but I don't think so, it's realistic. Looking at Amtgard as a whole, it becomes apparent that the only "fantasy" is the magic and monsters. While many people in the various lands and kingdoms already see themselves as a part of a demihuman race, few make the effort to portray themselves as such. This is simply an attempt at codifying and bringing into reality what many only assume. I have set up guidelines for three major races "dwarf, elf, and halfling." There are suggestions as to what classes they would prefer as well as shun. There are also role-playing tips and restrictions. Overall, this is an optional resource for those who desire to add more creativity and role-playing to Amtgard. These guidelines are simple, and other, more "unique" races can be added in a similar format. In any case, remember, this attempt is to create more fun, if it doesn't, do use it.

One note before going on:

Humans were not included in this work because Amtgard is based on the assumption that everyone is human, and the rules were written with that in mind. Besides, it would take up a lot of needless space (and I know some out there feel that way about this!) to retell what has already been explained. It is for this reason that we haven't granted humans any role-playing tips; it's pretty easy to be ourselves... as seen on this list.

DWARVES

Species: Surface (or common, mountain, hill, etc.)
Dark

Classes: Surface - Archer, Barbarian, Healer, Warrior
Dark - Assassin, Healer, Warrior

Preferred Weapons: Battle Axe, Club, Crossbow, Mace, Warhammer

Restricted Weapons: Any weapon over 4'

Appearance: Surface Dwarves have fair skin and wear a hat or cap. The males have facial hair of some sort. Dark Dwarves have dark skin and they also wear hats (usually stocking caps.) The males also have facial hair. They prefer dark, drab clothing.

Clans: Clans are groups of a sub-race that forms a household.

Surface Dwarf clans are generally led by the highest level member, although other, lower leveled dwarves can lead if the majority of the clan feel s/he is qualified. Challenges are settled by a vote, rarely is combat required. Surface Dwarves will actively try to recruit most rogues (an individual of a race who is not in a clan), but will leave them alone if they are not interested or will not change their ways. The clans are friendly with each other, and will readily and together, especially to fight Dark Dwarves.

Dark Dwarf clans are led by the highest level person. If two or more qualify, a trial by combat will settle the question of who should be in charge. This will happen every time a dwarf gains a level in the clan, or a qualified dwarf joins. The champion will remain in charge until he loses a challenge, or he falls out of favor with his clan. S/he can then be "dethroned" by a 3/4 vote. The next eligible dwarf will take his place, and may be challenged. Dark Dwarves will hunt rogues and either force them into their clan, or attempt to destroy them. The clans are constantly warning each other, trying to gain superiority and strip the other clans of members. If one clans defeats another, the defeated members are forced to join the winning clan.

Role-playing: Dwarves in general are a short and stocky race. Because of this they cannot use bows other than crossbows (which they claim to have invented) or run very well. If you play a dwarf, try not to run much more than a slow jog, or "stiff leggedly." Dwarves are also magically "dead", and have to work hard to obtain healer magic. Wizard dwarves are unheard of, and are always rogues. If a dwarf defies nature and becomes a wizard, he will be confronted by

surface dwarves to give up his art. If he doesn't, he will be shunned. Dark Dwarves will hunt and kill a wizard dwarf outright. Dwarves aren't scouts, they leave that to races better skilled at running through the woods. They also don't have the aptitude for monk, nor the connection with nature for druid.

Surface Dwarves will not play assassin, believing that they are the "good" which balances against the dishonorable motives of assassins.

Dark Dwarves do not play barbarians, believing themselves to be too civilized. They also don't become archers due to the lack of space underground to properly hone those skills.

ELVES

Species: Common (High, Gray, Moon, Sun, Sea, etc.)

Dark

Wild

Classes: Common - Archer, Bard, Druid, Scout, Warrior, Wizard
Dark - Assassin, Healer (female only), Scout, Warrior, Wizard
Wild - Archer, Barbarian, Scout, Warrior, Wizard

Preferred Weapons: Long sword, short sword, long bow

Restricted Weapons: Battle Axe, Crossbow, Two handed sword, Warhammer

Appearance: Common Elves have fair skin and wear bells.
Dark Elves have dark skin, wear bells, and they prefer dark, drab clothing.
Wild Elves wear black and white face paint on their skin. They also wear as little clothing as decently possible.

Clans: Clans are groups of a sub-race that forms a household.
Common Elf clans are led by the highest level elf. Disputes are settled by a vote, fighting only in the case of a tie. Rogues (an individual of a race who is not in a clan) are asked to join a clan, but those who wish to remain solitary will be treated neutrally. They do not war with each other unless for a VERY good reason. Dark Elf clans are very strict. A clan must be formed by a healer, who becomes known as the High Priestess. She then chooses another healer as second in command. The High Priestess remains in office until she dies or leaves. The second takes over the role of High Priestess if this happens, and appoints another to become the second in command. Healers who wish to start a clan must be at least third level, and the second cannot be of a higher level (initially) than the High Priestess. If both healers leave, the clan will fall apart and the individuals will become rogues. Rogues are hunted down and are forced to join a clan or die. The exception is healers, who if asked to join and then refuse, are left alone and respected, as they are seen as attempting to start a new clan. Dark Elf clans very rarely fight among themselves.
Wild Elf clans are ruled by the highest level Barbarian. If there is a challenger, they will fight to determine chief. The ruler is known as Chieftain or Chieftess. They hunt down rogues until they join their clan. Clans often quarrel over small things, but it doesn't usually end in war. Occasionally, two clans will clash and end up in an everlasting blood feud.

Role-playing: All Elves have a fine and delicate build, making it too cumbersome to wear metal armor beyond light chainmail, and they often find that too much to handle. They prefer leather, when wearing armor at all.

Common Elves will not play Barbarian, considering themselves far too civilized. They shun assassins, being the honorable people that they are. They lack the knowledge of healing, and have long forsaken gods to grant them those powers. A favorite class is bard, for they consider bards to be bringers of happiness and joy. They believe that bells house pixies, and wear them for good luck.

Dark Elves don't have archers because they believe in hand to hand combat, and even discourage their scouts from using bows. Like their common cousins, Dark Elves find themselves too civilized to be barbaric. They leave bards for the common elves, though a High Priestess may occasionally hire one for her personal amusement. Dark Elves are matriarchal, so males are always submissive around females. Female Dark Elves are the only elves to have mastered the healing arts, and keep this knowledge well guarded, refusing to teach any but their own.

Wild Elves are rather primitive in their way of life, but no less intelligent than their cousins. The love dancing around fires; most females know the basics of belly dancing, and many males know the drum. They can be very noisy, especially when attacking openly, but are as quiet as a mouse when they want to be. The paint they wear is functional, it does hide them in the forest, but most wear it because it is traditional. They enjoy organized hunts, and hate not having a battle plan.

HALFLINGS

Species: Common (classic halflings)
Munchkin (Kender)
Wild

Classes: Common - Barbarian, Bard, Scout, Warrior
Munchkin - Assassin, Bard, Scout, Warrior
Wild - Barbarian, Healer, Scout, Warrior

Preferred Weapons: Short sword, hand axe, dagger

Restricted Weapons: Any weapon over 4', and flails.

Appearance: Common Halflings have fair skin and like to wear leaves, bright colored feathers and especially flowers in their hair.

Munchkins have fair skin, and wear a top knot or funny hat that is often decorated.

Wild Halflings wear red, or red and white face paint. They usually have very messy hair.

Clans: Clans are groups of a sub-race that forms a household.

Common Halfling clans are ruled by the winner of a popularity contest. They will never fight to be leader, they simply bribe and revote. Rogues will be approached and asked to join. If they don't, they will be bribed and pestered until they join. Clans never fight each other.

Munchkins rarely form clans, opting to wander, solitary, from place to place looking for fun and wreaking havoc. They will sometimes gather and form clans that rapidly disintegrate. They will use any random way to choose a leader. Munchkins are all rogues most of the time.

Wild Halfling clans are ruled by the highest level Barbarian. Any disputes are settled by a fight. Rogues are encouraged to join a clan. Any that stay rogues for extended periods of time are eventually hunted down.

The Wild Halfling clans are peaceful most of the time, rarely warring with each other.

(Role-playing: Halflings are a very happy people in general. They love practical jokes, and have a knack for getting into trouble. This trait appears most strongly in Munchkins, for Common have only a dose, and Wild seem to have almost none at all. But this certainly doesn't mean that they don't enjoy a good laugh! Halflings are short, but not stocky like dwarves. They look more like children, and can run freely about. Only when they wear metal armor are they so encumbered as to not be able to run. They like chainmail and studded leather, and often put decorations all over it. They are too short to use long bows, and are too hyper to use flails (usually hitting themselves or their teammates, and causing hassles on the field.)

Wild Halflings are supposed to be the ancestors of the other halflings. They are very primitive, reminding some of wild animals, usually cats. They still love joking around, but can become serious when the need arises. Other halflings, especially Munchkins, have a hard time settling down enough to take things seriously, preferring to pretend that everything is a big game.



Brought to you by Theodorus Thaxson and Heather

James_Armstead_at_ALB005@ecmailgw.mcgawpark.baxter.com

Period Music comes to Austin

Celtic folk music is the latest fad catching on with recreationists and fans of renaissance festivals throughout Texas and the US. Houston and Austin are becoming major sources for Celtic folk music and a number of bands have formed there. Celtic folk music can be caught regularly at one of the great pubs that cater to fans in Austin or Houston, as well as on the road as these bands tour College Station, Dallas, and virtually any other city in Texas.

For those who have had no contact with Celtic folk music before it might be compared to the folk songs of the 1960's blended with the soulful longings of old Ireland. The standard guitar and fiddle are accompanied by the "dumbek" or "bodhran" drums along with an Irish or Scottish bagpipe (there is a difference) or even a mandolin, flute, or penny whistle. This melodic mix tends to smooth over the bitterness of a Guinness Stout that has become so popular with Celtic music fans.

A few local pubs in Austin are lending themselves to the demands of fans and are becoming venues for Celtic music. The first of these is McGillicuddy's, an Irish pub on Congress at 7th street in the middle of downtown. As far as pubs go this one is not the best. This customer found the service lacking on many visits, and the alcohol was expensive. The layout of the place is long and narrow and doesn't lend well to large audiences. On the other hand they have different Celtic bands playing every Friday.

The Waterloo Ice House is also an up and coming venue for Celtic music. They run a self-serve restaurant and bar where you stand in line to order and then they bring your food. The prices are good and the layout is excellent. Waterloo usually has local folk and rock bands weekly but since the Celtic music association held a fund raiser there and Waterloo found out how much beer Celtic fans can drink, I expect more bands to be playing there soon. Right now they have Crazy Jane and the Bishops booked.

by Matt Griffith

Berserks

By Lady Waldburga, Eberstadt.



hey rushed like mad at every opponent, didn't know pain and everybody was afraid of the warriors of the Germanic War-God Odin. Did they have magical power? Did they take drugs? Or did they have a genetic disease? With old documents, experts try to solve this mystery.

Over 1000 years ago Berserks helped Harald Schonhaar (Harfagrie) the promoter of the Norwegian Kingdom, to win over the clan - princes and free farmers - which didn't want the union of the country. In the decisive battle at Bocksfjord (near Stavanger) the Berserks, who wore bearfur, stood on the strategical important flagship, they bit in their shields in rage and rushed at their opponents. They were fighting, although spears stabbed them. After the battle the elite-warriors fell fast in a deep sleep...

So was told in a story of 872. That relates to poems - legends - of Norwegian and Icelandic bards. One of them should have experienced the battle. Thorbjorn Hornkloft, glorifies the Berserks in a verbal delivered song: ...

The Berserks roar, the fight is going on ...". In the Egil-legend you can read: "Nobody on the flagship was without wounds, except the ones who the iron didn't bite, those were the Berserks". In the Ynglinga - legend from Snorzi Sturluson, an Icelandic statesman, they are too: "Odin's men went without armor in the fight; they were as wild like as wolves. They bit in their shields and became so strong like bears or bulls. They killed the men, but neither fire nor sword wounded them. This is what is called Berserk - rage".

All the songs have one thing in common. They show the Berserks as warriors which fight in a rage, almost magical love.

The Germanic Warriors were generally out of hard/strongwood as the Roman historiographer Tacitus (55-116) characterizes them, too. In his "Description of Germanic" he writes about a tradition of the "Chatten", an West Germanic tribe which settled in the north of Hesse about the first century. "... The bravest wore an iron ring, until they killed an opponent and bought themselves free this way. Their Quest is to be ready and/or start every fight and battle. They were always in the first line of Warriors..."

The historic sources are not only rare, they're also not 100% reliable, too. For example the account of Hornkloft - the first report in which the word Berserk was used - was written down in the 12th century, 300 years after the battle.

It isn't even certain from where the name origins "Serker" means "shirt" in the old northern language, from which later the Norwegian, Swedish and Icelandic language developed. The syllable "Ber" can come from "Bersi" = bear or "Berz" = naked. It depends how you look at it, a Berserk can be someone who wears a bearfur or some one who fights with a naked upper body. A small but important difference. When the Berserks would have been fighting without anything on the upper part of the body, it would have been nothing unnormal. To go without a shirt in a fight was normal. Tacitus reported that the soldiers of the Germanic auxiliaries (helping troops) fought with a naked upper of the body, it was a traditional thing. But if the Berserks wore bearfur it would have been something special. It would be typical for Norway and Iceland.

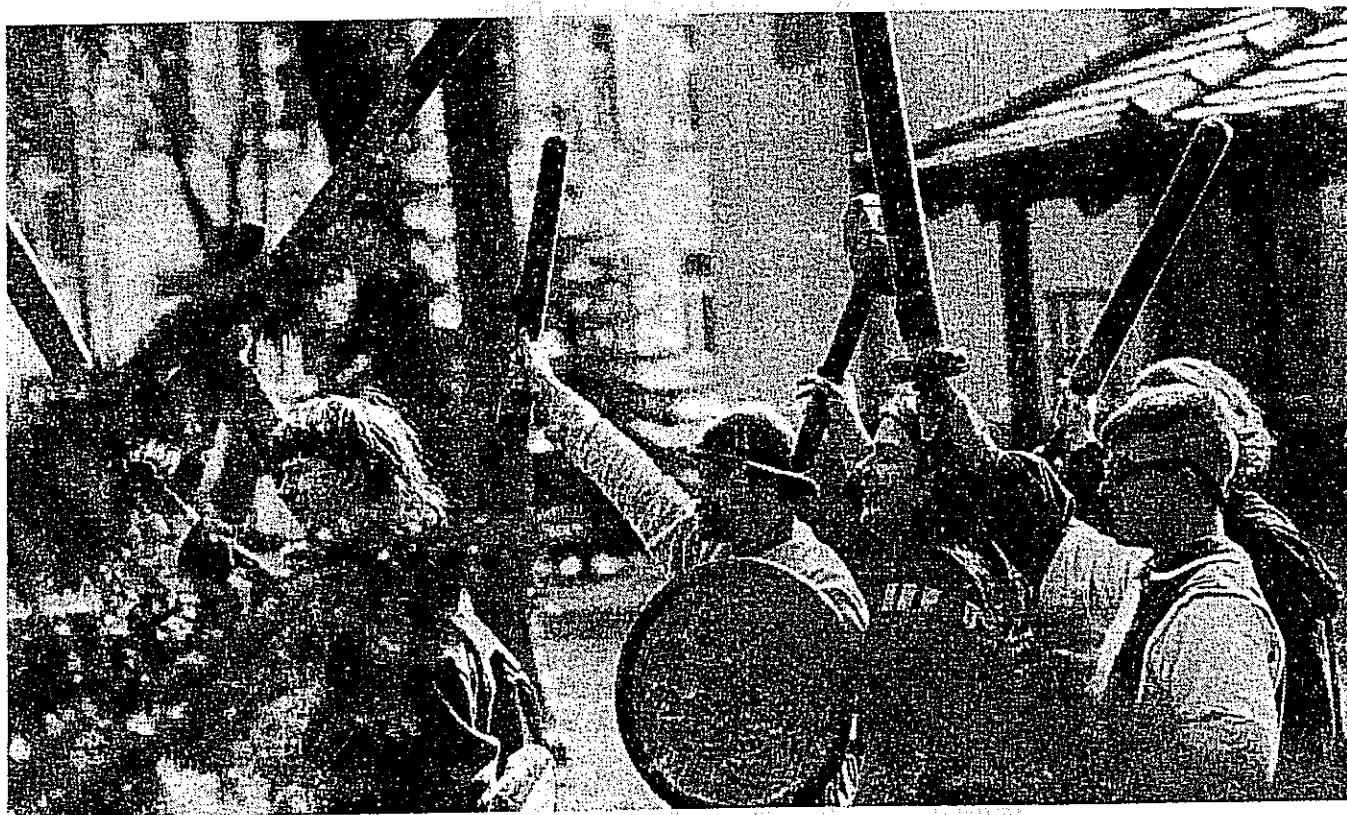
Bear religions (Bearcults) had already in the stone-age big influence. There is another reason, too. The "animal-costume" has something mystical. Maybe the disguise with the fur was experience as an transformation from the bearer/wearer of the fur as for the people which saw it. You can see the Berserks as an northern west special-development, in form of an animal-mask-tradition, which has the roots in very, very old maskcults.

The disguise can be a reason for the prestige that the Berserks are invulnerable and wild. But why they turn in such rage? It is possible that they fell in a kind of religious extacy and feel like if wild animals ghosts/spirits were in them. This hypothesis is based on the description in the Ynglinga - legend. In this legend the Berserks have been called "Men of Odin". Odin (in the south called "Wotan") was the War-God, the "Lord of Anger".

He cared for fights between the people. This was kind of pick out for the end - fight that by the twilight of the Gods the best and the bravest fighters be at the disposal for him. As Wotan he led the wild hunting. In the believing of the Germanies, the fallen people hunted on wild horses in lightning-nights on and over the sky Odin was also the wisest God of all. He had powers which only he had. Knowing the mystic as nobody else. A master Of magic, which the animal-ghosts/spirits served. Joined by the animals of the battlefield - wolves and crows. When he sat on the throne in Asgard (Germanic Olympus), the wolves Geri and Freki sat to his feet. What happened on earth was him told by the crows Hugin (Thought) and Mumin ("memorization"). But the Berserks rage can be explained without any "magic". The poison of the toadstool - "Muscimol" Patients with toadstool - poisoning hid around, is irritated and get religious delusions. After 20 hours the patient fell asleep for 30 hours. It can be, that the Berserks belonged to secret societys or familys, in which the knowledge about the "Magieplant" and mystic power passed on from generation to generation.

But perhaps the reason for the strength of the Berserks is another one. The result of a hereditary. The Icelandic poet Egil should have been irascible, malicious and invulnerable, like his ancestors. The outer feature is an enormous big skull. It was so big that a heavy battle-axe couldn't split it after death - this is said by the Egil-legend. This can mean that the Egil-Family complained on the Paget-Syndrom. However, 200 years after the battle of Boekford was the end of the Berserks. The missionaries arrived and the old customs got lost. In Iceland they made a law against Berserks in 1123: "The person which behaves like an Berserk will get 3 years of punishment".

Translated by Lady Waldburga and a little Mahnfried der Mondwichter



DUMPFES GERÄUSCH: Moderne Ritter nutzen das Bambus-Schaumstoff-Schwert.

(Foto: gso)

Photo Published in Darmstadter Echo, Germany
March 6, 1995

Althing Proposal
Submitted by: Dame Shanti



Qualifications System

18.2 Event: Crown Qualifications and Election

Date: third weekend in April and October

Sponsor: Highest uninvoled elub officer (excluding the Prima Minister) and Guildmaster of Reeves

18.2.1 Cultural Categories will include, but are not limited to, the following:

Garb (May be divided into Fighting, Court)

Garb Accesories

Shield Construction

Weapon Construction

Armour

2-D Art

3-D Art

Written (May be divided into Fiction, Non-Fiction)

Performance

Rosa

Cooking

18.2.2 Fighting Categories will include, but are not limited to, the following:

Sword and Shield

Single Sword

Florentine

Two-Man Teams

Open

Archery

Double Dagger

Chess

18.2.3 Candidates for Monarch will be required to enter 5 separate cultural categories and 5 separate fighting categories.

18.2.4 Candidates for Regent will be required to enter 7 separate cultural categories and 3 separate fighting categories.

18.2.5 Candidates for Champion will be required to enter 3 separate cultural categories (these must include two of the following: weapons construction, armour, shield construction) and 7 separate fighting categories.

18.2.6 Qualification will be determined by a point system. Each candidate must receive 10 points.

18.2.6.1 Points will be awarded as follows:

Scoring 1st in any cultural category or fighting event: 3 points

Scoring 2nd in any cultural category or fighting event: 2 points

Scoring 3rd in any cultural category or fighting event: 1 point

Scoring above a 3.5 on any cultural entry: 2 points

18.2.6.2

If more than one item is entered into a cultural category, only the highest scored item will be considered.

*** OLYMPIAD 97 ***



October 24-26 Olympiad / BL Caballo joint event. All events to happen on Saturday, with results on Sunday. Caballo State Park, NM, 56 miles north of Las Cruces, NM. For more detailed directions mail me personally.

Fighting Events:

Will be single elimination tournament. All bouts will be strictly refereed (I am looking for a few referees with balls) and unruly combatants will be removed from the tourney. Points will be awarded for the following: 3 for first, 2 for second, 1 for first, and 1/4 for winning a bout. The person with the most points at the end of the tourney will be the War Olympian.

Events:

1. Single short sword
2. Florentine (Dual short swords)
3. Short Sword and Medium Shield
4. Polearm / Staff
5. Open Weapon (any Armtgard Legal Melee Weapons / Shield)

In the case of a tie in the final score, the opponents will fight to the death with their preferred weapon combination. (Note that there are not many events because I expect a list of 80+ to form and that will take several hours. All fials will be no more than 3 ft in total length, unless they are wielded two handed, polearms do not have to have their shafts padded, unsafe or blatantly illegal weapons will be removed by referees or the War Autocrat. The armtgard rating system will be used, find out what you are rated, because the tourneys will be power matched.)

Cultural Events:

With each event is a brief description of the category. All entries may not have been entered in any previous Olympiad, and they must be original works from the entrant. I will not demand that you pour the molten copper for every rivet, or pluck up cotton for the thread, but use common sense. Joint entries will be allowed and judged, however they will not count towards either persons total score. The winner of the Cultural Olympian will enter at least 10 separate categories. The entries will be judged on a 5 point scale, 1 being the lowest, 5 being the highest, broken into tenths (i.e. 4.2, 2.3, ect...) The best score from each category entered will be used. The highest average score, with a bonus of a .05 of a point for every category over 10 entered Will be the Cultural Olympian.

Events:

Written:

1. Fiction (a fictional story)
2. Non-Fiction (a factual based story)
3. Poetry (any poetry)

Garb:

1. Court Garb (Garb intended for court use)
2. Fighting Garb (Garb intended to be used on the battle field)
3. Monster Garb (Garb used to signify a monster class)
4. Garb Accessory (Objects used to accessorize garb, belts etc.)

Construction:

1. Weapon (Any amtgard legal weapon)
2. Unique weapon (Weapons not commonly used, do not have to be field legal, however should be constructed in the manner of Amtgard weapons. Foam, duct tape...)
3. Shield (Madu's included, Amtgard legal shield)
4. Armor (Any proper armor allowed. i.e. no forcefield generators.)
5. Banner (Any hanging banner)
6. Active construction (Any construction made to be used on the field of battle that has not been covered by the previous categories.)
7. Passive construction (Any construction not meant for the field of battle.)

Art:

1. Flat Art (Any 2-d art, drawn or painted by hand)
2. 3-D art (Any 3-D art that has been made by hand)
3. Jewelry (Any decorative jewelry)
4. Miniature Painting (Any genre related hand painted miniature)
5. Photography (Any photography, color/bw, that has been taken of Amtgard persons, places, or events.)
6. Needle work (Any hand made needle work)

Cooking:

1. Main dish (Any main meal with side dishes allowed)
2. Dessert (Any dessert portion)
3. Vintners (Any alcoholic drink that was brewed or distilled in the home. Note that the distillation of alcohol is illegal in most states without a license, and the Autocrat of this event is in no way encouraging non-compliance with the laws.)

The Rose:

Any item made for the sole betterment of, and donated to, the club.

Bardic:

1. Singing/Music (No recorded accompaniment, no electrical instruments.)
2. Recitation (Any recitation, joke, poem ect)
3. Dance (Any period dance, i.e. no Macarena!)

The Grand Olympian will be the person who gets the highest overall standing in both the cultural and war aspects of Olympiad. Good luck and I can't wait to see you all there. More detailed info will be mailed to your respective Prime ministers as soon as I get the mundane addys for them.

Any questions or comments should be forwarded to myself at

jereljohn@hmsu.edu
Attn: Squire Phocion II
c/o Jeremiah Johnson
1955 Colorado Apt #40
Las Cruces, NM 88001
1-(505) 541-8126

.....
Fight the fight,
Play the game,
Live the Dream...
Squire Phocion II

King Of Dragonspine
/XX/

Dual Classes



This is also a bit late, and I know there has been a lot of interest, all I can say is that it has been hectic, and I'm trying, with accounts half working, to clear up some of this email before Clan. Anyway, here are the rough notes I have jotted down for the dual classed idea for rulebook 6.1 — I will listen to ideas and comments, but not flames, don't have the time:

1. Primary class will be your current level in that class minus one level, so max level is 5th, secondary class is always 1st level.
2. Garb required is that for the primary class plus a favor or perhaps better yet, a bardic indicating the second class.
3. Credits received for playing dual classes are a half credit for the primary class, nothing for the secondary class (dual classes are for those bored and at 6th level, not a quick power grab for people trying to rise through the ranks and levels)
4. You must be 6th level in one of the two classes to play a dual class.
5. Magic costs are the same as per the rules unless not listed, in which case magic point costs are as follows: shield-5, leather armor-2, metal armor of any kind-3.
Magic costs applied to both classes, so a healer-wizard pays separate but total costs for both healer and wizard magic.
Example: a shield would deduct 3 healer magic points and 5 wizard magic points from a healer-wizard.
Also note that a healer-wizard would count towards the one in 5 people on a side for both healers and wizards.
6. Monsters may not be dual classed.
7. All abilities apply from both classes, though conflicting abilities cancel out. Example, average the lives if you play a warrior-barbarian.
8. Of course, this requires 132 new names for dual classes, I've started work, and will welcome suggestions.
9. Only current knights can play antipaladin and paladin as a dual class
10. Armor and shield are the best listed, though restrictions such as no shield or armor for a berserk barbarian still apply.
Same thing with relics and number of bows allowed to a side. Example: a paladin-archer can use a bow.
11. Bardic mimic may not be used with dual classes.
12. Immunities and restrictions still apply, so for example, you could have a wizard-barbarian, that dual class could still not cast any enchantments on itself.

These are only very basic notes, and so, I'm willing to entertain input, maybe the work on 6.1 will speed up after Clan is past us, though with Olympiad in October, somehow I doubt it.

Aramithris
ja02%UTEP.bitnet@UTEPVM.UTEP.EDU

[EDITORS NOTE: This may well become a reality in the near future. It has been playtested in various groups around Amtgard. If ya'll would like to play test this and let me know how it works — I will be glad to pass on questions, comments, gripes, etc to the List. I will also publish some of the more relevant comments in the next Star.]

Qualifications



Entries are due at Noon

Fighting will begin at 1:00 pm

Cultural Categories:

Weapons Construction

Armour Construction

Fighting Garb

3D Art

Writing -- Non-Fiction

Rose

Esoteric Medieval Trivia (A verbal presentation -- exhibitionary only)

*This category will not count towards qualifications. We want you to research and find some off-the-wall medieval fact and present it to the judges. For example -- Did you know that if a cloven lemon was presented to a lady and she accepted it, she and the gentleman would go away and exchange favours in private. The lady would then cut the lemon in half and use it as a diaphragm.

Fighting Events:

Single Sword

Florentine

Sword and Shield

Polearm

Double Dagger

Open

3-Man

To Qualify:

Monarch must enter 6 cultural and 6 fighting events. They must earn an average score of 3.25 on cultural entries. They must also pass a reeves and corpora test.

Regent must enter 8 cultural and 4 fighting events. They must earn an average score of 3.50 on cultural entries. They must also pass a reeves and corpora test.

Champion must enter 2 cultural (they must be Sword Construction, Armour Construction or Shield Construction) and 7 fighting events. They must earn an average score of 3.00 on cultural entries. They must pass a reeves test.

(In the case of multiple entries in one category, only the highest score will be used in the average for qualifying. Additionally, only the top required scores (6 for monarch, 8 for regent, and 2 for champion) will be used in the average.)

Quels will be in San Antonio at Lady Bird Johnson Park (Gates of Solahs)

To get there:

I-35 to 410 West

410 to Nacogdoches

Turn right

Go for a while

The park will be on your right (Before the street changes names)

Any questions can be directed to:

Father Thomas 210-509-4531

Mistress Wynde 210-684-4615

Skull Island Nostalgia Days

AMTGARD: The Shire of Skull Island Proudly Presents A Day of Nostalgia!

Saturday and Sunday Only

September 6th and 7th

Fort Travis Park

Bolivar, TX

From the ashes of the original Stormwall battlegrounds rises another Shire! Skull Island lives on as a haven for the pirates who have long plagued the Southern Wetlands. Come join Captain Limper, Lord Lucas, and the whole gang of cutthroats for a day at Fort Travis Park, home of Amtgard's only Underground Dungeon! That's right, Fort Travis is littered with old military bunkers, many of which are safe to play Amtgard in! Aside from that, we have beach access, fishing, wide open fields, and some of the best grog in all creation!

The gates open at 9AM Saturday morning, get there early so as to avoid the long ferry lines at Galveston. The event ends Sunday at dark. Bring plenty to drink as it will be hot and there is little running water in site. There is a grocery store and a mini-mart within a quarter-mile, and a hotel nearby for the less stalwart. Additionally, there are a limited number of cabanas available for private rental on the site. Contact Andy at the Galveston Co. Beach Board at (409) 770-5355 to reserve one, the cost is roughly \$15.00 and it sleeps about six and had electrical hook-ups.

Gate Fee: \$5.00 per person, Royalty stays free. Cost pays for one overnight stay and Feast.

Schedule of Events:

Are you kidding? We're going to party naked in the waves, beat up each other, drink WAY too much beer, and look for buried treasure. What more is there? It happens when it happens. Free-form event planning!

Feast theme: Summertime On the Beach

Bar-Be-Cued Meat

Hot Dogs w/ the fixin's

Baked Beans

Potato Salad

Fruit Salad

Kool-Aid

(Special dietary considerations should be brought to the attention of the Autocrat)

Volunteers are still needed to work security, gate duty, feast duty, and clean-up detail!

Directions from All Points (except maybe Darkmoor, they know the Secret Way!) Get on Interstate 45 South and drive until you reach Galveston. Stay on 45 until it becomes Broadway. Take Broadway until it ends at the Seawall. Make a left onto Seawall Blvd. The second light following should be Ferry Rd. Make a left onto Ferry Rd. (making a right would put you in the Gulf, so don't go there.) Ferry Rd. ends at (gasp!) the Ferry! Take the free Ferry across to Bolivar Peninsula. Once on the other side, Fort Travis is less than a mile on the right hand side of the road, just after the little hotel/ mini-mart combo. Just follow the signs from there!

For more information contact:

Event Autocrat: Lucas Wyngarde (Eric Park)

daytime wk#: (713) 942-8700

eMail: wyngarde@thrust.printserv.com

This event is sponsored by the Ronin, the Order of the Fist, and House Wyngarde.

Letters of Intent

1. It is the policy of this Kingdom that all valid announcements of intent to run for office be in writing.
2. By the Corpora of the Celestial Kingdom, a candidate for Monarch must be 18 years of age, and have been a resident of this Kingdom for at least 6 months.
3. Numerous people have contacted me and encouraged me to run for the office of Monarch.
4. I hereby certify that I meet the requirements for the position and formally request that my name be placed on the ballot for the position of Monarch of the Celestial Kingdom in the Fall 1997 Elections.

Always in Service of the Dream,
KADERIAN

Mundane name: William W. Winnie III
6600 Blarwood Dr.
Austin, Texas 78745

Many Amtgardians may not know me well, but I've been involved in the game for about five years, and I understand all of the aspects of the club. I have held several Duchy and Shire level positions, including Duke, Chancellor, and Guildmaster of Reeves many times, and as such I would like to enter the running for Prince Regent to help the club reach new heights.

Currently I feel a little disheartened with some of the situations in the club as of late. Amtgard should be a game of fun and role-play, instead of a game of anger, disrespect, and disappointments. Everyone should enjoy coming to the club to be with friends and not have to deal with the animosities between others. Although these tend to be isolated situations they tend to affect everyone in one way or another. I would like to see everyone enjoy the game unconditionally. Even with all of the problems many members still find ways to have fun and I think we should all follow their example.

Membership of groups throughout the Kingdom seem to be waning and I feel a more positive outlook for the club and more specifically each local group would allow our Kingdom to grow. I would like to see our Kingdom's trappings (rulebooks, coporas, newsletters, etc.) become more professional, much like those of other Kingdoms (especially BL). Also I would like to see the club participate in a few community events to give our local communities a better view of who and what we really are.

If you understand and feel the way I do about these subjects I would appreciate your vote at Kingdom Quals.

In service to the club and the dream,
Lord Dayn Mallenroh of Zinora, Squire to Ta'shi-iak

Tiger Clan Presents
The Celestial Kingdom Coronation

The town of Goodhope is once again plagued by the mischievous Moredex. His evil plans are to stop the crowning of the new Monarch and imprison the populace of the Celestial Kingdom. Moredex has raised an army of loyal subjects to defend the Queen. He also commands the powerful Fire Dragon Praxerxes. Moredex and the Queen are being protected inside his heavily defended castle. He plans to use the army's loyalty to the Queen against them by forcing them to help protect him against the army that is attacking him. He also has gathered outside help in his quest to rule this land.

Burnett Fair Grounds October 10th = 12th

Autocrat: The Baronet Squire Moredred

Co Autocrat: Viscount Sir Shadow

Feastocrat: Lord Squire Emanon

Warocrat: Moredred, Shadow

Friday:	12:00pm Gates Open
Saturday:	12:00pm Knights meeting
	2:00pm Castle battle
	7:00pm Feast
	8:00pm Court
Sunday:	12:00pm Gates close

To all the Knights of the Celestial Kingdom

My Squire is better than
your Squire!!

Best Squires Tourney

Coronation October 97

Just how good are your squires.... Can they compete with the best?