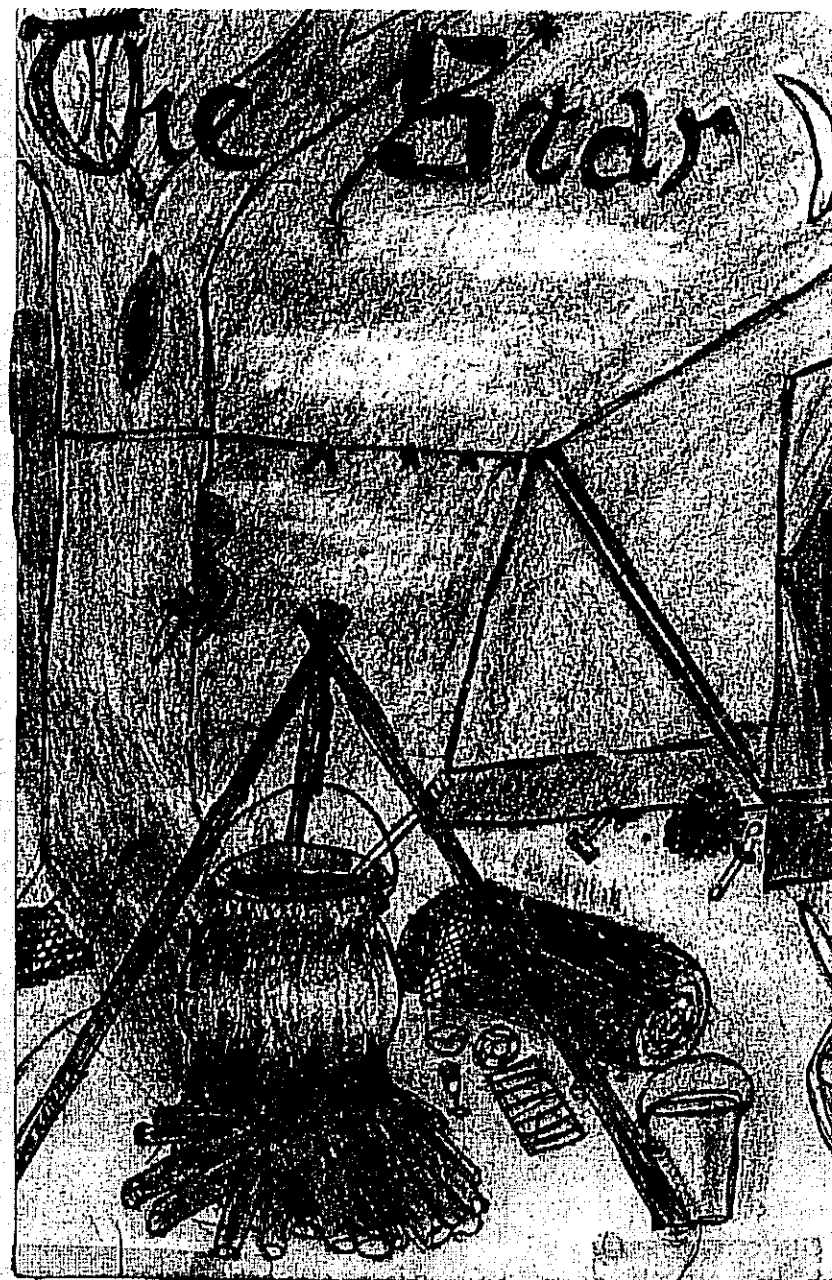


# Celestial Kingdom Calendar of Events

Date	Event	Place
December		
1	Knick-Knack Tourney	Tori-Mar
6-8	Emerald Hills Coronation	DFW
6-8	Duchy of Dragons Haven Quals/Election	TBA
21	Granet Spire Coronation	TBA
22	Duchy of Tori Mar Invasion of the Duchy of Turris Lunae	Olomos Park, San Antonio
20-22	Duchy of Dragons Haven Coronation	Killeen
January 97		
5	Duchy of Tori Mar Quals/Election	Austin
10-13	Kingdom Mid-Reign Arts and Science Competition	Burnett
19	Duchy of Tori-Mar Coronation	TBA
February		
2	Kingdom Quest	TBA
13-17	SPRING WAR	Burnett
March		
16	Kingdom Qualification / Elections and GM Elections	Cedar Park
28-30	Kingdom Coronation	Burnett
April		
13	Weaponsmaster	TBA



of the Celestial Kingdom

## THE COURT OF THE CELESTIAL KINGDOM

KING  
REGENT  
CHAMPION  
PRIME MINISTER

MATTHEW LeGREY  
SIR ARION RENQUEST  
AZKAR RAINTREE  
KADERIAN

### THE ROYAL GUARD

CAPTAIN OF  
KINGS GUARD: AZKAR

REGENTS DEFENDER

### KINGS GUARDS

FATHER THOMAS  
WILDCAT  
ADOL  
MASKAYLINA  
BARGA

### REGENTS GUARDS

COURT HERALD  
WEAPONMASTER  
SCRIBE  
COURT WIZARD

### THE COURT

ARCHBISHOP DUNBAR  
SIR ARTHON  
BARON FATHER MICHAN PHILLIT  
DUCHESS MORGANA

### GUILDMASTERS

GARBERS  
MINSTRELS  
REEVES  
SAGES  
SMITHS  
HERALDRY  
ANTIPALADINS  
PALADINS  
ARCHERS  
ASSASSINS  
BARBARIANS  
BARDS  
DRUIDS  
HEALERS  
MONKS  
MONSTERS  
SCOUTS  
WARRIORS  
WIZARDS  
CIRCLE OF STEEL

SIR SHANTI DAY  
LADY PANDORA  
SIR NIGHTLYNX  
SIR RUEUS  
ATHISDANE  
SQUIRE BELOCH  
SIR NIGHTLYNX  
SIR ZEPHRAM MACLAREN  
SQUIRE WILHELM  
MUADIB  
SQUIRE BELOCH  
GRENDALE  
CLALIBUS  
SQUIRE BROGAN DULEAH  
SQUIRE AHZIR  
CLALIBUS  
STIEGAR McCLAIN  
SIR ZEPHRAM MacLAREN  
DUCHESS MORGANA  
SQUIRE AHZIR

## BOARD OF DIRECTORS

KING: THOMAS WELCH - MATTHEW LeGREY  
PRIME MINISTER: WILLIAM WINNIE - SQUIRE KADERIAN  
TREASURER: GARLAND GRIFFITH - GRIFF  
CONVENER: WILLIAM JORDAN - SIR MICHAEL HAMMER OF GOD  
SECRETARY: JOHN HERGRET - SIR SNAKEYES  
MEMBER: JAMES GOOGINS - SIR IMAGG N'IFICIENT  
MEMBER: CHRIS COLLINS - DARKSTAR

### Celestial Kingdom

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Debonair

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rwillett@pop.io.com

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Sheriff:  
Kelly Cochran

Tirana (Shire)

Sheriff  
Slayd  
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Shire of Rogues' Haven

Sheriff:  
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Baron:  
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Darrin O'Connor  
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Panorama City, Ca. 91402  
(818) 787-0771

Greetings unto the citizens of the Celestial Kingdom

As the editorial staff for THE STAR we NEED STORIES, ARTICLES AND ARTWORK from all of you. The editorial policy is 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. The only editing that will be done without contacting the author is for length, when the article will be broken into installments.

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, TIF, or JPEG file. Articles should be legibly written (as we have to re-type them) on disk (most any word processor) in IBM format.

Submissions may be given to either Griff or myself in person or mailed in to the addresses listed below.  
Mine:

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

Or to the Official Kingdom Address

Amtgard, The Celestial Kingdom  
4032 S. Lamar Blvd. #500-150  
Austin, Texas 78704

The deadline for the next issue of the Star is 1 Jan 97

In Service to the Dream  
Lord Squire Wilhelm Von Eisenwald, Editor  
Griff, Assistant Editor

PS: Entries either on disk or E-Mailed will be greatly appreciated.

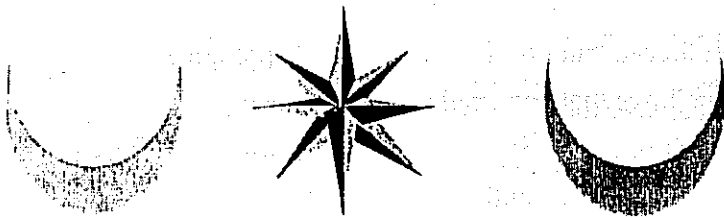
Unto the Populace of Amtgard

As the Editor in chief of the Star I hereby apologize to all for the errors and misspellings that occurred in the last issue.

I am not offering this as an excuse but a reason as to why there were so many mistakes. Currently besides working full-time, I am also attending college 4 nights a week. During the week prior to the publication I was also ill, this also caused me to miss a week of classes.

In the future the Star will be proofed by a 3rd party before it is sent to the "printers" in this way I will endeavor to correct the problems that have occurred in the past.

In Service to the Dream  
Squire Wilhelm Von Eisenwald  
Editor in chief



## The Celestial Kingdom

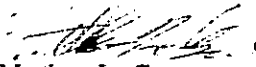
Dear friends,

I will not candy coat the facts at hand. Right now the kingdom is being torn apart by different factions in an attempt to become two separate entities. While it is my fondest wish that we remain as one, I must respect your final decision as the populous. So far, I have not seen anyone advancing with their ideas, only friends and groups being torn apart. To each and every member who only seeks to live The Dream, I must apologize. I wish I could find an instant solution that could reaffirm peace and allow us to play as a family like we once did. The kingdom Allthing scheduled for the 15th of December in San Antonio will hopefully ease some of the tensions we saw at Coronation. In addition, you will find in this issue of the Star, other proposals to be voted on at Midreign. These proposals will hopefully allow for some of the avarice that has arisen to be overcome.

For the holidays, I challenge each company and household to do some form of community service over the holidays for those who are less fortunate than themselves. Deliver food, serve in a food kitchen, anything. Anyone who does may receive one credit for each day that they do charity work, up to an additional four for the months of November and December.

We are looking forward to a very active Midreign with many events to help liven things up. The Tiger Clan will be running that Saturday's battlegame, with juggling to follow., and there will be a war tourney based on skill level. A Saracen bardic, not to mention the cultural classes, and an Arts and Science tourney will also be some of the activities.

Let's all put the political issues on the back burner and have fun, the way the game is supposed to be played.

  
Matthew Le Grey  
Rex Celestium

Fellow Amtgarders.

I am sure by now that there is a different rumor for every day since I stepped down. Let me tell you what is up with me. Amtgard has always had rowdies and "bad boy" types. and that is part of the fun. Amtgard has always had people who did not like, or could not get along with certain other people, and that is a fact of life. There has been a certain small amount of illegal activities for many years, but I refrain from calling the cops because I do not want to bring that kind of trouble on my Brother Amtgarders. recently, however, some people have proven beyond doubt that they are not my brothers, or yours.

You do not identify these people by their company, household, or provenc, but by their behavior towards you and your friends. People who shout obscene, sexist threats during a Kingdom Quest ("I'm gonna rip out your eyeballs and Skull F---k you!") at underage female newbies, and later make "apologies" that are just as bad ("I'm sorry, but you would have liked it.") are a good example.

Another recent example is when the cops showed up for a medical emergency. People where "hiding" their works in the latrines, or under trees in the open. This would have protected the user himself from prosecution, but increased the likelihood that drugs would be discovered on-site. That means that we would all be punished by losing the site permanently. I do not call a brother anyone who would do that to me, and neither should you.

My basic nature is Chaotic Good. I automatically want to destroy evil everywhere I find it, or perish in the attempt. Recently, someone pointed out that we must all choose our battles. She asked me, "Is this the hill you want to die on?" I thought about the time, expense, and sacrifice that my family and I have invested to to make this kingdom fair and fun for everyone, and balanced that against the small number of "friends" who have stood up for me in my hour of need. I have decided "no".

When LeGrey asked me for my crown, I gave it with relief.

In Memory Of The Dream.



Baroness Dame Melinda Mac Laren

... with ego & oppression; a peculiar type of service  
from one who wears the regent's crown...

First of all, a belated word of thanks to all those who participated in the system and voted for me in my quest to serve in the capacity of Regent for this club. A second word of thanks to those who, after enduring a period of untenable and unfortunate actions chose to bestow upon me the Office of Regent for this Celestial Kingdom.

Now, where was that soapbox... oh, yes... here it is ...(you might want to sit down for this one.)

You are all here, I believe, to participate in a hobby that gives you pleasure. Most of you have other hobbies (i.e. reading, fishing, sewing, partying with friends, playing Magic Cards, etc.); a very few of you do not. Those who do not, may I strongly suggest looking for additional entertainment to this Sunday diversion we call Amtgard. I urge this to you in an effort to help you become a more culturally diverse individual. (For those of you who are now saying "Arion, mind your own business", I respond "it is my business - cultural growth and stimulation is an integral part of promotion of the arts as indicated in Corpora.)

I have another reason for saying this, however. If you view this hobby, Amtgard, as your life - you need to get a new one. If you view this world of make believe as your world of reality, you have lost your perspective.

Amtgard as a whole, and as the Celestial Kingdom, is made up of the dreams, actions, and adventures of its people - the whole is so much greater than the sum of its thousands of individual parts.

People, when you honor an individual with a crown, you have every right to expect that the leader will put aside all pettiness and egotistic blood feuds, roll up their shirt sleeves, and work for the greater good. Sometimes that expectation is hard to live up to. Sometimes it is impossible to live up to.

Proof of that impossibility can now be seen as the Regents Crown atop my head. This Kingdom could use a little boost just now as morale is about as low as I've seen it. Let's see what we can do about livening things up and making this hobby as much fun as it can be. After all, if its not fun, why do it?

Yours In Service To The Kingdom.

In the following weeks I will be out and about providing critiques and general instruction on matters cultural. If I see you in good garb, with good weapons, or fighting well, don't be surprised if I ask that you assist one or two specific people to get better. I have a Newbie booklet 70% complete - it should be available for distribution with complete newbie packets by midreign. The newbie packets will include Rulebook, Corpora, Dor-un-Avatar, a past Star, and a Newbie booklet. The cost of a newbie packet will be between \$3.00 - \$5.00, to cover the cost of printing.

I'm looking forward to seeing bunches of you at Midreign so's I can show off this spiffy new crown. Expect to see a good turn-out: we need to do some full scale training for Spring War the following month.

As always, I've got more to say, but no space left. At midreign lets all get together, crack the keg, throw another fagot\* on the fire, and listen closely as the bards sing us into insensibility faster than we can drink ourselves there!

Ever in (real) service,

Regent Duke Sir Arion Reinquist

\*Funk and Wangle, 1974 Definition - A bundle of sticks, twigs, or branches, as used for fuel.

Editor

### Prime Minister's Report

Thanks again to Griff and Wilhelm for taking on the duties of Star Editors/Publishers. They acknowledge some problems in the last Star, and assure me steps have been taken to eliminate them for this and future issues.

Melinda MacLaren has resigned as Regent and Zephram MacLaren has resigned as Champion. Thanks to Arion Renquist (Regent) and Azkar Raintree (Champion) for accepting appointment to fill the remainder of the term for those offices. The official King/Prime Minister Proclamation appears elsewhere in this issue. This has been a difficult thing for all, and it is hoped we can quickly move beyond it.

Significant progress has been made on records update since the last issue, with the Duchy of Dragon's Haven, the Duchy of Turis Lunae, and the Shire of Tirana leading the way. I still need records from the rest of the provinces. The old database is more than a year and a half out of date, so please get the rest of the records in. The new database is almost ready for transfer of information into, beginning with the contents of the previous database, which will be updated as the records become available.

Prime Minister elections will be held in a little different format to try to resolve the problem with proxies. A Proclamation is printed separately in this issue. I have accomplished much of what I wanted to as your Prime Minister, but still have much left to do. During this term, we have had several instances of records lost or not being kept properly. Lost records can be recovered easily once the system I have designed with help from several others is in place. Records not being kept can only be dealt with by electing qualified people as record keepers or by each individual member keeping their own records and having one of the province's elected leaders sign off on each entry for verification.

Always in service of The Dream

KADERIAN

### **KING MATTHEW LEGREY / PRIME MINISTER KADERIAN JOINT DECLARATION**

October 20, 1996 MIDREIGN ELECTION

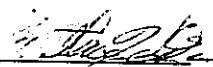
Declarations of intent to run for the office of Prime Minister are due to Guildmaster of Reeves Sir Nightlynx no later than December 10.

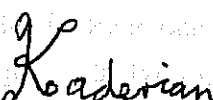
Votes for the Prime Minister elections to be held at celestial Kingdom Midreign at Burnet County Fairgrounds, Burnet, Texas the eleventh (11th) day of January, 1997 shall be accepted ONLY as follows:

- I All Members of the Celestial Kingdom who have been members for more than six (6) months and are currently dues paid shall be eligible to vote, either in person or by Absentee Ballot.
- II Absentee Ballots will be accepted at each Province on Sunday, January 5, 1997 (Saturday January 4, 1997 for those Provinces that meet only on Saturday). Each Province will have one or more designated Kingdom Representative(s) delegated to receive Absentee Ballots. The Representative(s) will be provided with official Ballots, a Ballot Box and an envelope to contain the ballots received. Provincial record keepers are responsible for certifying those eligible to vote. Anyone who is eligible to vote may vote absentee, whether or not they will be present at Midreign. Members may only vote once for each election. Kingdom Representative(s) will place all Absentee Ballots collected in their assigned Province in the envelope provided for each election and seal it. Provincial Leaders and Record Keepers and Kingdom Representative(s) shall sign the envelope across the seal, and Representative(s) shall personally deliver the envelope to the Guildmaster of Reeves.
- III Proxy votes will not be accepted in this election. Members eligible to vote may do so either at Midreign January 11th, or at their Province on January 4th or 5th.

IV For this election, both at Provinces and at Midreign, each voter shall sign the voter list, then be given one ballot, which they are to mark in private, then place in the Ballot Box. Each province's voter list shall consist of an original and two carbon copies. When voting in Provinces is complete, one copy is to be placed in the envelope with the ballots, one copy kept by the Provincial record keeper, and one copy returned to the Prime Minister, who shall mark the names of those who voted Absentee on the master list of eligible voters, then make one copy for the Guildmaster of Reeves. These marked lists shall be used to check in voters at Midreign. No one whose name is either missing from the list, or is marked as having voted Absentee, shall be eligible to vote at Midreign.

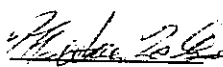
V Voting at Midreign shall begin at 3:00 PM and end at 4:00 PM in the Tiled Room. Anyone actually present in line to vote at 4:00 PM will be allowed to vote. Immediately after the voting is finished, the ballots will be counted. The votes for Prime Minister will be counted by the Guildmaster of Reeves plus any assistant(s) he may designate. The results shall be announced as soon as Allthing convenes. The winner will be installed as Prime Minister as the Last order of business of the Allthing.

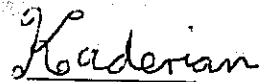
  
Matthew LeCrey  
Rex Celestium

  
Kaderian  
Prime Minister

KING MATTHEW LEGREY / PRIME MINISTER KADERIAN  
JOINT DECLARATION  
October 20, 1996

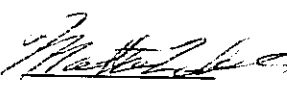
Whereas, Melinda Maclaren, has resigned from her position as Regent of the Celestial Kingdom; therefore, having special faith and confidence in his qualifications and ability, Arion Renquist is appointed to fill the remainder of this term as Regent of the Celestial Kingdom

  
Matthew LeCrey  
Rex Celestium

  
Kaderian  
Prime Minister

KING MATTHEW LEGREY / PRIME MINISTER KADERIAN  
JOINT DECLARATION  
October 20, 1996

Whereas, Zephram Maclaren, has resigned from his position as Champion of the Celestial Kingdom; therefore, having special faith and confidence in his qualifications and ability, Azkar Raintree is appointed to fill the remainder of this term as Champion of the Celestial Kingdom.

  
Matthew LeCrey  
Rex Celestium

  
Kaderian  
Prime Minister



## NOTICE OF KINGDOM ALLTHING

In accordance with proposals passed at Sept. 96 Coronation Allthing, notice is being sent certified/return receipt to each provincial record keeper and each provincial ruler of an Allthing scheduled for December 15, 1996 at Olmos Basin park in San Antonio (home field of Turris Lunae. Local record keepers are reminded that eligible voter lists are to be sent to Prime Minister by December 1st, and that a copy is to be retained at the province and a copy brought by local record keepers or their representative to the Allthing.

No business may be conducted unless a Quorum is present in person. Quorum is ten (10) members per Duchy plus five (5) per Barony, or two-thirds (2/3) of the total populace eligible to vote. Populace eligible to vote is all persons who have been members of the populace for over six (6) months and are currently dues paid.

## Rules Clarifications

- 1) When someone is in one of the following spells, either Entangle or Iceball they cannot be killed by a single Sphere of Annihilation.
- 2) When someone is Petrified they may be killed by a single Sphere of Annihilation.
- 3) When a person's weapon or shield is struck by a Lightning Bolt the person holding them is killed but when a person's weapon or shield is struck by a Fireball just the weapon or shield is destroyed.
- 4) A berserk barbarian goes into fight after death retaining any remaining armor that he/she has when he/she died.
- 5) A monk to transfer life to an individual has to touch the individual.
- 6) A Healer cannot cast a Spell of Wounding on a person who is already wounded, since the material component for the Spell of Wounding is an unwounded victim.
- 7) A Wizard on the other hand may cast a Spell of Wounding on a person who is wounded, if the person was unwounded when the Wizard started casting the spell. So if a person wounds himself while chasing a wizard after the wizard starts the spell, upon completion of the spell it will kill the person.
- 8) Draw cuts are legal shots as long as minimum of 6 inches of the blade approx. is used for the cut.
- 9) The following are guidelines for the construction of nunchuku.  
The standard safety rules apply, along with the following:  
A maximum of five inches for the chain length, but no maximum for striking edge, so that weapons like three sectioned staves can be built.  
A core will be allowed, as long as standard safety rules are being maintained.  
The chain will follow the safety guidelines of a flail chain.

These Rule Clarifications will be brought up at Midreign to see if the Celestial Kingdom would like to have them added as permanent clarifications for our play.

SIR NIGHTLYNX  
GM of Reeves

# Announcement

As a member of the Board of Directors and Treasurer of the Kingdom I wish to announce that the Kingdom has followed up on the request made by King Zephram and as approved by the Allthing at his stepping down, that a "sizeable" donation be made to the Burnett County Fair and Rodeo Association for improvements to their facilities that we enjoy. As many of you are aware, the Fair and Rodeo Association is in the process of refurbishing at the grounds and we wanted to play a part in that effort.

Being one who knows that if it can't be repaired with Duck Tape it can't be fixed, and who is not above Dumpster Diving for weapon material; I am pleased to let you know that the Kingdom has donated to the Fairgrounds plumbing fixtures and other assorted door hardware and locks valued at nearly \$900.00.

Let me be the first to make a special invitation to all of you to make a special effort, to attend the upcoming mid-reign celebration and enjoy the improved facilities which you had a hand in making possible.

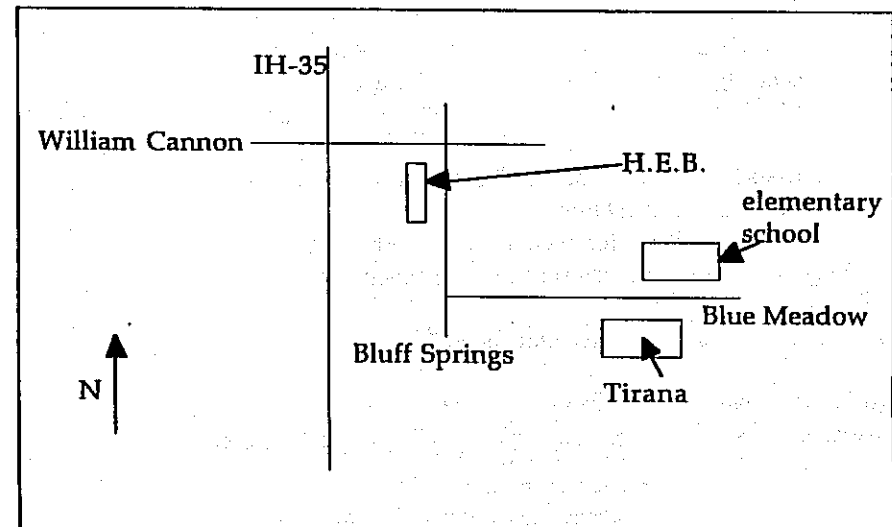
Garland G. Griffith

Note: Reprint with directions corrected. Editor.

Greetings to the Celestial Kingdom

We of the Shire of Tirana are pleased to announce that we have found new land to settle and are no longer sharing lands with the Duchy of Tori-Mar. We wish to thank Tori-Mar very much for letting us meet with them during our search. We would also like to invite all of you to come out to our new meeting place at Kendri Page Park Sundays and @ 3pm.

Now how to get to our new site: Take I-35 to the William Cannon exit. The if coming from the south turn RIGHT at the stop light, if from the north turn LEFT Go to Bluff Springs Drive (first street past the HEB) turn right. Go 2 blocks then turn left onto Blue Meadow, then go approximately 1/4 mile and the park will be c your right. Do not be suppressed at the small area there we have more just beyond the trees.



Again we welcome all to come and visit our lands,

Sheriff Slayd

Celestial Kingdom Midreign  
Arts and Sciences Competition  
To include Garb Contest  
11 Jan 97

Autocrat Squire Lowel (Jim Worcester) (819) 933-2834  
Co Autocrat Sir Athisdane (Ray Crawford) (817) 628-7860

Categories

**Court Garb	**Fighting Garb
**Armor	*Accessories
*Color Garb	*Goodwill
*Needlepoint	*Textile Craft
2-D Art	3-D Art
Passive construction	Active construction
Cooking	Rose/Heraldry
	Bardic***
Non-Fiction	Fiction
Dancing	Music
	Non-Musical Performance

Note: Autocrats reserve the right to add or drop categories as needed.

- \* Indicates Garb Contest Items
- \*\* Indicates Garb items for overall and for garb contest)
- \*\*\* Request performances between feast and court.

Modeling of Garb is Highly Recommended.

If you wish to entertain between Feast and Court please call Squire Lowell or Sir Athisdane. This will be after judging ( an additional performance).

"DADDY, tell us, again, What happened to the Late Great Celestial Kingdom?" It was egos. Who's Egos, Daddy? No, no egos is not one person but everyone has one. Some are good and some are bad and they very often clash, as you shall know as the story unfolds. Sit back children, have some hot cider off the fire and I'll tell you what happened to the Greatest of Kingdoms that AMTGARD ever knew.

Daddy, daddy, can our new friends, camping over there join us? Yes, children, of course they may. Even the different ones Daddy? Yes, all are welcome because as you know, difference is what makes our world so interesting. Go, get your new friends, leave the swordplay for later. Darling, do you think this is a good time to tell the story again? Yes, especially now as we build our Barony, they must know.

Okay, kids gather round the fire as I tell of the Downfall of the Celestial Kingdom. In the old days there were few Kings and Knights, less Queens and Princesses but always there were lots of Ladies and Lords. What happened to them Daddy? Well, as the Knights grew in numbers and in general as the entire Kingdom grew in numbers, the higher positions became more and more guarded. See, those who started things many, many years ago, were afraid that the dream, their dream, may be taken away or changed. But Daddy, I thought dreaming was for everyone! Yes, that's right, everyone has their own dreams, some may wish to be Kings or Knights and others may just like being Warriors or Wizards, all of these and more made up the Kingdom.

But what about the Egos, Daddy. Ah, yes, love, egos, everyone has those too, as I was saying earlier, some are good and some are bad. It's like some of us are proud of what we've accomplished and demand that others respect that and others are proud but in a humble way. There is everything in between those two extremes but when two or more of those extremes face each other or jockey for position in this court or that castle and on the battlefield and everywhere in between, then things go awry. What' that? Ah, awry means that things go wrong. Is that what happened to the Late Great Celestial Kingdom, Daddy? Yes, son, remember we are all here to have fun and when the fun is gone, there will be no group, whether 2 or 200 folks.

Yeah, you guessed it, the one that brought you, "Jump Into the Big Game" and "Twas the Night Before Coronation". I hope that our dreams can continue together and we won't have to tell our children a story like this one.

LOWOL

MESSAGE FROM THE AMTGARD LIST

----- Forwarded message -----

Date: Thu, 5 Sep 1996 09:35:06 -0600 (MDT)  
From: \*The Purplelicious One\* <trickett@NMSU.Edu>  
To: Jeffrey L Solmon <tristan@nmia.com>  
Cc: amtgard list <amtgard-l@horus.anth.utep.edu>  
Subject: Re: Pleasing everyone!

Well said, Maggie!

I think that it is a shame to see the people that we are supposed to look up to the most in our club fall to such low levels. The Knights are the people who, whether they like it or not, are the role-models and shining stars of achievement in Amtgard. These are the people who even Mundanes give a second glance too, and to whom Amtgardians tip their respective hats. They are supposed to excel in everything that is good about Amtgard: Arts, Fighting, Service, Leadership and general moral. I'm not saying that they are the bearded Gurus on top of some remote mountain that we all crawl to for advice and wisdom, but they do have a set place in Amtgard. That place is to be the showpieces of the Club, the elite group of people who have strived to make our game a better place.

I am only speaking for myself, but as part of the monarchy of a Kingdom, I do understand the commitment a person makes to the Club when they are granted the right to serve the Club...even for just a scarce moment in time. However, there are some times when Real Life and Amtgard butt heads, and I know that in my life, Real Life wins most of the time. The realities of being in a very time-consuming 'hobby' clash with the fantasies of having spare time a lot. I have taken flack during these last months because of what some people say are 'acts of negligence' to my position. I am sorry for them, but when you are in the middle of moving, having people over to a house full of boxes and clutter isn't fun. Working also comes into play. The basic statement I quote is that Amtgard doesn't pay the rent.

I am sure that almost everyone who has ever taken a position in the Club has had similar complaints and problems during their time of service. It is something that comes with the 'burden' of being a Monarchy. But Knighthood also has it's responsibilities, and I think that they are at least, if not more so, important in the whole of the Club. These are: CONTINUED service. CONTINUED excellence in Arts and Fighting.

CONTINUED leadership, even if said Knight never holds a position again. Knights are supposed to be the teachers, the speakers, the historians, the public face of Amtgard....they have experience and knowledge of their specific fields that many could, and strive to learn.

When I see our most sought-after and honored award taken and used as nothing more than a soapbox to voice severe and harsh words in a public forum, I hang my head in shame. A person would think that a KNIGHT, someone who is supposed to epitomize honor, respect, and dedication, would have the self-control and respect for another Amtgardian to intelligently talk to and perhaps give some wise advice....not resort to playground antics and childish whining.

Just remember that everyone has different opinions on how important Amtgard is in their lives. Some people live for it, other people incorporate it into their lives. Either way, we are all out here for many different reasons...but I think the most important ones are fun, friendship and furthestmost of the Club. Let's put petty resentments and schoolboy taunts behind us now, shall we?

Just my .02 cents,

Lyvyndyr  
Regent of Dragonspine

Editors Side Note:

To anyone that wishes to subscribe to the Amtgard Net send an Email Message to: amtgard-l@horus.anth.utep.edu

NoSubject with the message: Subscribe and you will be added to the net.

For those of you that do not have an Email account, but would like one I have received a copy of a **FREE** Email Program called Juno.

What you will need is a computer and a modem (I do not know what the minimum speed required is if any.) To subscribe I have been told all you have to do is install the program, call an 800 number and fill out a customer questionnaire. Any that wish this program please send me a high density 3.5 inch diskette.

## The Red Death

By  
Loric Al'delnar

Langoes sat down with his back against the rough bough of an old tree, he could feel the twisted roots sticking into his side, but he paid them no mind. Other thoughts tumbled through his mind, troubling thoughts. The command tent lay not far off. The site of the latest bloody battle was less than a mile from this very spot. He reached up to run a callused hand through his tangle of brown hair as he did so, he caught a glimpse of the swirling tattoos on his forearm. His stomach turned at the sight of the swirling hues of color that seemed a part of his skin. Even after all the years of having the damn things he could hardly stare at them without feeling sick. His mind began to drift, he remembered a time before he had the tattoos. Those memories seemed distant. He would have made a fine mage, had he been left to complete his training. As it was he had some control over magic. He remembered all too well the day his life changed.

It was about fifteen years ago. War raged across most of the land. The kingdom of Valemist was rising as a powerful conquering nation. The kingdom was led by a vile man who named himself the Crimson King, because of his love to spill blood. When towns and cities were taken by the Crimson King's armies, all the young men were taken away to the camp of the mages to be subjected to tests. Langoes had been one of those boys. The ones that failed were usually killed or put into slave labor, but Langoes had passed. The tests were to find out if a person was compatible with a sword spirit. In ages long ago, many of the most powerful magic swords were sentient. The mages had collected twenty-five such swords and had removed the spirit from the blades. The sword spirits were then magically grafted into the boy in the form of swirling tattoos. Langoes remembered awakening to another presence in his mind. He could feel the sword spirit as a part of him. When the grafting was complete, all of the boys and some men were assembled and made to take an oath of loyalty sealed in magic by a powerful artifact scepter held by the First Mage of the Crimson Army. The group of boys and young men totaling twenty-five were then put into sword training. Langoes excelled, and with the help of his sword spirit Azima, he was named blademaster by his seventeenth nameday. The sword spirit made him faster and more precise than was possible by any mortal unaided. When the whole group had achieved the rank of blademaster they were put into an elite fighting company called the Red Death. The Red Death had devastating effects in battle. Many times they marched in the forefront of the advancing troops at overwhelming odds cutting down men like mowing wheat to cause the tide of the battle to turn; such was the fate of the men of Red Death. Langoes hated having to kill and murder especially the innocent. As time went on Langoes saw other members cut down. When a sword brother died the tattoos stopped swirling and turned black. The fallen members were replaced, and so it went.

In time Langoes was named first captain of the Red Death, with the anti-paladin Dhoom as his second in command. Langoes and Dhoom hated each other with a mortal passion, and had it not been for the spell of compulsion they would have been trying to kill each other all the time. As it was, the two men tried to test the strength of that compulsion by swinging at someone else and missing so the momentum might accidentally carry into one another, but the shot always fell short. It seemed that as long as there was any intent it would not work. Many of the other members of the Red Death hated each other because they were a very diverse group of men. The biggest distinction lay in what type of man they were: some loved killing and would have grown evil without the help of the Crimson King anyway. Others hated who they had become and longed for the death of the King. The evil resented being made to follow the good and fight against their own will. No matter what their disposition, a prisoner was still a prisoner.

The greed of the Crimson King took his army into the Empire of Tytain. Tytain was a very large and powerful nation and outnumbered the Crimson army greatly. In one of the major battles, the King called back the Red Death to act as his personal bodyguard because he feared defeat. The King had not realized that by doing so the lines began to crumble because the Red Death was not there to reinforce it. As the lines moved further back a stray arrow landed in the neck of the First Mage. When he died the scepter dropped from his hands and smashed upon the rocks at his feet. With that the spell of compulsion was gone. The members of the Red Death were no fools they knew that they needed each other in order to retreat and to survive. So they grabbed a very surprised King and shoved him into a chest and fought their way out of the battle. They retreated into a mountain pass and held it against the detachment of Tytains sent to retrieve the King's head. The Red Death had other plans for that head so they fought hard. The commander of the Tytain detachment decided that it was not worth the loss of life it was costing to try to take the narrow path. So he withdrew his forces and left since the main Crimson Armies had been routed. After the Tytain force left, the Red Death quickly divided into the good and evil groups with most of the neutrals siding with good. They had gone through too much to just kill one another now so they agreed to leave peacefully. As Langoes started to leave, his eyes locked with Dhoom's and for a moment pure hatred passed between them. Langoes was certain that his dealings with Dhoom were not over, but that would have to wait until later. When Langoes made it to the perimeter of the camp he could just hear the screams of the former King of Valemist start. Langoes did not envy the man being left in the care of the evil members of the Red Death.

Langoes' thoughts went on like that for some time as he sat at the tree in a daze. A thought from within, but not his own, brought him back to awareness. Azima: his sword spirit was communicating with him.

"Master someone approaches," the voice in his head stated. Langoes got to his feet with his hand resting on the handle of his sword in one fluid motion.

The tension in his sword arm left as he saw that the figure that was striding toward him was his battle companion.

"Hail Langoes," the graceful figure said as he came to a stop in front of him.

"Hail Loric," he replied curtly, "what news from the front?"

"Dhoom sent a courier asking a parley," Loric said contemptuously, "As if he think us fools."

"What did you do with the courier?" Langoes asked already knowing what the answer would be.

"Why, I gave him to Randolph to put to the question," Loric stated as if that was the most obvious thing in the world.

"Come let us go to the command tent," Langoes said as he clapped his companion on the back. Loric trotted ahead swinging his arms in rhythm to his run, as he did his sleeve moved up to reveal the swirling of tattoos on his arms beneath. Langoes mused, if only I had the rest of my old companions serving this cause.

When Langoes reached the tent, two men in dented plate holding spears pulled the flaps aside to admit him into the tent. Immediately Langoes sensed something wrong, terribly wrong. The voice of Azima echoed his own thoughts. He began to back away, his sword free in the blink of an eye. The large man sitting at the end of the table stood displaying his incredible height. He was wearing black plate mail with hideous demonic faces etched into it. His helm was in the shape of a ram's head with a blood red tassel sprouting from the top of it. A dark sword was strapped to his side. He raised gauntleted hands to remove his helm letting the red hair slide through that was his own. His head was shaved except for the red topknot, and heavily tattooed with a ram's head. the curling horns coming to rest on each cheek. Langoes could feel the evil radiating from the man. He could feel his heart and mind racing. He noticed other men standing with Dhoom, some sporting dark swirling tattoos. Loric and Randolph were nowhere to be seen. Maybe they are dead: I'll probably be joining them soon, he thought bitterly.

"So we meet again," the large man said with a rasping heavy voice. His hands clenched at his sides.

"And what do I owe the pleasure of this visit to, Dhoom?" Langoes replied lightly bringing the name into a sneer. Two men came to position themselves between him and the door flaps. He searched for away out, but it looked hopeless. He decided that he was going to die anyway. he might as well put up a fight.

In an instant his sword was free from his scabbard and seeking the closest man's throat. His sword sliced into the man's flesh before the man could even raise his blade. Then, with lightning reflexes Langoes jerked back to turn aside the sword swipe he knew would be there. That man died with Langoes' counterstroke. Having killed the two men blocking the door he rolled through the flaps and came to his feet smoothly.

Before anyone could follow, he flung up his hand in a contorted symbol and muttered words of magic. The tent went up in a blaze of flame. Langoes could hear the screams of men dying inside. He backed away from the heat of the blaze, and spotted two men lying still on the ground. He could see swirling tattoos on each of their forearms. Good he thought. Loric and Randolph aren't dead after all. As Langoes turned his attention back to the fire he could see a figure shrouded in a black aura coming toward him. When the figure cleared the flames the aura faded showing a slightly charred Dhoom. The anti-paladin was holding his black blade, Crucifier, in both hands and advancing quickly. Langoes pulled his dirk free with his left hand and dropped into a defensive crouch. When magic wrought sword of black steel crossed the shining sword of mithril blue sparks played down the blades. Dhoom was pressing Langoes hard and for a moment it was all he could do to turn away the heavy blade of his opponent. Dhoom was becoming frustrated with not being able to get passed Langoes' defenses. Langoes settled into an easy rhythm of block and counter. He was starting to press Dhoom back. Dhoom snarled and launched another frantic attack. Langoes turned the over-extended blade with his dirk, and thrust home with his sword. The tip of his blade deftly sliding between the plates on Dhoom's neck. Langoes was satisfied when a flower of blood spurted from the evil man's mouth. Langoes struck again to make sure the man was dead before the dark knight could heal himself.

"Ya know, there was a reason you were picked as my second so long ago," Langoes said wryly to the corpse. "You sucked."

And so ends the first of many stories of Langoes the blademaster.