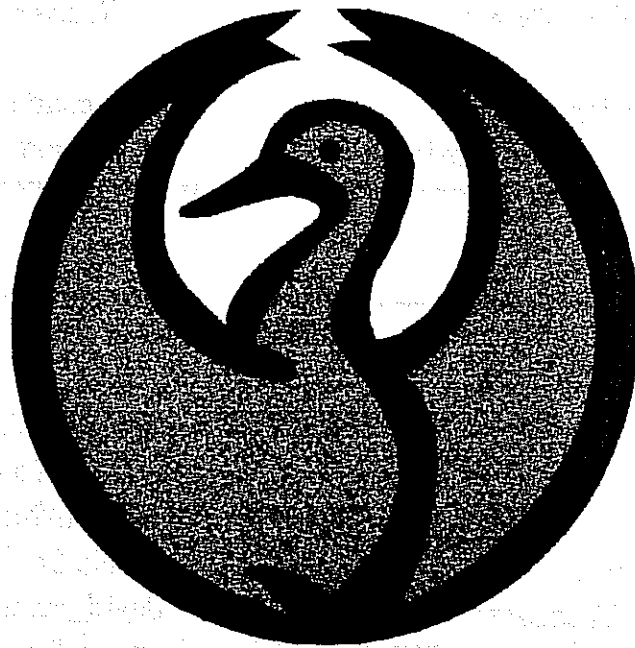


The Star



During the Reign of King Mandigore
A.Y. 15

Calendar of Events

December

5	Dragon's Haven Coronation	Killeen
5-7	Emerald Hills Coronation	
5-7	Xanadu Camping Event	Camp Finlaysen
13-14	Gates of Solaris/Bifost/Turris Lunae/ Traitors Hollow Quad-Coron Event	Traitors Hollow

January

16-18	Mid-Reign	Burnet
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February

6-7	Xanadu Coronation	Killeen
14-18	Spring War	Burnet

March

15	Kingdom Quest	Traitor's Hollow
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April

5	Kingdom Quals	Xanadu
24-26	Kingdom Coronation	Burnet

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Letter from the Monarch

O/C:

Greetings to all,

I'll keep this part short. From what I've heard, everyone is having a fun time with the resurrection of role playing in the C.K.

At first, some people didn't know what to think of it & some (Mostly from other lands) got the wrong idea & thought we were doing something REALLY evil. I think we got the word out, finally, that we ARE just ROLE-PLAYING. So lets keep it going and continue MORE ROLE-PLAYING & just HAVE FUN!!! After all....that is the real reason we are all out here...right? A quick note about the Star. I want people to take a good look at this one & think about it. People have come to me and said they want more Stars put out. What you have to remember is, that its really hard for Shanti to put one of these out when nobody sends anything to her to put in it. PLEASE...Send poems; letters(In character or out); announcements;...Anything! Now I know with all these Artist walking around our kingdom, that you guys have to have some old pictures lying around. and if you have Photos, we can get them scanned & put in. What I'm trying to say is, I would like to see lots more entertaining stuff in the Star, and I think you would to, but if people don't get off their b#%t's and do something, that will never happen. Please, support YOUR Star. Enough of this, lets role-play.

I/C:

Hail to the C.K.,

Greetings to all who are loyal to the Crown, and for those who are not...DIE!!! For I care not for your worthless souls that I will give to the Darklord & Darklady to feed upon. I have further comment on the subject of the Bells. The REAL reason for the outlawing of the bells is simple. Through the course of history it has been proven that ORDER overcomes CHAOS. Such it is with the bells. The bells themselves aren't Chaotic...but the people who have chosen to disobey the law ARE. You see, it matters not WHAT the law is. What matters is that you refuse to obey the law & refuse the order of the Crown well, & it is good in my eyes. Now, SIR POO, if your tribe is interested in a war with Annihalus, you should talk to the Captain of that Co. I'm SURE they would be willing to oblige. Yes, SIR POO, I have spies everywhere. Even in the Wetlands. Even in YOUR TRIBE...HAHAHAHAHAHA!!!!!! & about your JEEHAD or whatever its called.... Guess I'll see the Traitors on the field.

Live the Nightmare,
Mandigore Rex of the C.K

Letter from the Regent

Hello to all

Just a note to say hello. At midreign I am trying to set up some garbing classes for the children to make some garb of their own, don't know yet if this will happen or not. If anyone has any ideas, patterns, etc. please contact me by phone at (512) 447-7413 or Email at wilhelm@onr.com.

About the "Dingaling War" people remember that this is JUST a game and we are here to have FUN!! Lets keep this to role-playing and not personal attacks. If you can't take this as role-playing and just good fun but have to take it seriously the stay at "home". ;p

Live the dream and play the game

Yours in Service

Ke-She

Regent of the Celestial Kingdom

Letter from the Prime Minister

Greetings to the populace of the Celestial Kingdom.

In the last star I posted a list of the Awards that the Kingdom has for the populace, as of this star I have had a few people contact me and update their awards but their are still quite a few that haven't. I also have found a copy of some awards from when Sir Tholden was Prime Minister and am currently adding them into the database.

At Midreign I will be holding a Prime Minister's Workshop from 9am until Noon (tentatively) where I will have the book for each Province so that we can update your records. What will be needed is either the awards paperwork or a letter from your local records keeper stating that you have the award. I want people to be recognized for what the have earned and have you get the same award two or three times (i.e. rose that should have been your 5th or 6th being awarded as you 3rd.)

Currently we have two announced candidates for the Office of Prime Minister those being Dame Shanti, and Baron Azkar Raintree. Good Luck to all candidates.

Have Fun and play the game.

Sir Wilhelm Von Eisenwald
Knight of the Flame
Prime Minister

Letter from the Editor

At the request of our King, I have agreed to put out an additional issue of the Star before Christmas. I hope this finds you all happy and recovered enough from Thanksgiving to stuff yourselves at Christmas dinner. His Majesty has also decided that we should try out the new Dual Classes. I did publish those rules several Stars ago, and there is a reprint of them in this issue. If you want more copies of these rules, I will try to carry some with me.

This issue is full of important little tidbits of information. Please take a look at the flyer for Mid-Reign. This promises to be a very cool event, and we'd like to get a good turnout, so spread the word.

Speaking of which, we have managed to fill most of the monsters for our live-action Arcon (sorta) game. Though we haven't checked with all these people, we are hoping they will be good sports and play along with us. Again, Sir Ursur and Father Thomas are our players. If you are interested in being a warrior for this game, see one of them. Anyone who would like a copy of the rules, see me, Sir Ta'shi-iak, or Squire Zodiac. Our monsters are as follows:

Scalor:	Christeve	Giant Spider:	Rand
Paladin:	Cha'do	Anti-Paladin:	Zircon
Lizard Man:	Forest	Troglodyte:	Cormac MacCloud
Fire Giant:	I'magg/Sponge	Frost Giant:	Vigus
Angelic Hero:	Arion	Dread Knight:	Snake Eyes
Werewolf:	Medryn	Stone Troll:	Bromere
Water Elemental:	Josephine	Fire Elemental:	Sable
Deva:	Yea	Vampire:	Kahl Methwyn
Corrasion Beast:	Pixie	Gremlin:	Rainbow Wynde

The game will take place on Saturday at Mid-Reign, so please come watch, play, tease the players, mock your favorite monster, and just generally have some fun.

Finally, if there is anyone who is interested in editing the Star, please come talk to me. I am looking for someone to work with me, and possibly take over as my mundane job becomes more demanding.

As always, I can be reached at shanti@ccsi.com (it's a new e-mail address), 512-491-7054, or 400 W Anderson #6203 Austin TX 78752.

Celestial Kingdom Board of Directors Meeting

November 1, 1997

Present:

Ron Barton Kenneth Keys
Brian Hart David Reichlein
Garland Griffith Beth Seguin
Terry Elam

Absent:

None

Meeting called to order at 2:53 pm

Old Business:

- **Position Responsibilities**

It was brought up at the last BOD meeting that the Treasurer position is rather vague. This was tabled till the next meeting, with the understanding that each officer will write up what they think their position should be doing. Likewise, each officer will write up what they think the other officers should be responsible for.

New Business:

- **Election of Officers**

Ron Barton was elected President
Kenneth Keys was elected Membership Officer
David Reichlein was elected Treasurer
Brian Hart was elected Secretary

- **Second key to the PO Box**

As a non-profit club we are required to keep a permanent address. This has been a PO Box. It was decided to make a second key for that box.

- **Treasurer Business**

David Reichlein brought forward a motion to take the Treasurer's name off the bank account. His justification was that the person auditing the records should not have access to the money. This issue was tabled until the next meeting.

- **Financial Statement**

Kenneth Keys made a financial statement to the Board. Statement is on the next page. A \$300.00 outstanding debt for radios to William Winnie was questioned. It was decided that former-Queen Theresa and William had already resolved the issue, and the debt was removed from the record.

- **SYSCO**

Brother Stefan buys food through SYSCO, which is a large food supplier for restaurants and other food vendors. He may be able to get the Celestial Kingdom an account with them, so we could buy food in bulk for feasts. There were concerns brought up about price of the food, and quality of the food. It was decided to get a SYSCO account since it will cost the club nothing, and to look into getting a company account at Sam's Food Club.

- **Issues regarding removing players from the game**

It was brought forward that Christopher Collins has been responsible for multiple acts in this kingdom. It was discussed what exactly the BOD could do about it. The solution put forward was a restraining order, which would keep him from any Amtgard park. It was decided that if Christopher continued to commit acts of violence, the issue would be brought up before an allthing.

- **Scheduling of next meeting**

Next meeting scheduled for December 20th in San Antonio.

Meeting closed at 7:00pm

Notes taken by Shanti Day

Financial Report as of the beginning of King Mandigore's reign

Income

Coronation Deposit (Gate Receipts)	\$1,117.24
Dues and Petty Cash Fund (not prev. deposited)	<u>134.00</u>
	\$1,251.24

Expenditures:

Feast/Site Fees paid for Coronation	664.36
Moneys owed but not paid from Coronation, Midreign, Spring War 4, Star Copying	<u>140.00</u>
Sub Total	804.36

Provincial Share for Coronation (Gates of Solaris)	\$234.32
Provincial Shares from dues held at Kingdom	<u>120.00</u>
	354.32

Total Expenditures 1,158.68

Bank Balance from 20 Sept 97 \$1,018.33

Total Income 1,251.24

\$2,269.54

Less Expenditures 1,158.68

Balance not committed \$1,110.89

Financial Report for
the Coronation of
King Mandigore Bloodblade

Expenditures

Site Fee	\$ 250.00
Feast (food and paper plates*)	394.36
Total	644.36

Income

Gate Reciepts	1113.00
---------------	---------

<u>Balance</u>	<u>\$ 468.64</u>
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Provience Share (Gates of Solaris)	234.32
------------------------------------	--------

<u>Kingdoms Share</u>	<u>\$234.22</u>
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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 baldric 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.

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

• Pattern Recommendations

From McCall's Stitch 'n' Save Collection:

- 8887 - Tunic and pants. I really like the collar on the tunic.
- 8593 - Tri-Color vest and pants.
- 8769 - Tunic, button-down skirt, pants.
- 8032 - Skirt, top, pants.

From McCall's Costume Collection:

- 8384 - Long robe, loose pants, hood, Pilgrim garb. (Yup. Technically, Pilgrims are period for Amtgard.)
- 8435 - Long robe, surcoat, cape. (This is the Xmas pageant pattern.)
- 8449/8450 - Medieval costumes. (The nice ones.)

From Butterick's See & Sew Collection:

- 4620 - Skirt, vest, top.
- 6889 - Vest.
- 4135 - Tunic, long vest, pants.
- 3541 - Caftan. This is a good one because it has side slits. Good for running around in.

From Butterick's Costume Collection:

- 4653 - Gypsy costume. Nice blouse pattern.

From Simplicity's It's So Easy Collection:

- 7564 - Top, shorts. (Large sizes pattern)
- 7448 - Vest, pants. (Large sizes pattern)
- 9032 - Top, pants, shorts. Don't round the bottom edges of the shirt and it's cool.
- 7141 - Skirt, top.
- 7985 - Vest in two lengths/styles.

K'tai bin R'al, Sister of the Open Heart

• "Raimentents (tm) for the costumer"

Historical, Ethnic, Dance & Specialty Patterns, Costume Reference Books, Supplies & Accessories, Underpinnings

AlterYears/Raiments

3749 E. Colorado Blvd.

Pasadena, CA 91107

(818) 585-2994 FAX (818) 432-4350

This is a 150 pages of Patterns, all kinds of patterns, hats, pants, bags, dresses and anything you want, not all are good for Amtgard, but most are. The catalog runs \$5.00 to \$10.00, I can't remember, but it is well worth the cost.

Sir Rift

Basic Mailsmithing

On the first day of mailsmithing my true love gave to me, 5,000 rings!

To make any sort of mail, one must first have rings. If this sounds obvious then you have what it takes to make mail! There are several ways to come by rings. Some are easier than others, but the more someone else does for you, the more you will pay them. Pretuned rings are available on the internet. Find a search engine. Search for chain mail. After sorting through sites on chain letters you will come across sites that sell mail and rings.

Buy these if you have a lot of money and absolutely no free time. If you have absolutely no free time then why are you making mail? If you cannot get a hold of certain metals then this might be the way to go. The other source of pre-cut rings is the hardware store. They go by the secret name: Washers. Be wary, you will still need some normal rings to assemble the washers.

This method is expensive, fast, kind neat looking, and period. For the best price, rings, and customization, make your own rings. There are three things to consider when making rings. These are the size of the rings, the thickness of the metal, and the type of metal being used. The size of the rings is a contended issue whenever mail comes to any field which has not already seen it. This author suggests that three point mail should not allow a half inch rod to pass through the mesh, and four point mail should not allow the passage of a pencil, or roughly one quarter inch rod. If a half inch rod will pass through the mesh of a piece of mail, then it should be counted down. The thickness of the wire is also an issue in many places.

No mail wire should be thinner than 16 gauge (1/16 th or .045 inch). Beyond that, do as you will. Remember: gravity has a stronger grip on thicker wire, but it holds together so well, especially for larger rings.

Lastly in the decision part: metal. Steel is best. It comes galvanized from any large hardware store. Furrow's is best, but slow to reorder, and some stores don't carry wire until lots of nearby mailsmiths bug them. Copper is sometimes counted down, but is also found at hardware stores. It is called electrical wire. Get the 19 strand bundle and cut off the outer rubbery shell. Copper can also be found at your local recycling center. Brass is also sometimes counted down, but is easily found at any welding shop. It won't be thicker than -16 gauge. Aluminum is commonly used. Way too commonly. It should always be counted down. It will fall apart easily. Even the thick rings. Aluminum is found at recycling shops very cheaply. Use for loner shirts. Only. The very best thing to use is stainless steel.

This can be found at the closest welding shop. This author recommends making only the finest mail with stainless. You will be the only one with waterproof mail!

OK. Making the rings. You will need a rod the size of the rings that you want. This can be found at a hardware store, on the same isle, generally, as the wire. It is called a welding rod. Buy one. It is now called a turning rod. Take the wire. Wrap it around the turning rod. Vice grips help when turning by hand. Thick gloves help when turning by drill. (use the LOW speed) The period way is to use a turning box. To make one, get a piece of wood shorter than your turning rod. Get two more small pieces of wood. Nail them to the long ends of the first piece as if you were making the sides of a box (hence the name: turning box). Drill a hole in the two small pieces the size of your turning rod. Stick the rod through. Be happy with yourself. After you turn the wire, you have a spring. Cut the rings with either a pair of wire cutters, or a small bolt cutter. The bolt cutter will be about \$15, but it is WELL worth the investment.

Now you can sit on the floor in the middle of your living space turning wire on your hand made turning box with a big aid happy grin on your rather bored face while watching TV. For a shirt make about 3000-4000 rings at 1/2 inch, or 6000-7000 rings at 3/8 inch, or about 9000-10,000 rings at 1/4 inch. Just imagine the end product. If you have questions, or if you are looking for a support group, my e-mail is c_glover@hotmail.com. More to come soon.

Yours in service.

Conte du Brionne, Allenon le Gluere

Hunger

I sit in the forest, quiet and still, and wait for my quarry. My bow is at cocked and ready, sword and dagger at my side. I must hunt this day, for it is cold and there is no more food in the village. The men of the clan have been gone for a very long time, leaving us without meat for the winter months. The children are hungry, so we women who have no young ones must provide for our sisters and daughters who do. We hunt for deer, rabbit, bird, or boar and pray that the bear and wolf do not find us first.

It has been days since we set out, but my catch has been small - two rabbits and a few birds. I clean and dress them and carefully wrap them for the children. Even though my arrow has run true, for some reason I have seen very little game. I hope that the other hunters have had more success or we will be very hungry this winter.

Finally, I sling my pack over my shoulder and head deeper into the woods to seek out richer territory. The deep woods are more dangerous, but should yield more game. Perhaps I will meet another of the huntresses and we will hunt together.

I reach a large clearing and find the answers to my unspoken questions. Many large wagons and tents are set up here, cookfires burn, and happy children play. There is no lack of meat at THIS camp. I stay and watch fascinated by the bright colors and lively music. Even when they walk, they seem to make music. Soon I see the reason: they have sewn bells into their clothes and have even attached them to their tents and wagons. I begin to understand the lack of game, for those that they have not already killed have been driven away by all the noise.

Resigned to my misfortune, I resume my trek with the sound of their detestable music and BELLS ringing in my ears. I may have to travel for days to find the animals they have driven off. I can only hope that my family will not suffer because of these trespassers. After I walk for many days, I find plentiful game, but I never find any of the other hunting women. It has been more than a full month since we left the village and the ground is now covered with snow. It is time to return to my people with my precious burden. I search the sky for the way back home and begin my long journey heavily laden with game and furs. After many more days of travel, I enter the village and shout joyously to my kin, but the village is eerily silent.

Dropping my pack I race to my home to find my daughters and grandchildren lying frozen in their beds. They look so hopelessly thin and frail, like a wisp of wind would blow them away. My daughters lay huddled around their children to keep them warm, but it was not enough. I had the wealth of the forest to sustain me and the efforts of my exertion to keep me warm. How could I have been gone so long to let my family die? Why did I live only to see those I love perish?

Searching the other huts, I find only one other living soul, a girl of 10 summers, nearly dead from cold and hunger. I wrap her in furs and hold her close to me to warm her. As she lies sleeping, I gather wood and start a cook fire. As the room warms, she stirs and I wake her to feed her some warm broth. I have brought back more than enough food for the two of us to last the winter. In the spring I will seek out another village with a family to care for her.

Just before the spring melt, the men return - their war won and our borders secure. However, my mate does not return, nor my son. I am grateful that they did not live to see their families lying frozen in the snow. Around a roaring fire, I relate my story to the returning warriors. When I finish, they somberly bury the dead and vow to avenge their deaths.

I don't know who those interlopers were that drove away the game or where they came from. Since my family is dead, revenge is all that I live for. I will join the men's raiding party and we will hunt them down and kill them all - they and all their INFERNAL BELLS must be silenced forever!

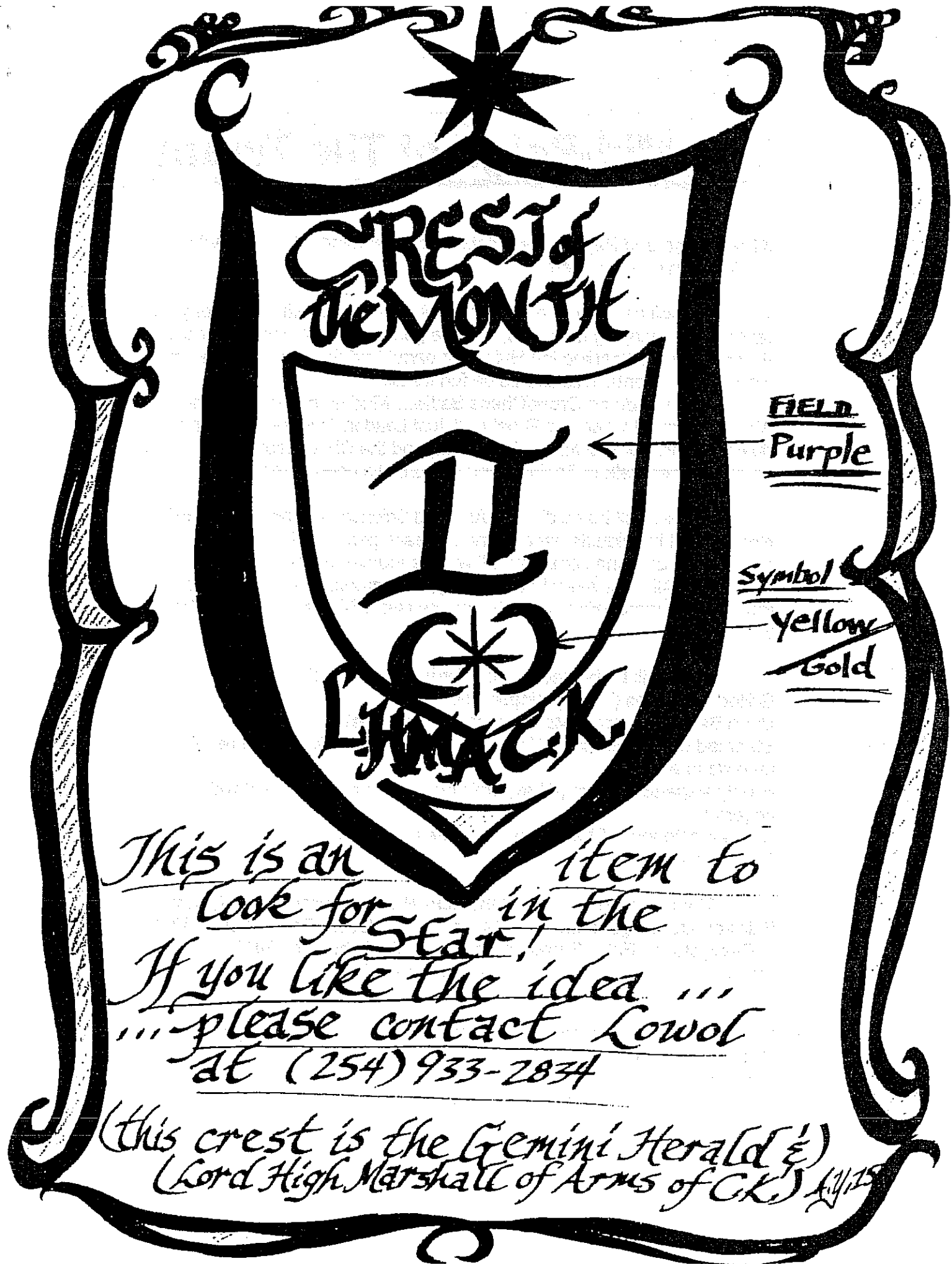
As told by Jo the Barbarian

Greetings unto the populace,

I Baron Azkar Raintree would like to state my intent to run for Prime Minister of the Celestial kingdom. Having been the Chancellor of Dragon's Haven and caring for the Celestial Kingdom and the dream, I feel that I can do a good job and would like to do what I can to help the Kingdom. With you help I feel we can keep the Celestial Kingdom the greatest Kingdom in Amtgard.

Yours in Service

Baron Azkar Raintree Esquire.



CREST of
the MONTH

II

C
L.H.M.A.C.K.

FIELD
Purple

Symbol
Yellow
Gold

This is an item to
look for in the
Star!
If you like the idea ...
... please contact Lowol
at (254) 933-2834

(this crest is the Gemini Heraldry)
(Lord High Marshall of Arms of C.K.) 4/1/15

The Mid-Reign of The Tyrant

All will come and Pay their respects (and other things) to the great and glorious tyrant, Mandigore .

We will be hosting a Live Action Archon game, with many of your favorite folks playing monsters, and the generals being none other than Father Thomas (leading the Humanist party) and Sir Ursur (leading the Non-human Front). This should be fun for all.

Also will be an Order/Chaos Battle... Kind of a prelude to the Attempt to overthrow our Great and Just Leader. Our great leader will designate his general for the Law team, and the Chaos team general will be announced (talk to Zodiac if you feel chaotic enough for this job.)

And we will be holding an Arts and Sciences tourney, with a twist. Not only will individuals get a score, but each person will also enter under a company, and one company will win the tourney overall.

So, All, Lets see what company, as a group, is the most artistically inclined. For more info about this tourney talk to Mistress Wynd of the Wardancers.

Feast will be hosted by the Wardancers, Mid-Reign Menu:
Grilled BBQ Ribs (Yummy finger food)
Oven Baked Potatoes (More yummy finger foods)
Steamed Chilled Broccoli (Yet another food that really doesn't require utensils to eat)
Hearty Vegetable Soup (Okay,...this one will be difficult to eat with your fingers.)
A bread category (Stuffing you all some how **wink**)
Tea (Of course)

The Event will be held at the normal site in Burnet at the County Fairgrounds. To get there take I-35 to Georgetown. Go west on HWY 29 in Georgetown. Enter Burnet and go left at the light at the HEB. We are on the right. Everyone in Burnet knows where the Fairgrounds are.

For more information, please contact Zodiac (David_Reichlein@dell.com)
Or 512-491-7054
Thanks....