The STAX

November 2002



AMTGARD The Celestial Kingsom

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

Shogun Yamamoto "Spearweasel" Kansuke

Regent, Sir Arion "SpearBadger" Reinquist

Prime Minister, Sir Clalibus of Henceforth

Shogun's Most Worthy Retainer, Sir Arthon

Retainers to the Shogun

Squire Vigus Darkjester Vidar Shirokouma

Squire Bromhir Ethindale Squire Colonel

Strider

Fighting Guilds

Reeves: Squire Linden Tul Archers: Qalor Tolandia

Barbarians : Squire Bromhir Ethindale Druids: Kainin Monks: Yamamoto Kansuke Warriors: Dar

Paladins: Don Diego Velasquez Anti-Paladins: Sir Zircon

Assassins: Squire Qualin Bard: Vigus

Healers: Squire Linden Tul Monsters: Sir Stoney Rose

Scouts: Bresil Wizards: Mescalini

Knights: Dame Mistress Wynd

Board of Directors

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The Star THE NEWSLETTER FOR AMTGARD. THE CELESTIAL KINGDOM

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HOW TO SUBMIT ITEMS TO THE STAR

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

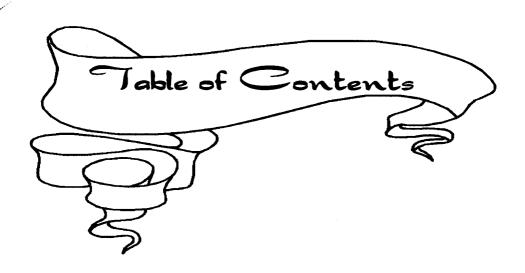
The Publication and deadline dates for The Star for this reign are:

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Issue	Publication Date	Deadline for Submissions Date
2	December 20th	December 16th
3	January 17th	January 13th
4	Febuary 14th	Febuary 10th
5	March	March
6	April	April
	•	•

Please submit all items, by 8pm of the deadline day to assure publication, to: submissions@badgerpress.org. Submission are also accepted whenever you can track one of us down.

Those who make The Star

Publisher Badger Press - www.badgerpress.org Managing Editor Sir Tholden Von Bazillius - tholden@badgerpress.org **Executive Editor** Sir Arion - duke arion@badgerpress.org **Badger Wrangler** Lady Stella Von Bazillius - stella@badgerpress.org



Page	Title	Author
1	Court	Squire En Masse
2	Masthead	Squire En Masse
3	T.o.C	•
2 3 4	"Publish or Perish"	Sir Tholden
5-8	From the Crown	Shogun Kansuke
9-10	From the Regent	Sir Arion
11	"Mon Dieu!"	Ze Chartuse
		Insurrectionist
12-14	From the Prime	Sir Clalibus
15-16	Contributing Membersof the CK	
17-18	Calendar of Events	
19	Champions Challenge	
20-23	Winning Tourneys	Sir Arthon
24	From the Guilds	Squire Linden
25	Weapon Master Results	Squire Linden
26-29	Amtgard meaing in A&S	Sir Michael
30	Uncle Corum's Poetry Corner	Uncle Corum
31-32		Unicie Coluin
	Warrents, Challenges, Ads	
33-34	Directory of the Realm	

"Publish or Perish"

An old academia quote of some note.

Bartlett's Familiar Quotations, First published in 1855, this tome has been the book to turn to when you need a quote for any occasion. Everyone seems to need a quote to express the way they feel. Quotes are seen in everything from Email signatures to business cards to Coat-of-Arms.

"Publish or Perish" will be the quote that Badger Press will take to heart this reign and for varied reasons.

"Publish". Badger Press plans on publishing 1 issue of The Star for every month of this reign, 6 in total. The press will also issue forth various Flyers, Writs, and Notices. As always, Badger Press welcomes printing custom needs from the populace (nearly undetectable counterfeit Awards, Flyers, Insurrectionist Propaganda and Patents of Nobility) as well as open submissions to The Star.

"Perish". My history with Amtgard has been play for a few years, take a few years off. Every time that I come back to the game there is a mad scramble on some individuals part to archive or just plain find old records, awards, and publications. I find this fairly disturbing that these ties to the past have so carelessly been tossed aside for whatever reasons. To this end Badger Press has entered into the hi-tech fray with a website: www.badgerpress.org. A project has been undertaken to digitize all past Star publications and offer them for free download in a .pdf format. In this way our common heritage will be preserved for past, current and future players. As with all things Amtgard, the site is under constant construction. However, the archive project should be completed and ready for the new year.

For if we do not Publish, in print or electronic format, we as a culture will surely Perish.

In service to the Realm
Sir Tholden Von Bazillius



reetings O Populace,

In the past, we have often accepted mediocrity in our kingdom. We have fallen victim to what some refer to as "the tyranny of low expectations". This does not have to be the case. Despite the grim business of records, finances, corpora, kingdoms splits, and so forth, this is after all a game. It is supposed to be fun. To that end, the last point is actually the most important... all other concerns relate to this one, a fact we often lose sight of in the rough-and-tumble of CK politics. In my two decades of gaming, I have nearly always been the referee, the storyteller. I believe that the primary role of referee in a tabletop RPG is to make certain that the players have fun. The role of Monarch is the same. While I dislike micromanagement, I believe that a little active oversight by the Crown goes a long way in making certain that the kingdom is as good as it should be.

I have been asked by my friends at Badger Press to address you in a letter for the first Star of my reign. It has been a very busy few weeks since my coronation on October 27th, 2002, but we have already accomplished a fair bit. Here's what has been done in the first few weeks of my reign.

CK Fun Stuff Initiative:

I have re-introduced theater into my court, so that they are more spectacle and entertainment, and less like traffic court with stew and watered down punch. Mostly, this takes the form of executions, since I know how much the populace love blood and gore. My guards, consisting of Captain/Executioner Vigus, and Vidar, Bromhir, Colonel, and Strider keep things light and loud with their troll songs. I am well protected behind a wall of galoot. The following miscreants, traitors, ne'erdo-wells, and threats to safety and order were executed at my court, and received commemorative:

Don Diego Velasquez, Sir Esuom, Dame Aylia, and Bresil the Hairless were executed for failing to execute me during their terms. Silent Thunder of Midian was executed for sitting in the throne. Sheriff kadeyn Blackridge of Murkey Waters was executed for his role in the Stankenflume Incident. Sir Arion was executed for failing to appear when summoned.

CK Corpora Reform:

We currently use a corpora that has been modified so frequently and by so many parties that it verges on ridiculous. I have referred to this corpora as the "Frankencorpora" on account of all the many parts and pieces. One of the first priorities of my reign has been to replace this with the Burning Lands Corpora, a point that many in the Southern provinces were very concerned about. I agree. The BL Corpora is not 100% usable for us due to differences in how we do things here, but the necessary changes will be minimal. After discussion it around the kingdom with concerned individuals and feeding it to a pack of starved and desperate technical writers and law students, the tweaked BL Corpora will be offered up at a schedule Allthing for a simple yes/no vote to adopt it.

6.1 Playtest Initiative:

I would like each park in the region to run at least one 6.1 Rules battlegame or scenario per month, and then report the results or any interesting oddities that occur to your local 6.1 representative. I will post the major points for future reference. These will eventually be reported to the 6.1 Test group Amtgard wide. For now, the following representatives should be your point of contacts. Remember, if you don't help us out, you'll piss Sir Theo off. And we don't want that.

Head Representative, South Playtest Coordinator: Sir Theo Blackflame

slight-size: 1846-86; South Playtest Coordinator: Sir Theo Blackflame slight-size: 1846-86; South Playtest Coordinator: Sir Theo Blackflame slight-size: 1846-86; South Playtest Coordinator: Sir Theo Blackflame slight-size: 1846-86; Sir Theo Blackflame <a href="mailto:s

Central Playtest Coordinator: Giacomo the Incomparable <giacomo_@yahoo.com>

North Playtest Coordinator: Kadeyn Blackridge <stinging_blade@yahoo.com>

Amtgard 6.1 Playtest Rules: http://home.elp.rr.com/indexorama/betatest/playtest.html

Kingdom Quests #1 (Dragon's Haven), #2 (Tori Mar), and #3 (Griffin's Keep):

I have arranged to have three quests, one in each part of the kingdom (North, Central, South). These quests will innovate a bit, trying something besides the "fight the monster, get the relic, get attacked by the other team" format that has become the default. The autocrats have been informed that I have high expectations for these quests, and all of them seem very excited to be a part of something better than default. Please see the calendar for details on these.

CK Internet Presence:

We have also made important headway in improving the CK's internet presence, thanks to a variety of groups. The website is under more regular management, with frequent and conscientious updates and improved appearance and functionality, though as with all websites, it remains a work in progress. The CK list has been augmented with an online forum, still in trial phase, giving us the ability to chat and argue without choking people's inboxes with spam.

CK Database Initiative:

Thanks to volunteers, we will very soon have an online records and finances database for free. This database should be secure and easily usable by both kingdom and provincial officers, with all information readily visible to any who care to look it up. This will give us the ability to instantly determine population trends, record irregularities, and accurate award counts. This capability will greatly enhance the effectiveness and efficiency of the CK's infrastructure.

Records and Finances Initiative:

Under the able direction of Sir Clalibus, most of the logistical points of my campaign platform are well on their way to completion. The records are being brought up to code, as are the finances, despite the difficulties posed by some incomplete recordkeeping in the past. Much work remains to be done, and some of that requires more assistance and cooperation from the provinces than we are seeing thus far. We work for you, O Populace, but we cannot do our jobs without your help.

CK Historical Initiative:

Sir Clalibus has also been extremely effective in compiling a comprehensive history of the Celestial Kingdom, from it's foundations to the present day. This includes reigns, turning points in the Kingdom's history, and founding dates of the various parks. I would also like to gather together a history of the various beltlines and achievements of the Kingdom and its many knights and squires, to which end I will be tasking the Circle of Knights to assist in this part of the CK History Initiative.

I am very proud to have set so many things in motion so quickly in my reign, but it sometimes feels as though I have little to do with it. There are other people doing the really difficult work, and my job consists mainly of flitting from task to task, making sure everyone is pointed in the same direction, and making sure they have what they need to do what they do best. I have benefited greatly from the assistance of Sir Arion, Sir Clalibus, Dame Shanti, Sir Tholden, and numerous others who have given their time and expertise in making this reign a productive one. I believe that I can best sum up my feelings on the matter by quoting an actual ancestor of mine, Sir Isaac Newton:

"If I have seen farther than others, it is because I was standing on the shoulders of giants."

Respectfully,

≒hogun Jamamoto "≒pearweasel" Kansuke Rex CK



Peasants and their Rules - 6.1 Rules and You

Peasant

Peasants are players who do not have appropriate garb for a class but still want to play. You may take credits in peasant but they have no levels, so no advantages are gained from doing so.

Garb: None

Weapons: Any single non-hinged melee weapon.

Armor: None Shield: None Lives: 4

Limitation: Is only played if a player does not have garb and equipment for any

other class (or if really desired). Must be played if appropriate garb is

not worn.

This is the class that the Kingdom Champion Sir Arthon would be playing if our esteemed Prime Minister and Master Tailor, Sir Clalibus didn't make proper garb for him.

Fortunately for each of you, acquiring good garb is relatively easy to do. The easiest way to do so is to have a friend who will provide it for you. The next easiest would be to visit goodwill, spend \$4.50 and buy old hippie clothing of the 60's, ripped into a fantasy aspect. The best, and most self-sufficient way to get good garb is to make it.

This kingdom has a history of spawning extremely proficient makers of garb. As we move toward adoption of the 6.1 version of the rules, it becomes more important for each of us to become more diverse in our skills and learn to use a sewing machine.

At Midreign, providing that we have electricity available, I will be requesting that those who have them, bring sewing machines and whatever resources they are willing to share to create (and perhaps) help staff a sewing clinic for the creation of good garb for the peoples. The desire is to make tabards folks... and sashes. The good old days are gone, we are living in the now,

and are planning for the future. Let's make the effort to step up and take possession of our now in the 6.1 world by making ourselves, our companies, our households and even our neighbors good garb. None of us knows when we may find ourselves in a weekly battlegame where a sixth level mage on your team is unable to play the class because she doesn't have a yellow sash.

Good garb is necessary for this kingdom to thrive in the 6.1 world of Amtgard. Let's step up and share our own good fortunes with our neighbors and friends folks. Between now and Midreign, I'd like each of you who can, to make a basic tabard or two for your parkmates who don't have them, or a couple of sashes for the magic users in your park...it will help build appreciation and good attitudes. I'd like each of the provincial leaders to make it a point to notice the service provided by those who generously donate good garb and deeds to the parks. This level of dedication to those who need it makes our home parks tighter and more energized.

At Midreign I want to hear from the provincial leaders about their populous' deeds. I want to bring those who work to serve the land to be mentioned at court at Midreign as kingdom heroes.

At Midreign there will be a Relicmaster Tourney. The purpose of the tourney is to procure relics for a future kingdom quest and gifting of SUPERIOR quality. The format of the tourney will be that each Craftmaster submits two of each entry. Each category of the Relicmaster tourney will require two entries of each category. Two Swords, Two Shields, Two Daggers, Two Spears, etc. The best of each category will be designated best in the kingdom, one will be returned to the maker, one will be retained by the kingdom. Each will be labeled as special kingdom relics for use by both the owner and the recipient of the weapon.

Lets all step up and return this kingdom to greatness by celebrating the game of Amtgard with good garb and good weapons and good attitudes, embrace and help refine the new 6.1 rules as we can... and move forward over the next five months energized for a better Amt-future.

In Service,

Sir Arion Reinquist, Regent of the Celestial Kingdom



MON DIEU!

Once again, it is I, ze Chartuse Insurrectionist, and I am here to expose our pox ridden shogun for what he is.

For years Mesuir "chickenleg" shogun Kansuke has written expose after expose on monarchs of the past. In each one, he has pointed out the flaws and slights that they, the former brass hats, have visited upon us, the citizenry of the Celestial Kingdom.

Now, though, he is on ze throne. And never before, o populace, have we suffered such a great boot on our neck. I have diligently bribed members of his court to get the information at hand, and have spared no expense, even risking my own life, to get this imparted out to you. Even having visited ze small furry beings, with ze sharp teeth that do nip at the underbottom of me pantaloons, that Mesuir "Bald Pate" employees to print his vile propaganda. Many brides and fine chocolates were spent in an effort to get this letter published.

For instance, ze first misdeed I have uncovered is one I have already reveled. In the time of Queen Aliya, there was a commission of outland wizards to create a spell barrier around ze nobility alone, to protect them from ze funnooclear attack. But what about us, ze loyal populace?? Nothing. And now, he, ze **MIGHTY** shogun, has renewed this, and STILL let us hang in the proverbial wind.

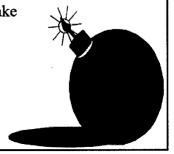
Also, dating back to the days of the mighty Michael, hammer of ze god, there is the issue of ze potato farmer. He, ze mighty picklehead, would have us go to war with ze Emerald Hills yet again as he decides to rid us of this scourge.

I ask you, o citizens, what has the lowly potato farmer ever done to us? He has provided us with food to eat in the lean months. He has given us ze potato sacks, in order to make cheaper clothing to help the poorer citizens, and he has provided us with Vodka, which we make from his potato. Does he deserve to be banned from ze kingdom?? I say it's a resounding NO!.

Rejoice, o people of the CK, for I am here to take up ze fight against Tyranny. I will continue on, even though the price for my head may increase..

VIVA LE REVOLUCION!!!!!

Ze Chartuse Insurrectionist!





From the Office of the Prime Minister

Hell folks, this is where you normally hear that my job has been a long and arduous journey through the annals of the Celestial Kingdom's Paperwork.

To be honest it hasn't been nearly as bad as I had imagined. I set high goals, which could have been achieved with what my ideal of what the Kingdom Books could/should have been in. However the records were in quite a separate state from were I imagined them to be. In fact upon taking on the Prime Minister duties I found that there was NO Celestial Kingdom Documentation whatsoever, save the last year and a half's worth of money expenditures.

Striding past the fact that the Kingdom has no records of relevant money, past events, absolutely no persona records nor awards, I began my job with the worst case scenario as a guide. So far I have tirelessly (just ask Kristin, who takes every opportunity to tell people of my new sleeping habits) compiled many of the necessities, and several niceties, that I believe the Prime Minister should have at hand and on record.

We have a COMPREHENSIVE Kingdom Dues Paid List. No longer the Localities informing Kingdom who has paid Kingdom. Previously we had almost three hundred people on the dues paid list with only 94 individuals actually paid through kingdom (or their local records keepers in some scenarios). At the time of the election, which went off without a hitch (except the matter of it being scheduled two weeks too late) there were 167 dues paid individuals on the list with 153 of them being confirmed to have paid either Kingdom or paid their local park who in turn had paid Kingdom. That's 92%, from 33%, of dues being collected. As of today Nov-15th 2002 there are 82 dues paid individuals with 74 of them being confirmed and squared away without question (90%). The remaining eight people

I need to get with personally to finalize their predicaments.

We did in fact hold the Kingdom Elections, with NO votes being thrown out or held over. There were two individuals who voted who weren't Kingdom Dues-Paid at the time, due to local record keeper errors, which as of today haven't been remedied, but have been made aware to the individual record keepers who acknowledged and confirmed the discrepancies. By the way, congratulations Kansuke.

We have a more complete Kingdom Monetary Ledger. Though not at the point I would desire quite yet, I have compiled the working kingdom books as far back as possible; so far we have a cohesive balance back to July of 1999, and fragmental ledgers which I am still trying to decipher, dating all the way back in some cases to may of 1991.

I have just recently begun trying to compile records for specific Kingdom Event expenditures, with the inclusive receipts and documentation. This has been arduous and frustrating. I right now have eight events totally done and balanced out (not to say they earned money though), and several more on their way to completion. The last four events seem to be giving me the most trouble however, with 101 dollars in missing receipts from Diego's coronation, several missing receipts and discrepancies in notation from Spring War, missing inventory and food from MidReign, and two outstanding receipts from Kansuke's Coronation which are being held until the gate favors are returned back into Wilhelm. So far the Coronation appears to have lost approximately \$150 due to the Autocrats misunderstanding of the procedure of price for entry. I'm going to repeat what has been said and printed before, unless you are A Monarch (from C.K. or not), are The C.K. Regent, The C.K. Champion, or The C.K Prime Minister you pay to get into an event, Period. Over the last five events over a hundred people have gotten in for FREE. That's almost a thousand dollars lost guys, perhaps this is one reason why we are discussing having \$20 events on the list?

We have "a couple" of historical documents.

I have compiled every person who has ever campaigned for Monarch Regent and Prime Minister in our Kingdom, the victors and the amount of voting populous if possible.

I have compiled the Class Guild Masters since the first reign of Michael Hammer of G-d.

I have compiled a collection of The Star Newsletter dating back to Theo's Reign as king, as well as other useful documents that have been published.

I have compiled a running history of the C.K. week by week Calendar of events style, which surprises even me to how much info could be found.

I have compiled a list of all who have served on our B.o.D. ever and

their terms.

I have compiled every Champion that we have had and in addition every Weapon Master and Crown Tourney winner, ever.

I have compiled every local park that has been under our Banner and am working on when exactly they achieved their size merits

(positive and negative) and who they transformed into.

I have compiled (not all that many in reality) as many Allthing and BoD minutes as I can find.(including the illustrious 2.5" rule which we were planning on ratifying again at this next coming Allthing) And as a new project I am in the process of gathering all the weeks and awards from all of the local groups' individual inhabitants (very long and slow tedium {I have over 200 people just from the Austin park so far}).

This last issue is my Main goal at the moment as this is the life and blood of the game in which we do.

All of the compilations are open documents to anyone and if you would like to check them out and even contribute to the information therein I would greatly appreciate it.

My nose has been in my illuminated books for almost five months now as your P.M. and if you are willing I would like to continue as such so as these endeavors may be completed. In Service, in Honor of , and soon to be in Bifocals for the Dream.

Viscount Warlord Clalibus of Henceforth Knight of the Sword &Serpent Prime Minister of the C.K.

Contributing Members of the Celestial Kingdom

Bifost			
persona	mundane name	through	received pay
İ'Magg	James Googins	18 months?	tentative
Danier Herri			
Dragons Haven	mundana nama	through	received pay
persona Aeris Twrch	mundane name Kim Jones	through 2/28/2003	yes
Azkar	Robert Fife	12/31/2003	yes
Bubbles	Jennifer Brillart	3/31/2011	no
Draycon	John Campbell III	4/30/2003	yes
Fionna	Brandy Mahnken	12/15/2002	no
Greylin	John Érandon III	4/30/2003	yes
Jarg Grimm	Mitchel Dugruise	4/30/2003	yes
Martino	Christopher Campbell	4/30/2003	yes
Modox Bellore	Michael D. White	12/31/2002	yes
Morgana	Victoria Fife	12/31/2003	yes
Mullah	Tamata Scott	4-31-2003	yes
Oriana	Marie L. White	3/31/2007	yes
Rogue Stonov Book	Toby Naquin	6/30/2003 12/15/2002	no
Stoney Rose Thrug	Michael Mahnken William Scott	4/30/2003	no yes
on Wolf	Frank Martin	2/28/2003	yes
011 11011	Trank Wartin	2/20/2000	, 00
Draken Roc			
persona	mundane name	through	received pay
Diego Vasquez	Carlos de la Garza	4/30/2003	yes
Gwynevere	Stephanie Newberry	7/31/2009	no
Kansuke	Andy Benton	4/30/2003	King
Rowana	Wendy Grey	4/30/2003	yes
Sage / Splat!	Carrie Simmons	4/30/2003	yes
Diamond	April Heath	10/31/2006	yes
Kanin	Billy Waltersdorf	4/30/2004	yes
Griffon's Keep			
persona	mundane name	through	received pay
Qualin	David Blevins	4/30/2004	tentative
Qualor	Chas Heath	10/31/2006	yes
			,
Hills Guard			
persona	mundane name	through	received pay
Brother Stephon	Steven Wiedener	4/30/2003	yes
8.41.41			
Midian		4b.co.cob	received new
persona Milo Boffins	mundane name Antthony Muscato	through 4/30/2003	received pay
MIIO BOIIIIS	Antinony Muscato	4/30/2003	yes
Murky Waters			
persona	mundane name	through	received pay
Aramail Galandel	Cole Kelly	4/30/2003	yes
Kaden Blackridge	William Tice	4/30/2003	yes
Lilia Blackridge	Brandy Tice	4/30/2003	yes
Speedy	Steven Eller	4/30/2003	yes

Mystic Springs persona Circadia Stormwind Cormac MacLeod Giggle Toy Ivey Rose MacLeod Kildare Banyes Sabine Shadow Blade Sludig MacLeod Zirol	mundane name Joyce Taylor John Cozby Mike Farris Marie Cozby Buddy Bolgien Riana Sinks Eric Atkisson William Dobie Kevin McGehee	through 4/30/2003 4/30/2003 12/31/2002 4/30/2003 1/31/2003 10/31/2002 4/30/2003 3/31/2003 4/30/2003	received pay yes yes yes yes tentative yes yes
Talon Field persona Eartheous Persephone Sims	mundane name Logan Woods Cailtlin Mitchell Josiah Cook	through 4/30/2003 4/30/2003 4/30/2003	received pay yes yes yes
Tirana persona Fnor Farthing* Franchesca b.d.p.d.etc Lynae Du Bais Mom Quill Master Yonnah Ap Stormblade	Stephanie Beach Betty Winnie P.J.Winnie	through 12-31-14* 12-31-14* 2/28/2003 10/31/2003 10/31/2003 12/31/2005	received pay yes* yes* yes yes yes yes

^{*} Denotes Life Time Member



December 02

- 6-8 Wetlands Coronation
- 13-15 Emerald Hills Coronation
- 14 Drandmir Knighting
- 15 Kingdom Quest 1 at Dragon's Haven
- 21 Burning Lands Coronation

January 03

17-19 Iron Mountains Coronation

17-19 NW Coronation

February 03

2 Kingdom Quest 2 at Tori Mar MidReign

7-9 Celestial Kingdom Mid-Reign

March 03

10-16 SCA Gulf War

12-16 Spring War

16 Close of CK Intents to run for Crown

23 Early Proxy Voting including 1st/2nd Choices

30 Early Proxy Voting including 1st/2nd Choices

17

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6 Crown Quals – Ralg Bifost
12-13 Kingdom Quest 3 at Griffon's Keep
25-27 CK Coronation

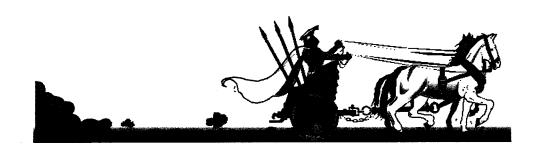


Hail to the Populace,

I, Sir Arthon, do here by give notice unto all those that would seek the Kighthood of the Sword; All roads lead through me.

To prove your worth and prowess, read the following treatise.





Winning Amtgard Tourneys - A Battle of the Mind

To win an Amtgard tournament (or any fighting tournament, really) the most important key is mental preparation. This key step can almost over-shadow your fighting skills when it comes to crunch time.

A few years ago, my squire was making a run for his Sword belt. He'd been steadily improving and his fighting was the best it'd ever been. He had eight Warriors from baronial and ducal tourneys and it looked like he'd get his ninth and tenth in short order. The problem was, whenever he'd fight in kingdom or inter-kingdom level tourneys he either wouldn't place or he'd take third or fourth. What was wrong? It was his mental attitude. He'd freeze up when he was fighting someone that he thought was better than him or he'd get angry and he'd lose to someone of lesser skill who had sloughed his shots. The climax occurred when he grew so frustrated that he punched a tree in the middle of Kingdom Quals when he thought he'd been cheated. He broke his hand and he couldn't properly use it for a year. Needless to say, this took him out of contention for Warlord. He is only now getting back into good fighting shape.

In a tournament, some people will be better than others in some events and some people are going to cheat. Facts of life. The object is to work around these handicaps and come away with a win. You still have to have good reflexes and fighting skills but other people will also have those same qualities. The correct mental attitude is what will take

you over the top.

Remember, attitude is everything. You must convince yourself that you CAN beat anyone you come up against. Remember, this is not a ditch battle. The person you are facing wants to win as well and is probably equally nervous about you getting in a quick kill on him. Many times, I will draw an opponent and he will grimace and say, "Damn, I don't have a chance." He is now correct. Saying something like that out loud or even silently to yourself is a self-fulfilling prophecy. Do not defeat yourself before you start. There are so many vagaries when fighting that no one can prepare for them all: weird stuff happens.

A few weeks ago I was one-shotted by some guy I didn't know during the first round of sword & shield at Kingdom Quals (and that is MY event). I assumed he would be an easy kill and didn't fight accordingly. He fought with intensity and attitude and good things happened for him even though, when sparring, I could beat him regularly. If you approach a tourney with the attitude of "I hope I get easy draws" then you are doomed. I reiterate that you must be certain that you have a chance to defeat anyone who comes into the ring. Now, this is easier in theory than in practice, but as you fight in more tourneys and against different people the confidence will begin to build.

Besides the above mentioned winning attitude, there are several other things you can do to help level the tourney field (so to speak). The following steps are listed assuming that it is game day and that you do not have any spare time to better your skills. If this is not the case, get out there and practice until you have calluses on both hands and on the balls of your feet.

- I. Equipment: You should have your own weapons. That means two swords, a shield and probably a madu and spear. You should have used them many times before the day of the tourney. If you are using other people's weapons you have disadvantaged yourself. You will not be familiar with their weight, balance and grip. The slightest bit of awkwardness can make a huge difference to the end result.
- II. Pre-fight warm-up: After you sign in at the tourney there will be downtime (quite a bit if it's a regular Amtgard tourney). About thirty minutes before it actually starts, pull someone off to the side and spar with them using your favorite weapons combo. Do it long enough to build up a healthy sweat but not so long that you will tire yourself out. This will work out a lot of pre-tourney jitters and get your muscles moving so that you are not sluggish during your first match-up. Everyone has butterflies; this will help settle you down. Do not, I repeat, do not try to spar with a weapon combo that you are weak in. It won't measurably improve your skill and it will lower your morale.
- III. Conservation of energy: Once the tourney starts, try not to fight any more than you have to. Tourneys are usually all-day affairs and you will be tired enough by the end (because of heat/sun/dehydration, ...etc.) so that needless effort can affect those last few bouts when you want to stay focused (see rule IV). Also, keep out of the sun! Sit in the shade when you are not actively engaged. If trees are not handy wear a wide brimmed hat and/or sunscreen. Drink liquids but do not eat during the tourney. Do not go to the store. Send someone else if you must. Keep your mind focused on the event at hand.

- IV. Observation: When you are not fighting you should be observing. Watch what tactics and shots the "good" fighters are using against their opponents. You might pick up an edge this way (especially against those fighters you do not spar with regularly). As an added benefit, you will also see which fighters are sloughing their shots and so will be prepared for it when the time comes to face them. Stand by a Knight of the Sword as he is observing (he will be) and get his input on what various people are doing wrong/right. It will help you develop a sound strategy when it comes your turn to face them.
- V. Position: Check out the list fields before the tourney starts. When your name is called, take the field at the highest point and with your back to the sun. What you are trying to do is gain a psychological advantage by increasing your perceived height as well as putting the sun in your opponents eyes to start off with. It'll force him to move sideways when the fight begins and that is putting you in control of the fight (see rule VII).
- VI. Handshake: Before the fight starts, always give your opponent a firm handshake. It lets him know that you respect him and also that you are not cowed or worried about him. Many times, perceived respect can turn a shot slougher into an honorable fighter (you gave him respect, he'll want to earn yours as well). I do not recommend saying things like "good luck". You don't really mean it unless you WANT the other guy to win.
- VII. Control the fight: The most important thing in tourney fighting (besides attitude) is for YOU to be in control of the fight. This is a huge psychological AND physical advantage. There are two aspects of this strategy. The first is distance. Do not stand where the opponent can reach you with his weapons. If he swings, jump back. If he charges, circle to the side so that he cannot come straight at you. Engaging in close-in fighting is the surest way to randomize who will win the bout. Stay the hell away from him. When you make your attack, step in and throw one, maybe two shots and then get back away. No matter how good a defensive player you are, sometimes shots get through blocks. It is best not to be anywhere close to those shots. The second aspect is initiative. By staying away from the opponent you are controlling when you will engage him. This is putting the ball into your court (where you want it to be). Try to be the one to attack first. If you see a shot, step in, throw it, and get out. If the opponent tries to engage you, use your distance to keep him at bay until you are ready to launch another attack. Again, if you engage in an extended volley of shots and blocks you are losing your initiative and allowing your opponent to control the fight. Remember, throw only one or two shots and then get back out to your safety zone, I cannot stress this enough.

VIII. After fight attitude: After a fight you will either have won or lost. If you won, great. Go back to observing (see rule IV). If you do lose, try to think of it as your fault. He got a shot in that you could have blocked or perhaps your footwork was a little off. Analyze why you lost and take steps to correct the problem. Keep believing that you will beat the guy the next time you face him. Do not think that it was because of his overwhelming skill and experience. You will start to develop mental blocks if you believe this which will prevent you from winning against that guy (even if, at some point in time, you actually become better then he is). Win or lose, shake your opponent's hand after the bout (even if he sloughed more shots than you could count. Remember the point about respect (rule VI). Sooner or later you're going to have to fight him again and he may even feel guilty later about having cheated you. Do not spend time agonizing and griping over cheaters. It will do you no good and tense you up for your next match.

X. Old man tricks: Finally, these are an assorted selection of tidbits that I think (!) help in a fight. 1) Sunglasses – a nice, dark pair of wraparound shades are great tourney-wear. They help to conceal from your foe where you are looking and can even make you appear slightly menacing. Try not to get hit in the eyes, though. 2) Garb – do not wear loose, flowing garb. It can catch a lot of shots that might otherwise have missed and make them stick. Even if they don't stick, the sound from loose garb getting hit can sound an awful lot like a valid hit. 3) Color - try to appear like a serious threat. That means jester costumes are right out. I prefer basic black but any solid color will do. 4) Stab Florentine fighters. They are not expecting it. 5) Always use, at the very least, a 36" weapon. There's no sense in giving someone else any added range. Technology has advanced to the point where you can make incredibly light weapons (if weight is a problem). 6) Blunders – if you drop your weapon, do not wait for your foe to gallantly hand it back to you (I wouldn't). Get the hell out of bounds so that the reeves will call a 'hold'. 7) Cheer for your friends; have them cheer for you. It'll give you a little morale boost and if the guy you are fighting is cheating, the indrawn breaths from your cheering section will point it out to the reeve. 8) Don't EVER expect the reeve to call shots. They may try (or not) but they can only see so much. If your opponent cheats and gets away with it, don't complain to the reeve. Either he didn't see it or he didn't have the spine to call it. So, in the end, he's not going to overturn your loss.

Remember that your belief in yourself and how well you control the fight can have an amazing affect on the outcome of any bout. Best luck in your endeavors on and off the field.

Arthon of the Golden City High Priest of the Chosen



A Note from your Guild Master of Reeves

I have just a few things that I wanted to present to you before the Althing witch is scheduled to take place at midreign. First, I was going to propose this as a rules clarification, but I have discovered that it's already a rule. During The Reign of Mathew La Grey in 1996, the two and a half (2.5") inch rule was passed By Allthing; I found it written in a star from that time. The rule is really just a standardizing of the eye socket, saying that all swords must be two and one half inches in diameter on the stabbing tips, also it increases the surface area of the sword making it hurt less. Since this rule hasn't been enforced in more than five years I think that you should have a chance to vote it out if you don't think it's a good idea, so that will be on the docket for the Allthing.

Now, for some new rules; Their have been several resent and past injuries due to PVC whip, to prevent this problem in the future, I believe that we should limit the length of PVC cored weapons to four and a half feet. You can decide Yah, or Nay at midreign.

If any one has anything that they would like to see proposed at midreign. You can submit it in writing to the Prime Minister 45 days before the event, or contact me via email at: stella_Blue@operamail.com

Squire Linden Tul, Ck Guild Master of Reeves

Weapon Master, Winter 2002 Results

These standings are different from those announced at The event. I apologize to all those whom I misinformed. And I would like to thank the thirty people for coming out and competing.

Squire Linden Tul, your G.M.of Reeves

Single Sword

1st place Sir Clalibus

2nd place Decipher

3rd Newt/Sir Zircon

Sword & Board Sword & Board Sword & Board 2

1st place Sir Clalibus

2nd place Kanin 2nd place Decipher

3rd Deci/ Sir Arion 3rd Sir Tholden

Florentine 1st place Sir Clalibus 2nd place Vigus 3rd Sir Arthon/Lain

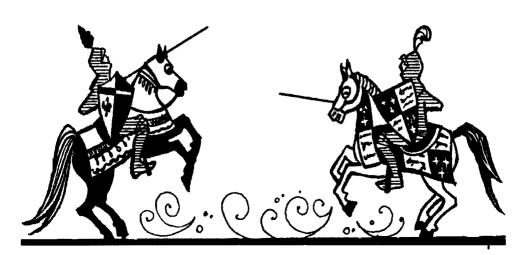
Sword & Board 2

Two Man Teams 1st Sir Arthon & Sir Clalibus 2nd Lain & Sir Zircon 3rd Sir Arion & Sir Tholden

Final Ranking... Weapon Master, with 15 points and 24 straight wins Sir Clalibus of Henceforth

2nd Decipher with 5 points

3rd Sir Arthon of the Golden City (4pts) 4th Sir Zircon (3pts) and Squire Feyd (3pts) 6th Kanin, Sir Arion, Sir Tholden and Squire Vigus (all with 2 pts)



Amtgard Flavor and Usefulness in A&S competitions

Recently I have been thinking hard about the place of the Arts and Sciences in Amtgard. For many years the arts and sciences were little more than a method of qualifying for crown to me and while I was tried to make nice stuff to use, I only cared about getting threes in competition. About seven years ago, I got sucked into judging Amtgard A&S several times in a row and I began to seriously consider this important element of the game. Recent thought and discussion with many Amtgarders has lead me to conclude that Amtgard A&S tournaments are too stylized and put more emphasis on art for art's sake than on Amtgard. I am in favor of art for art's sake but just as Amtgard fighting, leadership and service are directed to Amtgard, so should Amtgard Art be.

Amtgard arts and sciences serve a multiple functions in our club and any analysis of them needs to take this into account. I believe there are four main functions of the Arts and Sciences in Amtgard. First, they help us build the things we need to play Amtgard and to look good doing so. They create real and useful items that add to the ambiance and as well as making us safer and more effective on the field. Second they open participation in our hobby to wider participation. Third they give Amtgarders a vessel with which to express their creativity. Finally, and least importantly to me, they give us a way for our crown candidates to demonstrate their seriousness. Of these three items the first two are the most important. With these purposes in mind I want to consider flavor and usefulness.

When I refer to Amtgard flavor, I mean the analogue of periodness in a more rigid setting (like SCA). The term period has strong negative connotations to many Amtgarders since we like to think we take ourselves less seriously and thereby have more fun than SCAers do. Amtgard flavor, has nothing to do with historical realities but is, instead a combination of Medieval/Fantasy feeling and Amtgard tradition. I believe that the vast majority of us like Amtgard flavor and think it should be promoted. Without this flavor, our game could go on but I wouldn't be Michael I would be Will; I wouldn't wear a symbol on my garb, I would wear a number on my uniform; and we wouldn't have an emperor, we would have a club president. Since most of us enjoy and support this otherworldly flavor, it is worth considering how we promote it. In battle games we promote it with the 'peasant rule' (a rule which is strengthened under 6.1). I think it is equally important to promote it in the Arts and Sciences.

When evaluating whether promoting Amtgard flavor in A&S makes sense, I look at the basic purposes of A&S in our game. The first purpose of A&S is to make items that are useable in our game and add to the

ambiance or enhance our effectiveness and safety. Amtgard flavor is an absolutely essential part of this by its very definition. Items with no Amtgard flavor cannot be used in our game, even to beautify it. As for the second purpose of opening our game to wider participation, Amtgard flavor is again an important part of this. If the non-fighting Amtgarders who like A&S are making items and creating art which is not related to our game, they may soon loose interest in Amtgard and go find a creative outlet that better caters to what they make and do. The reason to do Amtgard A&S instead of dance classes at the local community college is the medieval/fantasy themes. The third purpose of giving Amtgarders a vehicle for creativity is the only one that is seriously hampered by an emphasis on Amtgard flavor. Even this is only hampered in as much as any requirements stifle individual creative ideas. However, in a nearly equal number of cases, the requirements will lead to greater creativity by sparking more detailed thought. Finally the fourth purpose is somewhat at odds with an emphasis on flavor since candidates would be somewhat discouraged from entering something that they made for a purpose completely outside of Amtgard (like a school project) just to make weight for qualifications. This may be for the better, though.

The second factor that I have come to think of as important in Amtgard A&S is the factor of usefulness. Items that are designed for use in Amtgard improve our game in important ways and might therefore have more value than items that have Amtgard flavor but serve no real purpose in the game. This point was brought up to me recently and I have been mulling it in my mind for a while. Most of the categories in an Amtgard A&S competition by their nature have Amtgard usefulness, but some like 2-d art and 3-d art do not necessarily have any. Should a song that could actually be sung at an Amtgard bardic or a piece of garb that will actually see use on the field be rewarded more than a sculpture that that will go home after the competition and never gain see the light of day? This idea is much more controversial than the idea of flavor but it is an interesting issue to consider.

Like with flavor, I want to consider the idea of promoting Amtgard usefulness in the light of the four purposes of Amtgard A&S. Just like for Amtgard flavor, the first purpose is inherent. Amtgard usefulness is an essential part of making items to be used in Amtgard. The second purpose is to open the club to wider participation. This purpose is not better supported by an item like a belt-pouch that will be used than by a painting of a dragon that will not. An emphasis on Amtgard usefulness is even more of a restriction on creativity than one on flavor. In fact by largely cutting out whole categories of items creativity is greatly stifled and there is little compensating gain in increased creativity in how to use a skill. Finally, the fourth purpose of A&S is affected by an emphasis on Amtgard usefulness in the same way that it is by an emphasis on flavor. Thus, I believe that usefulness is less significant than flavor.

If Amtgard flavor is important and Amtgard usefulness is less so, the question is how do we promote them. I am not to suggest that things lacking Amtgard flavor or usefulness should be disallowed in A&S competitions. I don't even believe items such items should be punished score wise, per se. I do, however, think we should reward Amtgard flavor and Amtgard usefulness in A&S entries. This is not the same as punishing the reverse; although an argument can be made than any reward is equivalent to a relative punishment of the opposite. The question is could an item without either Amtgard Flavor or Amtgard usefulness receive a top score? I think it could and I have given scores that way in the past. In Stormkeep I once judged a factual writing entry about epilepsy. It did not have Amtgard flavor but it was exquisitely written. The author allowed me to glimpse for a moment what epilepsy was like and to empathize with that. It took me beyond my experience and helped me touch the impossible. This to me is great writing. I gave it the highest score I gave out that day even though it lacked flavor. Thus, for me, flavor is a positive for items that have it but it does not necessarily harm the score of things that lack it.

I want to illustrate my point of view with some examples from actual A&S tourneys I have entered or judged. Cynchwyrm and Rift have both entered model castles in the 3-D art category in the last couple of years. Cynchwyrm made his out of Legos and it was large and reasonably complex. Rift's was made of hand shaped clay blocks but was small and simple compared to Cynch's. To me both castles have some Amtgard flavor since the theme is medieval. They are both pure art and therefore lack Amtgard usefulness. Both items received good scores and I certainly agree with that. Rift's castle did get a slightly better score but whether that was based on perceived difficulty or better Amtgard flavor is hard to say. I can say that Rift's castle appears to have more flavor. It was made out of materials that are not blatantly modern and it was colored much more realistically. A more telling comparison would be to a Lego spaceship or even a hand built spaceship. The creative energy that Rift and Cynchwyrm put in could have been used to make a nifty spaceship as easily as a castle. Of course, a spaceship would completely lack Amtgard Flavor, and as such should not score as well for the same quality in either medium.

Photography is usually a category all it's own. The point of photography, according to one professional I know, is to best encapsulate the reality of life in a small frame. The effectiveness with which this is done is always going to be the prime determiner of score. Obviously the category is a non-period medium but flavor still should affect score. To compare apples to apples, a picture of the local basketball team playing that showed the passion of sport would likely score lower than a picture of a ditch-battle that showed the passion of sport equally well. As to the question of Amtgard usefulness, photography does serve a purpose of memory and communication.

If widely disseminated photos are significantly more useful. Websites and other modern technology help with this. As a non-period (flavored) medium, there is a possibility of under valuing too, though. To discuss a specific entry, I had a friend who entered a black and white photo of vines growing up a wall in the sunlight. The play of shadows gave the picture a real feeling of texture and outside Amtgard it received a minor amateur photography award. When this photo was entered into an Amtgard competition, it received a minimum score from two of the judges because they did not see any Amtgard relevance. To me this is taking the idea of Amtgard flavor too far.

Finally, I want to look at an example from bardic singing. Athena has a lovely voice and sings many songs. One she is very good at is 'The River' by Garth Brooks. This song is not blatantly modern but is does lack Amtgard flavor to some extent. Since she does that song in bardics to entertain Amtgarders, the song does have Amtgard usefulness. Athena's skill in singing earns her high scores whenever she sings but it is true that I have scored 'The River' lower than an equally good song with a strong Amtgard theme. Also on the topic of bardics, Scarheart and Pebyr, both well known Amtgard bards have songs in their repertoire that are actually about Amtgard. I would reward these songs over an equally good rendition of 'The River'.

In conclusion, I think that Amtgard Flavor is an important part of A&S entries and should be promoted by better scores in cultural competitions. It is reasonable to look for it since it is essential to the main purpose of Amtgard A&S and is not strongly counter to any of the purposes. Amtgard usefulness is also important and should get some consideration, but since the great majority of A&S entries have reasonable Amtgard usefulness, I am not willing to penalize those categories where it is hard to achieve usefulness unduly. On the other hand, I do favor rewarding items with a high Amtgard usefulness or those that fill a real gap in the game.

Michael Hammer of God



...And now, Uncle Corum's Poetry Corner

Drengskapr (The Way of the Warrior)

I stood in the front,

where brand met brand

heart flying, like wings of Volund Swain met swain, the struggle of the drengr for gold and women,

the way of the warrior.



Love/Loth

Again the dream comes on.

Again | seem to waken, sodden with the sweat of my loving fear.

Trembling, | struggle to recall again the visions that come relentlessly on, inexorable, hammering at my sanity like a man trapped under ice struggling to free himself.

Again, I see the eyes, those terrible eyes that haunt me with unwanted longing, tearing my every sin from me screaming in ecstatic agony as I writhe under that uncanny stare.

Again | waken, the triphammer of my heart beating a frantic tattoo against my chest, as if it is trying to flee the horror of HER love. I lay in the bed, sodden with my loving terror, and | imagine her laughing still as she takes me yet again into sweet madness. I try to resist, try to somehow stop her, but |

am too weak and weaker still with every passing visit, every loathesomely sweet touch and kiss takes a piece of my soul, screaming, tearing to get free as I sink into

delightful agony.



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Lord Wolfbane will be holding a Fundraiser in the form of a Kingdom Raffle during Midreign. Tickets will be \$1 and the winning tickets will be returned to the box for more chances.

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I'm looking for donations of prizes to be added to the Raffle. Anything like weapons, armor, garb and A&S stuff. If someone works at a store that has Gift Certificates, that would work too! The more prizes the better so donate the things you dont need anymore or make a few thing you think would entice people to buy more tickets.

Please Contact Lord Wolfbane with donations at: Whiteknight_62@hotmail 512-303-2818 SUBMISSIONS.
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Chancellor: Moira Donnachaidh - (emily@marvel-universe.com)

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Regent: Persephone - (broken_angel_69@angelfire.com)

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Chancellor: Wolfbane - (whiteknight 62@hotmail.com)

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Chancellor: Mistress Wynd - (mistrswynd@aol.com)

Web: http://traitorsgate.8m.com

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Regent: Alana Jaden - (sls7979@yahoo.com)

General Minister: Lt. Squire Colonel - (topcolonel@satx.rr.com)

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