

Directory of the Realm.

Barony of Griffons Keep

Location: Victoria, TX
Baron: Lord Chango B. Dass
Regent: Lady Diamond Toldidia
Seneschal: Tugboat
Champion: Raton T. Pirate

Duchy of Dragon's Haven

Location: Killeen, Texas
Duchess: Lady Aeris
Duchal Regent: Baron Belgaard
Chancellor: Karn
Defender: Squire Snag

Duchy of Bifost

Location: Kerrville, TX
website: www.geocities.com/duchybifost
Duke: Sir Farlo
Regent: Caoilin Donnachaidh
Chancellor: Moira Donnachaidh
Champion: Apoc

Duchy of Talonfield

Location: Bastrop, TX
mailing list: talonfield@yahoogroups
Duke: Scorpion
Ducal Regent: Ghostfairy
Chancellor: Wolfbane
Champion: Kenison

Duchy of Traitors Gate

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

THE STAR

November
2003



AMTGARD
The Celestial Kingdom

LET IT BE KNOWN AMONG ALL WHOM
THESE PRESENT CONCERN THAT THIS IS
THE COURT OF
THE CELESTIAL KINGDOM

King, Sir Arion Reinquist

Regent, Sir Tholden Von Bazillius

Prime Minister, Squire Megaera Ceridwen

Champion, Squire Dalos

Incoming Court

King, Viscount Lt. Colonel Macleod Darkjester

Regent, Squire Linden Tul

Champion, Sir Clalibus Henceforth

GM of Reeves, Bresil Etarlaim

Board of Directors

President: Mark Pickett - Sir Arion Reinquist

Treasurer: Therese Thomas Peters - Dame Aylia of Greenfire

Membership Officer: Mistie Brown - Sir Esoum

Ben Pomerantz - Sir Clalibus of Henceforth

Shanti Day - Dame Shanti

Steve Widener Brother Stephon

Incoming Board of Directors

Sir Arion Reinquist - 1 year term

Sir Zircon - 1 year term

Dame Ween Bloodblade - 6 month term

The Star

THE NEWSLETTER FOR AMTGARD, THE CELESTIAL
KINGDOM

Copyright 2003; Badger Press. Permission is hereby granted to copy and disseminate this publication freely, provided that this publication is copied in it's entirety (including this masthead and notice).

HOW TO SUBMIT ITEMS TO THE STAR

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

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

Those who make The Star

Publisher

Badger Press - www.badgerpress.org

Managing Editor

Sir Tholden Von Bazillius - tholden@badgerpress.org

Executive Editor

Sir Arion Reinquist - duke_arion@badgerpress.org

Astrology and Reader of Portents

Sage - sageness@texas.net

Contributing Artists

Squire Vidar

Badger Wrangler

Lady Stella Von Bazillius - stella@badgerpress.org

Visit us on the Internet at WWW.BADGERPRESS.ORG
and download Free Back Issues of The Star



The office of the Monarch

Constituency of One

Collectively, we have allowed ourselves to become less active in our hobby, Amtgard. There are exceptions, to this statement... mostly younger and newer members. With this lower level of participation, a lower level of commitment and service is also present. Sort of like the occasional listener to public radio or television being unwilling to send in donations at pledge time.

Our hobby needs your pledges. It needs your time and your commitment to serve in the club offices. It needs your time and your commitment to host and run events. Without those, our hobby is less, and so is our collective enjoyment.

Take the opportunity to help out in the future, it doesn't diminish your fighting at all. Next time you see Sir Warlord Uncle Arthon on the field, remember that he's toting around over a dozen roses in his luggage. If our kingdom's best fighter can still take your lunch money and serve feast occasionally, we can use your help too!!

Don Diego, Duke Kansuke, and I, along with all of the support groups that collectively we could draw upon have been working diligently during the previous year and a half to ensure that our hobby is stronger and more capable.

The kingdom owns a storage building that is populated with resources, tables, benches, cooking supplies, dry goods, etc. We are again administered as a single land without an intermediate layer to lose records into. Our corpora is usable by our newest member again. And our records are in the process of being stored on the Online Records Keeper (ORK). We host the single largest event in Amtgard each year, Spring War... and we have access to a site with some excellent amenities at the Flat Creek Ranch. We also have a website that allows access to our individual

records, kingdom calendar that is owned by the Kingdom. These things have been accomplished for you, no matter what your level of participation and consumption of this hobby have been.

During the previous six months this administration has overseen the implementation of the corpora that you collectively asked for, the removal of a divisive partition, the distribution of loaner garb, an amazing quest, very well run tourneys, an A&S collegium, the implementation of the ORK, and the distribution of three stars.

None of this would have happened without the dedicated and consistent efforts of Sir Clalibus and Squire Magera serving as PM, and Sir Tholden serving as Regent. Thank you each.

During my reign, I was unopposed on the day of the 26th crown qualifications. As such the only ballot cast for me was my own. My constituency is pleased with the progress.

Regards to you all!

.... Off on Church business...

ORK
Don Diego
Bengquist
SAGN
uneds

The Office of the Regent

..and an other 6 months goes by.

Things change, sometimes good, sometimes not so good. I truly believe that the changes in the CK over the last 6 months have been good. A workable Corpora, stable and accessible records through ORK, a genuinely fun Collegium, a stable website and forum, and increased goodwill and traveling between kingdoms. As for the bad...we deal with it and move on.

I sincerely would like to thank:
The Saracens who stepped up to run events.

The Guild Masters who took the time to produce articles for The Star.

Squire Calidor for his work on the CK records project.

Lady Galen for her work on Collegium.

Sage and her amazing Astrology.

The members of The Church of Dungen whose behind-the-scenes work help to make for yet another successful reign.

Squire Yamamoto "Spearweasel" Kansuke for his web-goonery.

Squire Megaera Ceridwen for her stepping up and into the PM position with such gusto. Besides her work on the ORK, which has really made that resource shine, and traveling to open up the channels of communications, she has continued to amaze me in her participation of all the other aspects of Amtgard.

"Yes, that's my Squire and I am damn proud of her!"

To my loving wife Lady Stella for her never ending support and understanding

And lastly to the populace of the CK that took the time to travel to and participate in the events of this reign.

In Service to the Realm,

Sir Tholden von Bazillius



The Office of the Incoming Monarch

The Gathering

Colonel looked around the encampment. It was alive with activity. Units from almost every providence were arriving daily. The corner of his eye caught a unit marching in. It flew the banner from Bifost. Quickly Colonel ran to the unit commander. Disappointment overtook Colonel though as he saw the commander of the unit was not Sir Imagg. The commander saluted Colonel. Colonel returned the salute and asked where Imagg and his son Stoney were. "My apologies sir." said the commander. "Imagg and Stoney were on a long patrol when we received your message. We sent a rider to inform them and came in haste with the infantry. Hopefully they receive the message in time and make their way here." "Yes very good commander." said Colonel with a bit of sadness. "Please camp your troops in that area and report to the briefing as soon as you are done." The commander saluted and marched off with his troops. "I hope you are all right my son." thought Colonel to himself. He then remembered Imagg's promise and his worry went away. "Imagg will make sure he is safe. He gave me his word. And that is good enough for me." Thought Colonel with relief. Colonel again looked around and pride swelled inside of him. Units from Traitor's Gate, Griffin's Keep, Tori-Mar, and Mystic Springs were already there. Now Bifost had shown up and more units were still entering the camp.

Colonel looked toward the main entrance to see two figures dismounting their horses. It was none other than Kansuke and his beloved Megaera. Kansuke and Colonel shook hands. "How has life been treating you?" asked Colonel. "Very well thank you" said Kansuke. Colonel noticed a sense of uneasiness in Kansuke. "Is there a problem my friend?" asked Colonel. "Always to the point as always." said Kansuke smiling.

Kansuke took the dispatch out and showed it to Colonel. "What is the meaning of this?" asked Kansuke "Why are you reviving the A.C.K.?" A force like this has not been assembled in a long while." Who is this enemy you speak of?" Colonel smiled at Kansuke and gestured for him to stop asking questions. "All will be answered in due time my friend." "Please have some dinner first." Colonel said as he pointed to a tent with tables. I will be having a briefing with all the commanders in an hour. I invite you two to sit though this briefing. Only then will all your questions be answered." Kansuke bowed. "We thank you for your hospitality. We shall see you at the briefing." With that Kansuke and Megaera

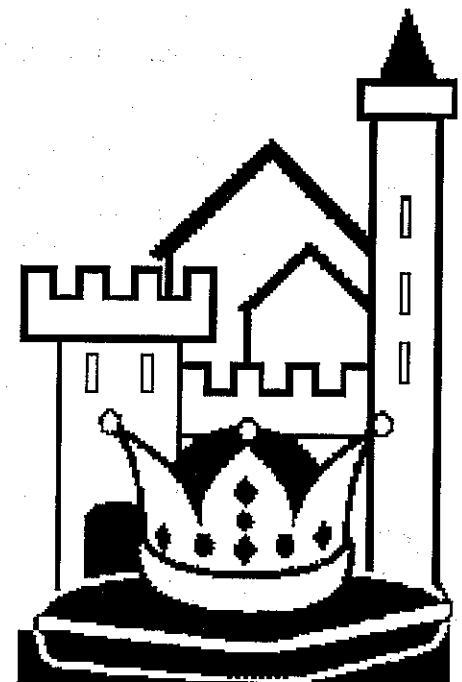
walked toward the tent. "Kansuke sure has changed a lot since the old days. But for the better I think" thought Colonel with a smile. Colonel again looked around with amazement. "If only Breetai were here. He would be proud of this growing force." Concern grew more and more as Colonel watched the last of the commanders enter the briefing tent. "Two things will come out of this briefing. I will have my army, or I will be hanged for treason." thought Colonel with a slight shiver. That is the reason why he had sent Bromhir and Scarlet into town. If he was found to be a traitor he did not want them to share his fate. The burden was his alone. Colonel looked into the night sky and thought about his home a Traitor's Gate. It had been long since he had been there. He hoped that one day he could return. His train of thought was interrupted as a soldier snapped to attention and saluted Colonel. "All leaders are present and are prepared for the briefing sir." said the soldier. Colonel returned the salute and gestured the soldier to step aside. Colonel took a deep breathe and walked into the tent. Conversation ceased as Colonel stepped into the tent. Colonel walked to the center of the tent where a table covered with a large piece of cloth stood. "I know you have a lot of questions and I will answer everyone of them. First though I must tell you that the enemy I speak of is tearing this kingdom apart. This enemy has no remorse for the evil deeds it has committed to this kingdom." said Colonel. A light murmur of conversation grew from where the commanders stood. "one of them finally asked. "Who is this enemy you speak of?" Colonel looked at the commanders and gestured toward the table. "This is where the enemy resides." said Colonel as he drew the cover from the table. An immediate roar of surprised and shocked voices echoed through the tent. On the table stood a model of the castle of the Celestial Kingdom. Colonel noticed the faces of the commanders. Some had the look of shock and awe, while other had the look of relief and happiness. The enemy is none other than our own monarch. I cannot stand aside and watch this kingdom die more and more each day. I have asked you here to help me rid our kingdom of this poison. The voices died down and the same commander that had asked the first question asked. "What proof do you have of our monarch's misdeeds?" Colonel spread is arms out and said. 'My proof is in here." Colonel turned toward the commander from Griffin's Keep. "How is our navy doing?" "It has seen better days. We only have one ship sea worthy. Our sailors are afraid to sail on her though for fear it could sink at anytime. We have asked the kingdom for money and support to help keep our fleet afloat., but we never received any help." Colonel turned to the Sir Greylin. "How are our northern trade routes?" Sir Greylin looked at the assembled commanders with sadness. " They are safe for now. But we lost

walked toward the tent. "Kansuke sure has changed a lot since the old days. But for the better I think" thought Colonel with a smile. Colonel again looked around with amazement. "If only Breetai were here. He would be proud of this growing force." Concern grew more and more as Colonel watched the last of the commanders enter the briefing tent. "Two things will come out of this briefing. I will have my army, or I will be hanged for treason." thought Colonel with a slight shiver. That is the reason why he had sent Bromhir and Scarlet into town. If he was found to be a traitor he did not want them to share his fate. The burden was his alone. Colonel looked into the night sky and thought about his home a Traitor's Gate. It had been long since he had been there. He hoped that one day he could return. His train of thought was interrupted as a soldier snapped to attention and saluted Colonel. "All leaders are present and are prepared for the briefing sir." said the soldier. Colonel returned the salute and gestured the soldier to step aside. Colonel took a deep breathe and walked into the tent. Conversation ceased as Colonel stepped into the tent. Colonel walked to the center of the tent where a table covered with a large piece of cloth stood. "I know you have a lot of questions and I will answer everyone of them. First though I must tell you that the enemy I speak of is tearing this kingdom apart. This enemy has no remorse for the evil deeds it has committed to this kingdom." said Colonel. A light murmur of conversation grew from where the commanders stood. "one of them finally asked. "Who is this enemy you speak of?" Colonel looked at the commanders and gestured toward the table. "This is where the enemy resides." said Colonel as he drew the cover from the table. An immediate roar of surprised and shocked voices echoed through the tent. On the table stood a model of the castle of the Celestial Kingdom. Colonel noticed the faces of the commanders. Some had the look of shock and awe, while other had the look of relief and happiness. The enemy is none other than our own monarch. I cannot stand aside and watch this kingdom die more and more each day. I have asked you here to help me rid our kingdom of this poison. The voices died down and the same commander that had asked the first question asked. "What proof do you have of our monarch's misdeeds?" Colonel spread is arms out and said. 'My proof is in here." Colonel turned toward the commander from Griffin's Keep. "How is our navy doing?" "It has seen better days. We only have one ship sea worthy. Our sailors are afraid to sail on her though for fear it could sink at anytime. We have asked the kingdom for money and support to help keep our fleet afloat., but we never received any help." Colonel turned to the Sir Greylin. "How are our northern trade routes?" Sir Greylin looked at the assembled commanders with sadness. " They are safe for now. But we lost

a lot of people in battling with the bandits. A lot of young people who showed great promise in becoming great soldiers are dead. The bandits were more experienced and were too much for our young recruits. The trade routes are safe only because of the sacrifice they made. A sacrifice that did not have to be made if only the monarch had sent me the reinforcements I needed." Colonel turned toward the commander from Bifost and asked. "How has your duchy fared?" The commander looked at the assembly with a look of great anger. "We were attacked by a large army of undead for some strange reason. We asked the monarch for help but got none. All we got was a message saying "Do your best.". The second message we got was a notice that we were late in paying our taxes." Colonel looked around the assembly again. The looks on their faces had changed. Most seemed to be getting mad and frustrated. "There are many more stories like this. Stories of neglect and betrayal by our own monarch. Please join me in ridding our kingdom of this poison. We can no longer keep this person in power. It is not only not fair to us, but it is not fair to the people we have sworn an oath to protect. The populous of this Kingdom!" said Colonel in a louder voice. There was a murmur of agreement coming from the assembly. Colonel breathed a sigh of relief as he loosened the collar on his uniform. Colonel noticed though there was one person who was not agreeing with the assembly. Colonel caught his eyes and he caught his. The person walked up to Colonel and bowed. "There is much I must think about tonight." said Kansuke. "You will most likely move toward the castle in the morning. You will know my decision by morning. If I believe in your cause I will be here with my troops. If I am not here I hope you will understand my friend." said Kansuke with a bow. "I will understand" said Colonel with a return bow. Kansuke walked out of the tent followed closely by Megaera. Colonel drew a dagger from his hip and threw it toward Kansuke. Colonel yelled out "Kansuke Duck!!!!!" Kansuke turned around and pushed Megaera to the ground just as the dagger passed above both of them. The dagger found its target as a black hooded figure gurgled and slumped to the floor. Colonel ran toward Kansuke and Megaera and helped them both up. Kansuke gave Colonel a surprised look. Colonel merely grinned and said. "When I saw you two leave I saw three sets of shadows. Three does not equal two." Colonel walked up to the spy and recovered his dagger. "Lucky for you you taught me well." said Colonel with a wink. "I shall see you later my friend. If not tomorrow morning then sometime in the future. Colonel walked back into the tent. As Kansuke was riding away he could hear Colonel planning the attack. Sir Greylin you will bring your siege weapons to this point and work on the

main gates. Bifost and Traitor's gate, you will stand at ready by the siege weapons and charge the main gates when they fall. Griffin's Keep and Tori-mar will lead an assault on the east wall..... Colonel's voice shrank to a murmur, then a whisper as Kansuke rode away.

Planning went on through the night with many debates on how the assault should go. By midnight though all the commanders agreed on a plan and settled down to sleep. Morning came too soon for Colonel as he woke up to the sounds of people readying their weapons for battle. Colonel got dressed in his uniform and opened the flaps on his tent, letting the morning sunlight in. "Please let this day go well. If not for me, then for the populous of this kingdom." thought Colonel as he stepped out of his tent and into the bright sunshine.

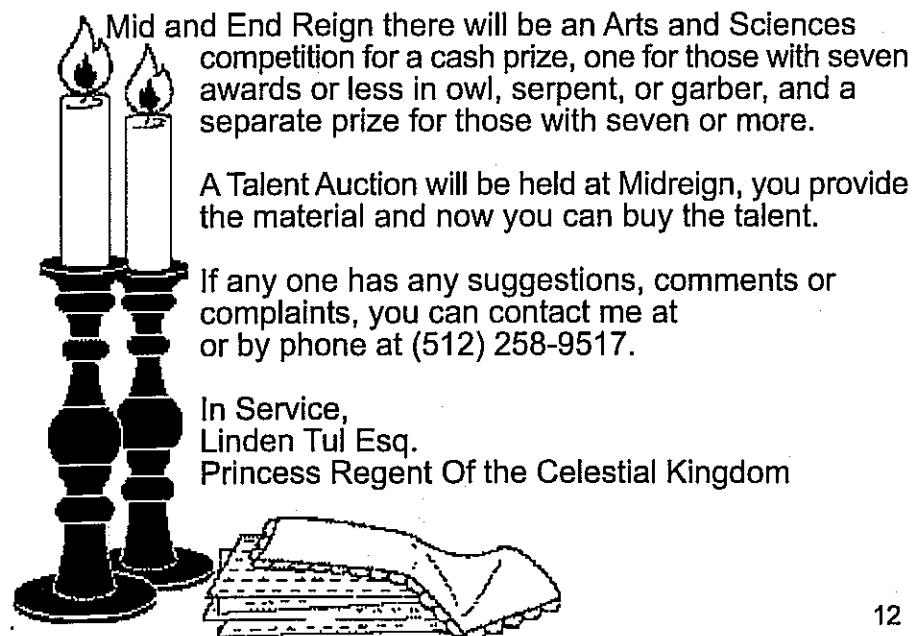


On to the populous of the Celestial Kingdom:

I would just like to heartily thank you all for taking the time to vote for me; I feel honored that you would choose me over the many splendorous myriad of qualified applicants. But all the cow-towing aside...

Every Tuesday night in my reign there will be a different Arts and Sciences Class. The Classes will include; Boot making with Seamus Gunn, Sword and Shield construction with Clalibus, Leather Armor Construction with Arion, Tooling with Martell, workshops on wizard, druid and healer paraphernalia from the guild masters, and many more to be announced. These classes will also be open to all of your questions, if your having a problem with a project all you have to do is pipe up and ask, I will have a neat pile of serpent knights on hand to help with any thing you might be stuck on. These classes will be held at Black Bart's Books in North Austin. located on the corner of hwy183 and spicewood springs two stores down from the JoAnne and next to the Rooster andrews and Hardware store to the other side. The strip is to the left if traveling north from 183 from loop one, or on the right and across spicewood if coming south from 620 on 183. also notable is the diamond shamrock and a guaranty bank in the far end of the parking lot and a big lots to the end of the strip closest to the highway.

I am still looking for a similar space in San Antonio so you guys won't have to travel so far.

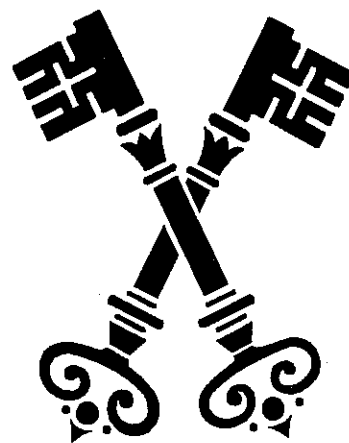


Mid and End Reign there will be an Arts and Sciences competition for a cash prize, one for those with seven awards or less in owl, serpent, or garber, and a separate prize for those with seven or more.

A Talent Auction will be held at Midreign, you provide the material and now you can buy the talent.

If any one has any suggestions, comments or complaints, you can contact me at or by phone at (512) 258-9517.

In Service,
Linden Tul Esq.
Princess Regent Of the Celestial Kingdom



From the Office of the Prime Minister

I've been your Prime Minister for the past three months. In that time, I've made it a personal goal to get our kingdom's records in order. I've traveled to a few parks in my three months of service and plan on traveling to several more before my term of Prime Minister is over. My mundane life has kept me from traveling as much as I'd like, but after November eighth, my life will settle down a bit and I will be free to travel our kingdom to collect records and visit with park leaders. My ultimate goal is to have every Amtgarder in the Celestial Kingdom entered into ORK – the Online Record Keeper. I've mentioned ORK several times on the forum and on the Amtgard-CK yahoo group. It has become my pet project and I put a lot of pride in the maintenance of this database.

Unfortunately, ORK is a work in progress. It is *quite* incomplete. I've been slowly entering in records over the past two months. Much of what I had to enter in the beginning was old. Also, most of the awards that I have on record for people lack the name of the person that gave the award and the date that it was given. As it stands, I have entered most, if not all of Mystic Springs and Griffons Keep, most of Talonfield and Bifost, some of Traitor's Gate and Midian, and little or none of the rest. Again, most of what I have to go on is very old. There are only a handful of people whose records are actually complete and up-to-date. The majority of people who have accurate records on ORK have been corresponding with me via email because of their interest in having their records somewhere not likely to disappear. If each of you would please go to ORK and take a look at your record - if it exists there - and let me know what changes I can make, I would greatly appreciate it. Just remember, that I still have several parks to visit and may not have a lot of you listed yet.

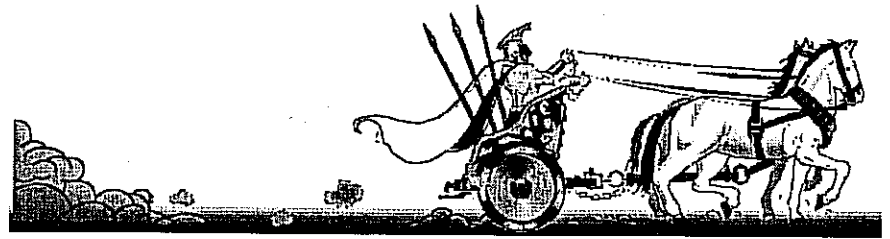
Just so you know, all categories that are available for data entry include:

- POSITIONS – requires approximate start and end dates (mm/yy-mm/yy)
- TITLES – requires name of person who gave it and approximate date given
- AWARDS – requires name of person who gave it and approximate date given
- MASTERHOODS – requires name of person who gave it and approximate date given
- GROUP AFFILIATION - fighting companies and households that you belong to
- MISCELLANEOUS – anything else that hasn't been mentioned

Please contact me at with any of this information so that I may make your ORK record more complete.

Respectfully in your service,

Squire Megaera Ceridwen
Prime Minister of the Celestial Kingdom



Again I am finding myself in office with little if any desire for public correspondence. Through my previous two terms as Prime Minister I saw a lot: scheming, lying, arrogance, and ignorance, not to mention a lot of people pushing themselves to accommodate a greater good tirelessly and very thanklessly. Thanks. Things of note that didn't exist a year ago: The Kingdom Storage Facility is done (though in need of a good painting), There is a cohesive easy to follow ledger for the kingdom finances for the past three years and even further back in some cases rather than a 35 page auditors nightmare of just the last 6 months, There are copy able documents from the beginnings of our kingdom at hands reach to any subsequent officers, there is at least one park that is totally documented from its origins to the present and many more well on their way to being accessible in the ORK data-base thanks to a great effort and the l33t m4d-cl1ck1n of Our current P.M. Meagan, and I think most notably to my absence from active travel is the addition of a new home and two new children to my family. I would have liked to have visited all the parks more than I in fact did, once isn't nearly enough in most cases and once is quite more than necessary in others, especially events in other towns where there are three locals to my field at the site wondering were everyone is. At least I know which Killeen area group meets on Saturday versus Sunday now.

I now, stepping up as champion I would like to extend congratulations to the exiting Champion: Dalos. Though he is my company member and would prefer not to show support to anyone really, he did an absolutely wonderful job of extending inter-kingdome relationships through not only extensive running the mouth online, but actually throwing down at more than seven perhaps even eight foreign kingdome events over five different kingdome's. In this my seventh stint as champion, I am planning on traveling with the royal entourage as the kids are quite a bit more travel ready, granted we pack extra clothes for them. I will put out a couple of publications that have long been works of progress namely a second edition to "the battle book" that was put out when Logan was Champion, and a tournament guide with just about every stile of tourney that I could find. As well my self and Dizzy have categorized all of the Kingdome rules

clarifications that have ever been passed for this the present rules set that I unearthed on my search for documenting our past histories, and I'm fairly sure that myself and Bresil will be able to extend them to the populace ultimately for debates and final changes before we ultimately have to change rulebooks in the unforeseen future. All in all I foresee little out of the ordinary in this reign (not that it may not happen), but in the same breath I am seeing allot from individuals in the reconstruction of this kingdom to the grandeur that it once deserved and perhaps even once possessed.

Not quite humbly,

C.WI. Clalibus of Henceforth

Ms.,Md.,Mm.,KoS.,KoSw.,& AaNg.

Mon Dieu!!!

So, you thought you would be rid of ze Chartreuse Insurrectionist zo eazily, no?

No, no, mon ami stupide!

I was there for the Fartweasel AND HE COULD NOT EXECUTE ME OR FIND ME OUT, and I was there for Aryan Stinkfist AND HE WAS OLD AND HAIRY AND SMELLED LIKE A GOAT, and I will be there for... oh what shall we call heem...

The Silly Rabbit!

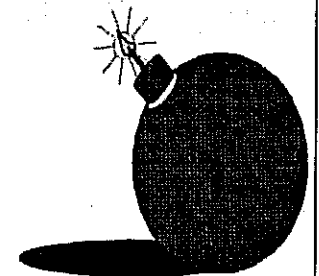


Oh look, eet is zee new monarch! Why eez he crying?

EE EEZ CRYING BECAUSE EE KNOWZ ZAT AH AM WATCHING HEEM!

Pauvres paysans, pauvre royaume.

The Chartreuse Insurrectionist



Contributing Members of the Celestial Kingdom

Bifost

Persona	Mundane Name	PAID THRU
Fiona	Brandy Squier	4/18/2004
Farlo	Bryon Collins	4/18/2004
Mandigore	Ron Barton	4/18/2004

Dragons Haven

Persona	Mundane Name	PAID THRU
Azkar	Robert Fife	10/30/2003
Morgana	Victoria Fife	10/30/2003
Oriana	Marie White	4/30/2007

Griffons Keep

Persona	Mundane Name	PAID THRU
Diamond	April Heath	10/31/2006
Kanin	Billy Waltersdale	4/30/2004
Qualin	David Blevins	4/30/2004
Qalor	Chas Heath	10/31/2006
Maskaleynne	David Castillo	4/18/2004

Midian

Persona	Mundane Name	PAID THRU
Luminista	Flora Owen	11/30/2003
Tequila	Elisa Graham	11/30/2003
Omen	Casey Spivey	12/31/2003
Redwolf	J.C. McIntosh	2/29/2004

Mystic Springs

Persona	Mundane Name	PAID THRU
Shadowblade	Eric Atkinson	8/24/2004
Kyra	Audrey Brown	8/24/2004
tsari	Jason Combs	2/15/2004
Bryanna	Deanna Dobie	4/1/2004
Sludig	Will Dobie	4/1/2004
Ethan	Clark Johnson	8/29/2004
Lady Utena	Brandy Richardson	2/15/2004

Talonfield

Persona	Mundane Name	PAID THRU
Aylia	Terri Peters	N/A
Thun	Jason Peters	N/A
Wolfbane	Brad Woodruff	4/18/2004
Annoyingone	Michael Woodruff	4/18/2004
Ghostfairy	Shanita Garcia	4/18/2004
Scorpion	Leonard Mayo	4/18/2004
Bresil	Josh	4/18/2004

Tirana

Persona	Mundane Name	PAID THRU
Fnord	Cary Havas	12/31/2014
Franchesca	Franchesca	12/31/2014
Mom	Betty Winnie	10/31/2003
Quill Master	P.J. Winnie	10/31/2003
Yonnah	Jean Smith	10/31/2006
Burg	David Smith	10/31/2004
Wilhelm	Kenneth Keys	10/31/2004
Ke-She	Irlen Keys	10/31/2004
Kaderian	Will Winnie	8/2/2004

Tori Mar

Persona	Mundane Name	PAID THRU
Durin	Patrick Davison	12/31/2014
Rufus	Todd Barr	12/31/2014
Clalibus	Benjamin Pomerantz	4/30/2009
Linden	Kristin Siegrist	10/31/2007
Nightshade	Elizabeth Adams	10/31/2006
Tiberius	Gary Augensten	10/31/2005
Dalos	James Mosqueda	10/31/2003
Sage	Carrie Simmons	2/2/2004
Rand	Shawn Cavitt	10/31/2003
Dizzy	Sergeo Herdy	10/31/2003
Ulf	Jonathan DeAngelo	2/2/2004
Misty	Misty Stretton	4/18/2004
Vigus	Jay Stretton	4/18/2004
Seamus	Jim Cook	8/2/2004
Loqi	Marty Davis	2/2/2004

Traitors Gate

Persona	Mundane Name	PAID THRU
Colonel	Frank Almonte	10/31/2003
Arion	Mark Pickett	4/30/2004
Bromhir	Dough Bedingfield	10/31/2004
Emerald	Jaymee Baxley	10/31/2003
Father Thomas	Thomas Larrison	10/31/2003
Kyrup	Michael Thompson	10/31/2003
Misterss Wynd	Sharron larrison	10/31/2003
Scarlet	Ann Leininger	10/31/2003
Skly	Laura Leininger	10/31/2003
Spice	Ginger Green	10/31/2003
Thee	Thetis Turner	10/31/2003
Xenith	Erycka Baxley	10/31/2003

Freeholder

Persona	Mundane Name	PAID THRU
Shanti	Shanti Day	4/30/2004
Kibbles	Deborah Ellis	10/31/2003
Tholden	Ray Dunn	10/31/2007
Stella	Stella Dunn	10/31/2007
Kansuke	Andrew Benton	11/30/2003
Megaera	Megan Bedford	11/30/2003
Galen	Rebecca Thomas	10/31/2003
Amalthea	Elizabeth Boniol	2/2/2004
Vidar	Zach Spivey	2/2/2004
Strider	Ernest Fuentes	2/2/2004
Esuom	Misty Brown	4/18/2004
	Lynae	4/18/2004
Diego	Carols De la Garza	10/31/2003

Notice that BOLD dates expire SOON
Last updated on 10/19/03



...And now, Antie Linden's Poetry Corner

When I was little I imagined
That Barbie and Ken
Where witch and wizard in an enchanted land.

They had exciting majickal Adventures:
Ken slew dragons and trolls and ogres,
while Barbie screamed
and then they got married
and lived happily ever after.

And now I am big,
And an Initiate
Of the Magickal elfin gnome tradition.

I meditate over rainbows
And talk to fairies
And have pictures of Lancelot the unicorn
All over my room
With the peter pan night-light.

And I love my Ken
And he loves me
And I got Herpes
'Cause he slept around
And I yelled at my boss and lost my job
At the meat packing plant
And today my poodle, Bilbo Baggins,
Shit on the living room rug.
And I'm beginning to suspect
There's something wrong
With my Magickal wand.

—Susie Rainflower
(from Pagan Spoof Magazine no. 7 ½)

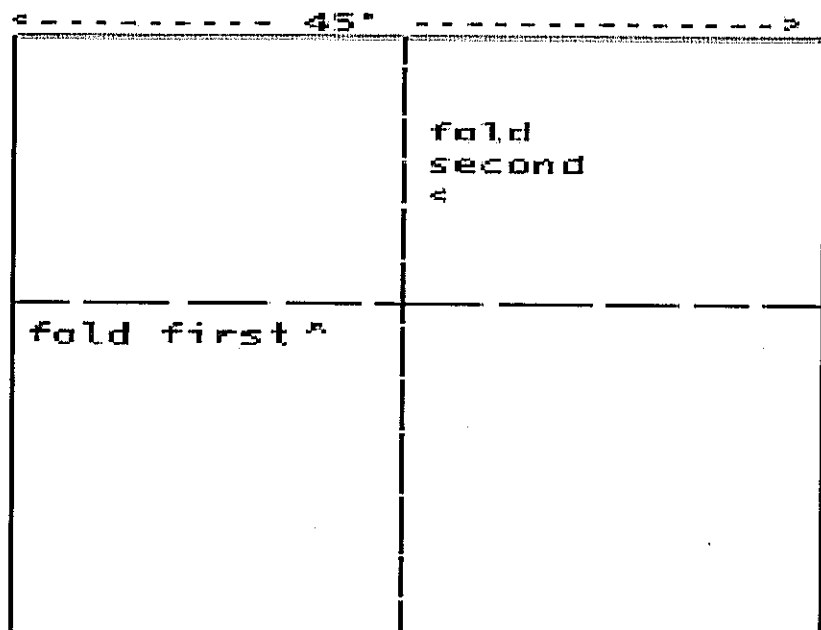
Corsets and doublets and trunkhose, oh my!

You're broke or bored or just plain don't want to work that hard for your garb. You'd much rather spend your time ditching, or tossing spellballs or planning new and exciting battlegames.

There's no reason to spend days making fancy stuff that you can hardly move in. But it's important that you wear some garb. It's part of what makes Amtgard different than a group of friends just beating each other up. Besides, when you can look good with just one piece of garb, and a few hours of work, why wouldn't you want to?

T-Tunic

The basic black dress of Amtgard, a T-tunic is basically just a loose shirt. It can be made fancy with ornate necklines, trim and appliqué, or simple by stitching two lines and hemming the neck/bottom.

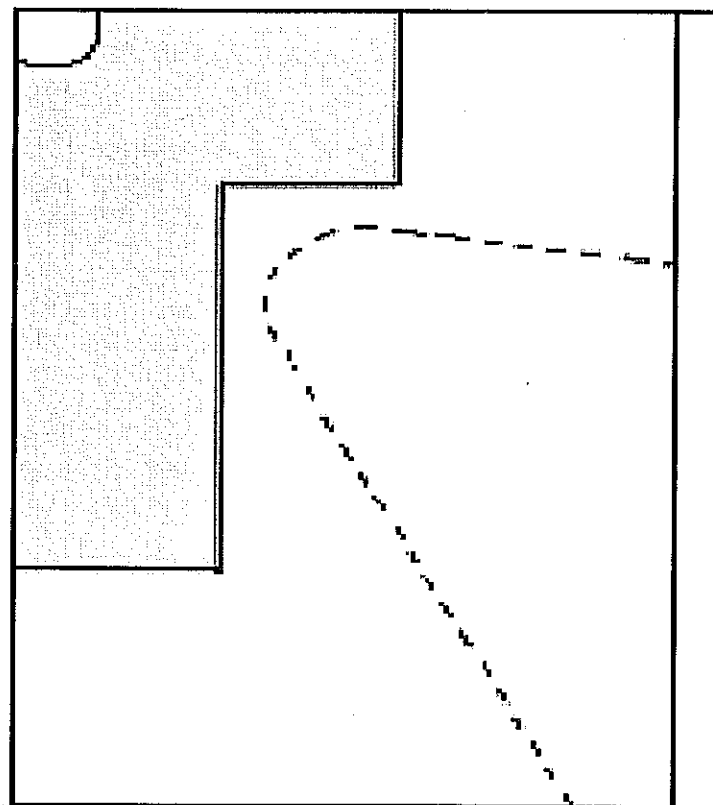


There are two steps to make a t-tunic:

STEP 1

Grab a t-shirt that fits comfortably loose. Take your fabric (about 3 yd of 45" fabric provides plenty) and fold it in quarters. Fold the t-shirt in half long way, and lay it down – with the fold of the t-shirt on the fold of the fabric. Trace a line 3" away from the t-shirt onto the fabric. Don't worry about length of the tunic or the sleeves – those can be adjusted later. Cut along the line. Also trace a line around the neck, and cut that out.

Make sure the line curves (this will make it easier to sew), and flare it out a bit below the armpit.

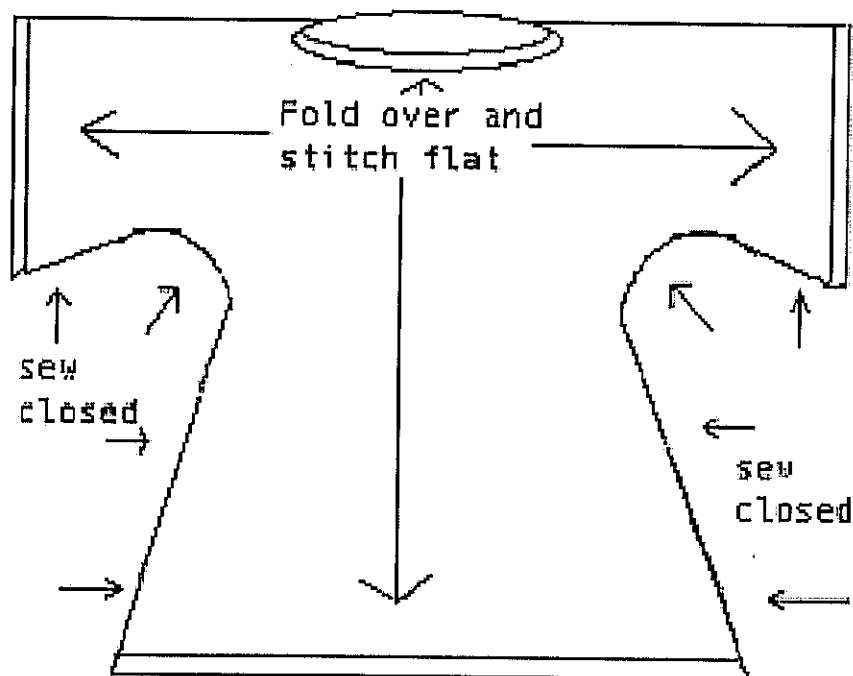


STEP 2

Open the fabric, and sew the sides up. Then fold up the hem, neck and sleeve edges and sew them flat. You can cut the bottom or sleeves shorter, or leave them long – whichever you like.

That's it! About 2 hours of work and you're garbed. Make your tunic in the color of your class, your company, or just a color you like. Add trim to the edges. Use two different colors for variety. This simplest of garments can fill your Amtgard closet and keep your creative energy going for a long time.

Happy Sewing,
Dame Shanti
Guildmistress of Garbers



Review of the Warrior Class.

Ok... So.. 6.12 (or 7.0) is around the corner, and your favorite class may or may not have changed. In this aspect, I'm going to go over the Warrior, and what changes may or may not have been made.

First off, the biggest, and (In my opinion) the best change in the rulebook (next to limiting stoneskins) is the fact that there is now the ability to wear up to 7 pts of armor. While this is not a direct change to the warrior class, it IS a change that the warrior can take full advantage of. Now that suit of studded brig that your wearing is worth 7pts instead of just six. That gives a lot more room for the traditional tanks to really do what they are supposed to be doing. Getting out there and taking care of business.

Next advantage/change is the mend feature. It used to be that you could "fix" your armor. But it took ALONG time. Same with a broken/heated or otherwise useless sword or shield. You COULD fix it, but it took a hundred count. Now, with the new mend feature, it looks to be MUCH quicker. Since it doesn't denote a timeframe on it, I am (probably wrong) assuming it takes about as long as the spell of the same name. Which means that in a little under 5 seconds, you get to mend a point of armor back, or fix your shield or sword. Again, it seems like this ability was set up to keep continuity flowing, and get those tanks back out into the game.

Let's now look at Garb requirements. For the most part, I think that requiring someone to wear a sash as a warrior is a little off. Even the most rank newbies, who've looked over the rules a little, knows that they guy standing there with all that armor on is either a paladin/anti paladin, archer, barbarian or warrior. Since they DON'T have a phoenix, no bow, or any kind of fur or anything, then it's a warrior. Plain and simple. So why do we need to denote it with the same color that another class has, only in a darker hue. Identification of a warrior is easy enough to do without complicating it up with new garb requirements.

Those are really the only changes/additions/detractions from the warrior class. For the most part, it's unchanged.

Now.. one of the main thing about being a warrior is the ability to wear all the amour that is available out there. So, I'm also going to take a quick look at that, and see what has changed.

In this aspect, not a WHOLE lot has changed, but there have been some changes. For instance, armor is now redefined, with a good, clear definition of what MOST types of armor are.

There are, however some things that may need revised in the future. For instance, in the new rules, it states that Brigandine armor is "closely spaced or overlapping plates riveted between two layers of leather". Now... it doesn't really specify what type of "plates" it is referring to. For this purpose, we're going to assume it's metal plating.

Now, leather brig usually looks very nice, and is historically accurate. However, there are also historical mentions of bring being made of canvas, or even cloth at times. So, where does it leave that type of brig?

Let's play with some numbers here.

Brig , according to the new rule book, is worth 5pts of armor. So, you can also, per the rulebook, stud leather armor for a +1. If you put studs into the brig where there was no metal, and they were at least 2 inches apart, then you now have 6pts of armor.

So.. let's say that you went with another form of brig. Say you made it out of Canvas. Now, canvas isn't listed as a material, so it would go as quilted cloth, padded cloth, or light leather. That's 1 pt. Metal plates would be the same as Scales. So that's an extra 2. Stud it for one more point, that's an extra 1. Now, that's equal out to 4pts. That means that the same type of armor, made with one different piece of material is worth one less point.

The argument here is that

A) Canvas was a valid type of material for brig in the Medieval ages. So it could be argued that it is, in fact, a valid type of brig and should be equal to 5pts.

but..

B) Leather is thicker, and molecularly more dense than canvas, hence tougher. So it should be worth more as armor value than canvas.

As you can see, there are many different attributes to wearing armor now, as well as many new pitfalls when creating it. A good idea, when deciding to play warrior, is to realize that the strengths of the class always has been, and currently still is, the ability to wear many points of armor, utilize any melee weapon allowed in the game, and to carry any and all enchantments.

Fight the good fight, grand warrior
And come home victorious
Or carried on your shield.

Sir Vigus
GuildMaster of Warriors
Celestial Kingdom

On the Topic of Monster Races...

It would be fun to incorporate Monster Race abilities into the classes... But the ISSUE is mostly having to do with the Reeving of those classes.

The separation of "Racial abilities" from Classes is to follow the K.I.S.S. Method. When you through all those extra bits in there, that means there is more to remember, and more variations with their own specific rulings etc, etc, etc, that both Reeves and Other players have to learn and memorize to play the game. There also is the whole game balance issue which gets harder to keep going as you add more extras to the equation. These Frills Also have the chance at creating longer more nasty conflicts between people who get in an argument of "I didn't know you were a fire monster Barbarian of some sort! That's not Fair... rarr rarr grumble growl"

This is the way it is usually done as far as I know for Regular Amtgard Play. You are either a Class or a Monster Class. You can dress up as your Monster to play your Class (and you Must be wearing the Sash and other garb requirements for that class); but you are restricted to that Class's abilities. UNLESS its a Special Quest and you have submitted a "Monster Class" that outlines the abilities, ratios, etc of that monster and get it okayed by the Current GMs of Monsters and Reeves for Kingdom use or the Reeve of that Quest/Game. Then you make sure every one playing is aware of the abilities of that "special Monster."

For Example, at a Quest at Traitor's Gate a long while ago. I played a Deep Dweller Healer. For Game Balance issues the Reeves of that Game Gave my Monster type the Spellsheet of a 3rd level Healer and the ability Hide in Darkness (I think it was once a life for 4 lives). This was played as a Monster Credit.

In a Later Battle, (The Get Stoney's Head Back Battle) I was painted up as a DeepDweller but was playing a 4th level healer with No DeepDweller immunities/abilities due to Game Balance issues. This was played as a Healer Credit.

These Ideas can be alot of fun, but you do have to think of the people who do not want to have to learn 60 variations of the classes for Day to Day Play. This is my ruling on it for the remainder of my Term (which is nearly over so you can re-petition the next GM).

Play either your class or your monster but not both at the same time. You can submit a "Monster" that is a combo of both your desired class and monster race to the GM of Monsters and the GM Of Reeves for Special play. The GM Of Monsters and GM of Reeves should review the suggestion, and assist in the balancing of the monster class write up. The Reeves of the game/war where the monster class is to be used needs to be supplied with the approved version's rules and these rules must be made available to all the participants in the game/war it is to be used in. For on the Spot Games, if the GMs are not available for consultation, always clear it with the Reeve of the game/quest first and defer to their decisions or adjustments to the Monster write up.

On another train of thought, Having a write up of the Monster you are going to be playing is always a good idea so that rules clarifications on the field are more likely to be settled quickly that way.

-Baronet Squire Scarlet Ethindale - Tannon



Forecast for the Lunar Month of Scorpio

(covering October 25, 2003 to November 23, 2003)

The New Moon in Scorpio takes place October 25th, at 6:51am MDT at 01°41' Scorpio. The new moon in Sagittarius will occur November 23th.

A Special Note: The time from New Moon to New Moon (called a synodic month) is 29.53 days. Because we started these monthly forecasts with the February 1st New Moon, you'll see the beginning of our Astrological Month slide slowly into the prior Calendar Month.

To understand real astrology you need a natal chart (a snapshot of the solar system at the moment of your birth). You can get a good free chart from www.astro.com or www.astrology.com. *All* the planets and signs are vital to each of us, and the interplay of their archetypes is just as

dynamic as we are. Please note that if your Sun (or any planet) is on the cusp between signs, you will experience a blend of both types of energy. It is best to read this forecast in light of your Moon (needs) sign, Sun (ego) sign, Ascendant (personality), and any multi-planet grouping in your chart.

For Everyone

The month of Scorpio is lined up to be spectacularly intense. After last month's emphasis on relationships, this month brings the focus back to the self. Are you doing what you need to be true to yourself? What do you need to change? Extreme behavior is possible.

There's so much energy available for creative change and growth, you may find yourself embarking on all kinds of new things. Potential exists for new romances, new stages in your career, new understanding of mysteries, and public uncovering of secrets. Matters of law and higher education require diligent step-by-step action this month. There will be no cutting corners now, but you'll reap the rewards of your labor this spring.

Scorpio is probably the most misunderstood sign of the zodiac. Each sign is like a costume that dictates each planet's behavior while in that sign, and in that sense, Scorpio is the costume of the criminal profiler, the investigative reporter, and the elder magician. Scorpio is about going deep into the underbelly of life, observing truth in all its beauty and ugliness, and understanding the naked processes of the world. Scorpio entails the most difficult areas of life: sex, death, the occult, inheritance, debt. People with an emphasis of planets in this sign are learning how to deal with these issues in this lifetime.

Two weeks from now, we'll experience a Full Moon Eclipse, with the Sun in Scorpio and Moon in Taurus. This will crank up the already elevated Scorpio intensity even further. With the Scorpio-Taurus axis already known for its heightened sensuality, we can expect unduly earthy, passionate, or possessive behavior.

Aries (Mar 21-Apr 19) This month you're prone to experience the Scorpio intensity discussed above over and over again until you get your full measure of the lessons. (Don't worry, it's just a month.) The key is to approach things like a child flipping over rocks to see the squirming bugs underneath. Just remember to temper curiosity with common sense.

Taurus (Apr 20-May 20) This month is about making things beautiful in a very hands-on, material way. In your relationships, you may feel more passionate than in months, and you may be inclined to further intensify your relationship with your partner. Be careful with what you embark on. Focus extra effort on communicating what you need to feel safe.

Gemini (May 21-June 20) If you're prone to nervous exhaustion, this month is a perfect time for a vacation, especially with the holidays on the way. Even if you're not prone to exhaustion, you need to be careful of this autumn intensity wearing you out and aggravating health issues. It's also a good time to do some realistic financial planning for the coming year.

Cancer (June 21-July 22) This month, you may feel that something's a bit off. You'll need to spend extra energy to reach a normal level of emotional security. It's no fun to feel vulnerable, but you can draw extra support from learning something new, creative efforts, time with kids, and showing your loved ones how much you care.

Leo (July 23-Aug 22) This month brings you an uncanny emphasis on endings. It may feel a little like karma sneaking up on you, but in reality, it's just that cycles are coming to their natural close. Acknowledge, grieve, and move forward with the business of living. Beware of projecting old issues onto present partners and close friends.

Virgo (Aug 23-Sept 22) This month may feel like you're running both hot and cold. You alternate between talking a mile a minute about this amazing new thing you've discovered, and then you get very quiet as your depth of understanding shifts. Actively listen to others and find new levels previously unseen. Relationships get fiery.

Libra (Sept 23-Oct 22) This month, you'll be feeling particularly artistic, and a good deal of your self-esteem will be wrapped up in how well you're implementing the plans you started last month. You may feel a bit like you're in over your head, but you'll be okay as long as you follow your heart. Pay attention to dreams of houses.

Scorpio (Oct 23-Nov 21) Happy Birthday! It's one thing after another this month, and no one is letting you hide. You're drawing all the spotlights, wanted and unwanted, but the great benefit is that you can use it to make some constructive changes around you. Career opportunities are possible, but changes will have hidden clauses you don't discover til later.

Sagittarius (Nov 22-Dec 21) Sometimes you've got the world by the horns, and well, sometimes karma comes out of the woodwork and bites you. This month, you can ease the pain by preemptively making up for past misdeeds, but lying will make it all much worse. At work, look out for problematic procedural changes that try to reinvent the wheel.

Capricorn (Dec 22-Jan 19) This month, you'll find yourself looking very closely at who your friends and allies are. In doing so, remember that your issues are more about how much you need to feel appreciated than anything other people are actually doing. Be gentle with your words. Cultivate patience to increase your sense of emotional security.

Aquarius (Jan 20-Feb 18) This month you'll find yourself doing a lot of soul-searching about just what you want out of your career. The intensity of your work situation and/or relationship with authority may set your teeth on edge. You can gracefully enforce your boundaries without alienating anyone. You can use your sense of mystery to your advantage.

Pisces (Feb 19-Mar 20) This is one of those months that just screams for action. Expect competition. Expect to need to prove that you are what you claim to be, but don't go overboard. The point is not to pick rights, just to be true to yourself. If things go right, you should arrive at a whole new understanding of how well-adjusted people interact.

Amtgard Character Class Horoscopes Provincial Leaders

Politics, politics, politics. This month is all about power, power-brokering, and excavating hidden things. It's a good time to start some reform.

Bards

Sing. Bring out your new material. This month, you're in rare form, so grace us with everything you've got. You'll be amazing.

Warriors, Paladins, Anti-Paladins

Paranoia will cause you problems. Fighting energy will be fluid and strong. You may get so caught up in the moment that you accidentally sluff your shots (more than usual, anyway). Don't trounce the rules (or reeves).

Healers

Ever feel like you've got a direct line to the healing power of the universe? Take nothing for granted, and this month, it's yours. Authority figures may become a point of obsession.

Wizards

At last, authority is on your side. Unfortunately, you're having a heck of a time getting leadership, strategy, and opportunity to arrive together on the field at the same time.

Assassins

It's probably not a good time for the cloak and dagger bit when people are commenting, "Hey, look at the ninja trying to kill the monarch!" You get points for style, though.

Barbarians and All Monster Races

It's about home. It's about territory. It's about...well, honestly, it's Greek (and very loud Greek) to the rest of us, but you seem to be having a lot of fun doing whatever it is.

Archers, Scouts, Druids, and Monks

This month it's back to rules questions and striving toward new innovative tactics and technology. Be prepared to prove yourself against authority.

Garbers and Artisans

You were made to make beautiful things. This month proves it beyond the shadow of a doubt. Let your skill and fervor guide you. Let what you make now sweep Culturals.

Questions about Astrology?

Email Sage at [sageness @ texas.net](mailto:sageness@texas.net)

or

visit www.sageness.com

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

Directory of the Realm

Shire of Mystic Springs

Location: San Antonio, TX

website: www.angelfire.com/tx5/mysticsprings

mailing list: MysticSprings@yahoogroups

Sheriff: Ethan of Trent

Shire Regent: Shadowblade

Champion: Itsari

Shire of Western Dragon Hills

Location: Carson City, Nevada

Monarch: Flynn

Regent: Yhamish McKrotch

Seneschal: Amethystwrose

Cardinal: Alexander Sapphire O' Rourke

Shire of Midian

Location: Killeen, Texas

Sheriff: Waldo

Clerk: Lullabie

Old Guy: Don Theolanthilis

Shire of Tirana

Location: Austin, Texas

Sheriff: Sir Wilhelm

Minister: Mom - (ckarchivist@aol.com)

Shire of Murky Waters

Location: Lampasas, Texas

Sheriff: Sir Greylin

Deputy: Vryce Gilead

Barony of Hillsguard

Location: Ingram, TX

Baron: Narrell (narrell1@yahoo.com)

Regent: Brother Stephon (wideners@hotmail.com)

Champion: Jeremiah

Vizier: Squire Talon Bonewhistle

Barony of Tori Mar

Location: Austin, Texas

Baroness: Squire Linden Tul

Regent: Sage

Champion: Dizzy

Web: http://www.geocities.com/tori_mar