

ress

"A Return to Attitude"



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Submissions to The STAR

Any item that might be entertaining and/or informative to the Amtgard populace at large are always needed. All submissions are subject to proofreading and editing prior to publication.

Please submit items before the 3rd Monday of the month to:

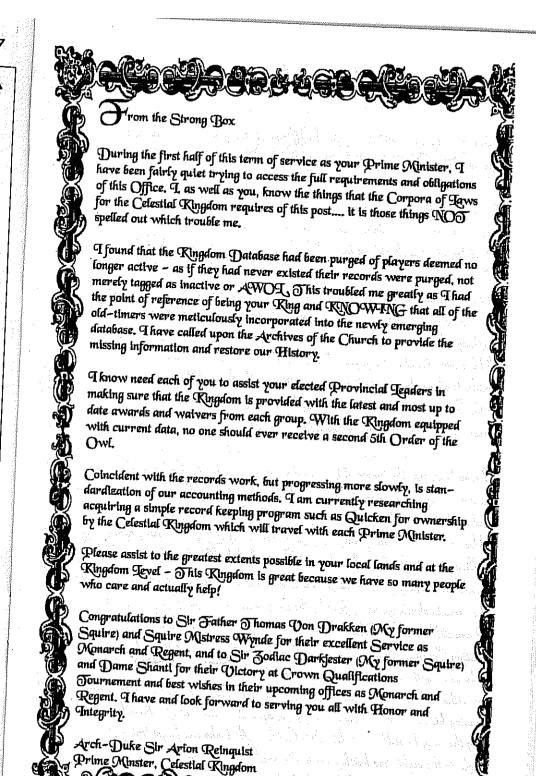
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Front Cover Tetter from the PM Letters from the "Once Ring" Tetter from the "Once Regent" Letters from the "Future King" Tetter from the "Future Regent" From the ProConsul List of Qualified Reeves "Otivalry" "Tears of Stone" "Presence – Part II" Group Info Introductio to Heraldry

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Sir Dunbar Vidar the White Valdemar Gillanders

Squire Duncan Dunglen



Breetings, Oh noble gentles of the Celestial Kingdom,

I do believe that this will be my final Official Letter from the Monarch, that appears in the Star, during these, the twilight days of my reign.

I would first like to thank you, the Celestial Kingdom, for allowing me to serve you these past 6 months. In serving you, I have gained much. I have gained friends that I did not know I had. I have gained wisdom that I had not before. And I have gained the happiness that comes with knowing that we have all had fun. Although the road of this past reign has been long and sometimes stream with bumps and furroughs, I would never give up the voyage for anything. For experience makes the mind grow, and this experience is one that I have truly loved and enjoyed. From the thousands of miles traveled, to the hundreds of people seen, to the wonder written on the faces of the people new to the Dream, it has been worth it. And I would do it again if I could. I guess maybe I am an evil, insane tyrant after all.

I look back over the course of these past 6 months and see all the things that have occurred. I see cheering at coronation, I see slogging through the rain and mud at Mid-Keign, I see the forces of the Cast trouncing the armies of the West at Clan. I will always remember children of hids quest hurling about a million water balloons at Josephine at Jestival of the Mash; and waiting in the woods with Mandigore, Medryn and Swiftwind at Quest for someone to finally get the nerve to challenge us. And by the way, twas the Chosen that finally did. I can still see King Margul's face at Olympiad, when he challenged the visiting Celestial Kingdom to jug with him, and then couldn't find a team to take us on with, and me there trying to decide who would be a better Quich for us, either Ahzir or Diego. I easily recall Sir Logan of the Emerald Hills singing his CH War Song in my face, after I challenged his Kingdom to a War. By the way, he still sounds like Sir Cable. And who can forget trying to fight in the night time battlegame in the woods of the Dragon's Haven Coronation; no moon, no light, only ditches and ravines, and Belgarin's bach

that I was trying to follow. It was he that found that gully the "hard" way. I can remember tossing gold foil wrapped chocolate coins to Sable while she danced; and hurling insults at Cormac in the roleplaying. I see WarBlade taking my lunch money at a tourney, and me blocking Wyldecatt's shots with my battle crown while ditching in the barn at about 5:00 in the morning.

And we can't forget the Burning Lands and their hollering for our proverbial heads from out west. Thanh the gods we have Vigus and Calidor to lay the smach back and say what the rest of us couldn't.

All in all, a good time.

But enough of the past, now is the time for the future, and what a future it will be. With Sir Zodiac and Dame Shanti at our Helm, with Clalibus at their side, and Sir Arion bringing up the rear with his books and ledgers, I see smooth sailing ahead.

We, the Colestial Kingdom, have been blessed with good people and the Spirit of the Dream. Laughing and smiling has made this clear to me. We are, and will be, the model of fun, happiness and camaraderie that is, to me, what the Dream is all about. Where else can you find Saracen City guarding the gate, or a Rumble Shin Drum circle banging away all night long. From Griffon's Keep and their one armed super champ, to Xanadu and their 15 year old autocrat; from Bifost and their Kenders to Barren Doonga and their Ninja Kangeroos; the Colestial Kingdom is truly a wondrous place to be, to live, and to Dream.

Thank you all once again for having me. I intend on returning the favor.

Dreaming Mightily,
In Service to the Dream, to Amtgard, and always the Celestial Kingdom,
I am always and will remain,
Sir Father Thomas von Drahen,
Rex Caelestis Regnum,
Darh Lord no more, yet still evil at heart.

Freetings Celestial Kingdom Populace,

Well, they have arrived at last, these the final days of this, the 16th Reign of the Celestial Kingdom. As I look back over these past six months, I find myself amazed at the speed in which they flow by. It seems as if it were only yesterday that His Majesty Sir Jather Thomas and I hnelt to receive our Crowns and the responsibilities which give them their weight upon our brows.

Being your Princess Regent has been both a wonderful honour and a labour of love. For I have been honoured that you, my fellow Celestials, chose to allow me to represent you and your artistic endeavors, to teach where I have been able, to learn where I have not known, and to share with you for you. I sought this position to work for our Kingdom, to work for us. And I have tried to do my very best at all times.

My biggest regret, if it can be called such, is that either our Kingdom is too large or our reigns too short, or my Amtgard time too encroached by my Mundane responsibilities ... for I wish that I had had many many more opportunities to visit with each of our provincial parks and the wonderful people that populate them. For with each visit to each park, I have found those friends that I didn't even know had been misplaced... There were many a Mundane Monday morning, whilst I struggled to stay awahe, alert, and professionally personable that I wondered why did I stretch myself and my time so thin... And the answer always came bach to one thing... I was elected your Regent and as such was charged to be 'there', everywhere and anywhere 'there' may be, for you... And that I tried to do.

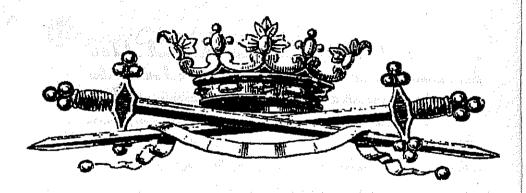
As I look back over this past six months, I remember fondly those that I broke bread with, albeit for the first time or the tenth. I remember those I fought beside and against, win, lose, or draw. I remember reminiscing over times shared, listening to the glories and wounds that were before my time, and sharing the Dream with those new who will be one day part of tomorrow's

memories. I remember answering questions and asking them as well. And it is these memories that I will take unto my heart and mind, that I will hold close and dear, both the good with the bad (for as in Ying-Yang, so to in the Dream, within the bad there is good, within the good there is bad, and we must for all time walk the fine line between the two), and use to continue my service to this Kingdom, to this Dream, in whatever way lies ahead.

Our Kingdom has grown both in numbers and in learning. We have faced adversaries on the field and off. We have remained ever proud of our heritage and our future. We have spoken the truth; walked the walk and talked the talk. We have not only remained strong but increased that strength on ALL fronts. We have shared this Dream, we have helped it grow, we have made our mark. A mark to be proud of.

As we move forward under the guidance of Sir Zodiac, the teachings of Baroness Dame Shanti, the ever vigilant eye of Clalibus and attendance of Arch Duke Sir Arion, we will do so with heads and swords held high knowing that those we have chosen will lead us ever forward into the Heavens that are the Celestial Kingdom...

As Always, In Service, Princess Mistress Wynd o'OnyxLoch, Esq. Regent Caelestis Regnum Proud Calestial...!



Greetings this is Zodiac,

I wanted to first thank everyone for their faith in me, and for voting for me for monarch. I feel that this reign will be a bright star for the crown of the Celestial Kingdom.

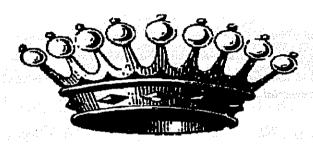
In this upcoming reign, I hope to clear up some inconsistency's that have been often noted and complained about in the corpa, as well as, making procedures easier for everyone to understand. I also want to see a Codified system of Quals and a Codified system for judging tourneys, so that anyone who enters knows up front what they have to do, and how they need to do them. This should clear up the confusion that I have noticed in about every O and S tourney I have seen since coming here.

Also, if anyone wants to know what I want to do, please feel free to come and ask me. We all like to listen to rumors, but, as of the moment that I step up, I am the only one who KROWS what I plan, and how I plan to see it through. This will just save each of you time in the end, and much less stress. Just ask me

I feel that this is a great time to be here, and we shall bring this kingdom and our game to a higher level.

In service,

Sir Zodiac Darkjester, Monarch-elect



Pirst and foremost 3'd like to thank you for electing me your next

Regent. I will do my best to live up to your expectations of me. This promises to be a rocky reign, and I am certain we will come through it together as a stronger Kingdom.

We are a very large and diverse Kingdom and this is generally quite a wonderful thing. One of the problems that I have heard (and that I can do something about) is the lack of opportunities for our artisans to show their skills. Our local level qualifications have small turnouts, and there is generally only one Kingdom level tourney per reign. So I will be having Kingdom Level ASS tournaments once per month. I know this sounds

ontrageous - and the artisans out there are laughing at the thought of producing enough entries to enter a tournament every month. Dowever, I am going to put a spin on the traditional tournament. Each one will have a theme of some sort - most will require no more than five entries. These are the tournaments right now. I will be publishing more detailed information about them all at later dates.

November Tourney - Long Live the King! All entries must have either purple or teal present in them (and no, tying a strip around your sword doesn't count). Will be held at Weaponmaster.

December Tourney - No-Champs AS Tourney May only enter if you meet the following criteria: have never won a Kingdom AS tourney, have no more than I Garbers, 5 Dragons or 5 Owls, are not a Knight of the Serpent.

January Tourney - "Doubehold Tourney" Similar to Company tourney held last year. Individuals will still receive individual scores and placements but the overall winner will be one Doubehold. Will be held at Mid-Reign.

February Tourney - "Roble's Tourney" Each noble may sponsor a nonnoble into this tourney. For the purposes of this tournament, you must be
above the title of Lord/Lady to sponsor someone (and vice versa, someone
of the title of Lord/Lady or lower may be sponsored). Also for this
tournament, provincial leaders will be counted as nobility.

March Tourney - Things Tourney Categories will be Things you Wear, Things you Eat, Things you Else on the Field, Things you Else off the Field, Things you Do. Will be held at Spring War.

We will also be putting together a set of standards for Kingdom Qualifications. I have many ideas about this, but anyone else who has input would be welcome. These standards will include minimum number of categories required, guidelines for judging and for tabulating placement, and other essentials.

Again, thank you for your show of support in electing me Regent. I have every expectation that this will be one of the best reigns this Kingdom has seen.

In Service,

Dame Shanti

HAIL SIR ZODIAC DARKJESTER!

I THANK YOU FOR THE FAITH YOU HAVE IN ALLOWING ME TO CONTINUE ON AS ROMAN AM-BASSADOR TO THE COURT OF THE CELESTIAL KINGDOM. ALL GOES WELL I SHALL BE MAKING MY USUAL PRESENTA-TION OF THE BRIBE....OPPS...I MEAN GIFT FROM ROME TO YOUR EXCELLENCY IN THE FORM A BOTTLE OF HONEY MEADE WINE DURING THE UPCOMING CORONATION AT BURNET COUNTY FAIRGROUNDS. IF YOU ARE NOT A DRINKING PERSON. LET ME KNOW AND I'LL FIND SOMETHING ELSE APPROPRIATE. SINCERELY.

- PROCONSUL SIR TIBERIUS AUGUSTUS.

Tist of Qualified Reeves

The following individuals have passed the most recent reeves test and are therefore certified as Kingdom Reeves for the Celestial Kingdom through April 1999. As such they can answer most questions regarding the rules as they pertain to Battlegames, etc.:

Guildmaster of Reeves: Sir Mandigore

Ron Barton

Persona Name

Sir Arion Reinquest

Bromhir

Calibus

Diego Velazquez

Sir Dunbar Dunglen

Ernaken

Foxfire

Giacomo the Incomparable

Lady Josephine

Sir Kaderian

Sir Montoya Athisdane

Sir Night Tynx

Tady Night Song

Dame Shanti

Simon Felix

Stoney Rose

Sir Tholden von Badger

Sir Ursor Bloodrunner

Sir Zodiac Darkjester

Please call upon these individuals to act as Reeves. Recognize that they are giving up their play time and volunteering in service to the crown. We all gratefully appreciate their efforts and willingness to come forward in this usually thankless task.



chavacky

By Sir Dunbar Cardinal Dunglen

In the time of the waning of the old gods and the coming of the new an idea arose which came to be known as chivalry. There is a vast difference between the historical and the romantic definition of chivalry. Whenever someone uses the term though we all have an immediate image that comes to mind. This image usually involves some sort of knight on horseback fighting a dragon and rescuing a fair damsel. Historically, however, chivalry was very brutal by 20th century standards. For the purpose of this series of articles we will discuss the IDEAL rather than the reality of Amtgard chivalry. The ideal being the goal or mark that we are all attempting to reach.

At the core of chivalry we find something called fealty. Fealty is being faithful to one's lord or sire. In fact it is a solemn oath of faithfulness, often made upon the altar, scriptures or relics of

a saint. Remnants of this oath taking still exist in our courts of law when we swear to tell the truth. The whole truth, and nothing but the truth. Even if one did not like his lord he still observed the propriety of respecting the position that he held. It is also being faithful to the ideal. When one took an oath of fealty one entered into a contract with that individual to behave in a certain manner in return for certain benefits. Initially, these contracts could not be set aside without the agreement of both parties. One such example for instance comes to us from Count Baldwin IX of Flanders and Hainault to King Philip Augustus of France. "I Count Baldwin of Flanders and Hainault, make known to all men present and to come that I have agreed and sworn to my liege lord Philip Augustus King of France, to give him aid. openly and in good faith, all the days of my life, against all mortal men; and moreover I will never withhold or withdraw such aid from him as long as he shall be ready to do right to me in his court and to let me be judged by those who ought to be my judges in his court."

Basically, what we are saving is that chivalry is a way of behaving. The knight behaved in a prescribed manner depending on the circumstances. This manner was determined by 'noblesse oblige' - the obligation of nobility is for responsible persons of noble birth or rank to demonstrate benevolent and honorable behavior. The true noble was a respecter of those more or less fortunate. Than themselves. The true noble provided his protection to those who were weaker than him. The true noble believed that he was here to serve. We have all made mistakes in the past, but at this time I would like to take this opportunity to call upon all knights to consider these matters and join with me to bring back to the people a true nobility. Let us further promise to put aside all of our past differences and work to return the Celestial Kingdom to the magg niff easant splendor of its former glory!

pax annihacus

DUNISAR





And so he walked the abandoned roads Searching for one last shard of hope... The smoke had lifted, vision had cleared The damage was done, worse than he feared Seeking out with hands in the dark Fighting a bleak sorrow much too stark He remembered the Queen, how she bled As he looked at her form, still on the bed He looked at the prince, how he did not move His head looked so odd with that deep crimson groove He remembers the Jowers, how they once stood so proud Now they cover the city in a dark menacing shroud He remembers the sound, the unholy screams That took a city of dreams and ripped them at the seams (In the midst of the attack he was struck in the head His Royal Guard removed his crown and let him play dead) From body to body, he found not one with breath AII friends and foes, embraced by death ATT women, ATT men, ATT daughters and sons All were the reason for how red the river runs Bereft of tears and beyond all emotion He begins a journey to the wide, ancient ocean... The spray of the sea kindles his sorrow A pain wells up from deep within the marrow A single piercing cry gives voice to grief



But nothing could heal the great war chief
"...Why do I live, why do I live?"
The answer the heavens refused to give
He holds aloft the wedding band of his Queen
He remembers her, the most beautiful he had ever seen
Removes his own ring, both now in his palms
I ooked like the blind ones begging for alms
One last look back at his castle and town
Reminds him he is now a king with no crown
Both arms above, an eagle ready to soar
One last breath, a man no more...

Vidar the White
Clan DuIeah
Disciple to All that is Beer and Cheese
Big Smelly Barbar

"Presence" - Part JJ

as written by Valdemar Gillanders

Thrones

Remember not to sit in a throne unless it is yours. Unless, of course, you outrank the owner. If you are the king and you sit in the baron's throne while the baron is up, then that is acceptable. Dowever, it is not very acceptable for the baron or a duke or whatever to sit in the king's throne. Rormally, if you are a high ranking noble, and you are invited to sit in the throne for a chat with the king or queen, it depends highly on what the customs are in your area. But I find that in much of Amtgard it would be ok. But use your judgement. If you are just a buddy and not a duke or countess or what have you, you should politely refuse and sit in another chair instead, or on the ground. Or a cushion if one is available. But just remember, if you ever a re the king or queen, the appearance it gives for the thrones to be just used as regular chairs. Not a very good one.

Also remember that if you are standing behind or near the thrones (as a guardsman, lady in waiting, or other retainer) do not fidget, drink beer,

Being Approached

If you are just wandering down the path and the king is coming your way, you should clear the path and stop to either kneel, bow, or just (at least) lower your head. When in a crowded passage or hallway stand to the wall with your eyes lowered to show him respect and that you realize that he deserves the right of way. When he is passing, say something. Like a greeting or something else sufficient. Your Majesty is one which always works. If he is in conversation with others when he passes you don't say anything at all. After all, it would be rude to

interrupt his conversation with others. After he passes, continue on your

If you and a group of people are standing in the road and you notice the king coming your way, warn the others quietly so they can be prepared to move. Lutting off the local duke's diatribe on natives in West Ofrica is perfectly acceptable and appropriate. You can apologize to him after the king passes.

If you are sitting when being approached by the king, stand and bow. Remaining sitting while bowing is better than nothing but standing is more preferable. Remember that it's always easier to reduce the amount of formality in a meeting. There's no real graceful way to raise the level of formality, and if the king is in the mood to be formal, you may just offend him. Once you have stood and have bowed to the king, remain standing until he leaves or sits down also. Unless of course, he tells you to go ahead and sit down again.

If you are entered into the presence while in the middle of some activity which needs to be finished, then continue on quietly, politely, and respectfully. An excellent way to show respect is to remain quiet while in the presence. Do not chat with others or make idle noise. Do not scratch or spit. And whenever leaving the presence, bow or curtsy whether or not the king is watching your departure.

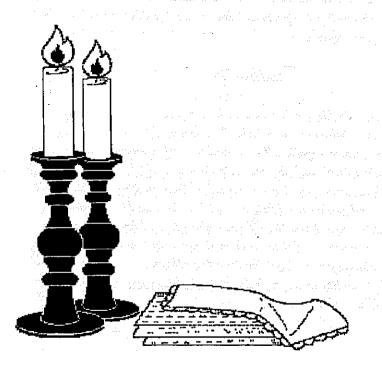
Familiarity

Prince Charles book to his mother and calls her 'ma'am." He has always done it, so it doesn't embarrass him. In the Society (Amtgard), though, our friends or we become royalty all of a sudden. One minute you're "Dey you, where's my duct tape' and the next minute you could be your Royal Bighness.' With someone you don't know other than as king it's easy to remember to bow, and you're not likely to accidentally use his mundane name when you don't even know it. If your close friend becomes royally, you need to be even more careful to be formal, not only because it's easy to forget, but also because you will set the tone for others. (This section of formality is taken from Bright Ideas and True Confes-

sions, pg. 19, by Sandra Dodd)

Degrees of Formality

How the following goes for approaching anyone not just royalty. Especially since, in Amtgard, it is sometimes fairly difficult to determine who actually is and isn't royalty. Don't just go up to someone who outranks you and just start to be all chummy and familiar with them. At events, give the person the courtesy due his rank. This then gives him/her the option of being less formal if they wish to be. Although, they may just be in the mood to be formal and will allow you to continue calling him "Your Excellency." Like I said in the previous sections, there is no really polite way to try to raise the level of formality in a meeting. It then becomes very awkward and the person may just smile and nod and wish you had done differently.





Directory of Contacts in the Celestial Kingdom

Monarch Sir Zodiac Darkjester David Reichlein (512) 491-7054

Regent Dame Shanti Shanti Day (512) 491-7054

Prime Minister Sir Arion Reinquist Mark Pickett (210) 822-2111

Gates of Solaris San Antonio, Texas

Duke Sir Rook Dale Shanklin (210) 737-1138

Squire Foxfire Lynn Fossey (512) 696-1592

Chancellor Havden Chris Gauthier (210) 699-9550

Jori Mar Austin, Dexas

Duke Lord Vigus Jay Stretton

Regent Topez Jennifer Banks (512) 442-0560 Chancellor Josephine Marci Marcia Schoonover (512) 837-0004

Rifost

Kerrville, Jexas

Rolg Lance McNally (254) 628-7881

Dragonshaven

Killeen, Texas Baron Iron Blade

Chancellor

Danny Naguin

Drakenroc

Round Rock, Texas

Baron

Seneschal

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Seneschal

Souire Raton Jerrad Lawrence

Victoria, Texas

Baron

Griffon's Keep

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Sir Phinneus Bud Youhill (512) 416-0154

Seneschal

Seneschal

Sheila

Trations Hollow

San Antonio, Texas

Xanadu

Harker Heights, Texas

Baron

Sir Zircon Scott Gleeson (210) 665-1535 Seneschal Sir Theo

J.D. Wade (210) 824-8356 Baron

Azkar Raintree Robert Fife

Plain of the Grey Tegion

Lampasas, Texas

Barren Donga

Woomera, South Australia Sheriff-Lyceaon de Wolf Hunter (Todd DeWolfe) Seneschal-Larken LeSabre (Jennifer DeWolfe)

Nine Willows

Midland, Texas Sheriff-Sir Warchylde (Allison) Seneschal-Giest

Sanctuary of The Holy Church of Dunglen

Round Rock, Texas

His Grace, The Baby Enting Bishop of Bath and Wells

Bolt Hole of The Sacred Order of The Badgers

Badger, Texas

His Grace, Longsnout V, Junior, B.S., M.S., PhD. c/o Louis Badger

Route 1, Bolt Hole 3





AN INSTROPUCTION SO HERALDRY Airst in a Series by Monsignor Duncan Dunglen, Esq.

CYRCTEL REPREHW

Simply put, heraldry is a system of identification used during the late "historical period of Amtgard. Offeraldry uses colors, patterns, and symbols to create a unique symbol which identifies the owner. There is, of course, a distinction between "traditional" (read historical) heraldry and "Amtgard" (read fantastical) heraldry, but that is a matter for a later monograph. This article will give an overview of "traditional" heraldry, in hopes that it will be used as a foundation for Amtgard heraldry or that it will be useful for those who lean toward the traditional.

COMPONENTS OF HERAIDRY TINCTURES (COI. ORS)

The language of heraldry is derived from Norman French, a widely spoken language in Europe at the dawn of heraldry (12th Century), with some other languages mixed in (predominately Arabic). The names for the tinctures in heraldry reflect this hodge-podge of language. They are:

Colors:

Gules (Red)

Or (Gold, represented by Yellow)

Azure (Plue)

Metals:

Argent (Silver, represented by White)

Sable (Black) Dert (Green) Purpure (Purple)

In traditional heraldry, when a person needed to be identified across a vast battlefield, the heraldry needed to be distinctive. An ancient rule of heraldry (perhaps the most ancient) is the Rule of Tincture. Simply put, it says that no colored charge may be placed on a colored field, nor a metal charge on a metal field, thus creating a more vibrant (and visible) pattern.

Furthermore, there are furs, which can be traced back to the time when actual animal furs covered shields. In heraldry, "furs" are represented by patterns. Originally, there were only two furs, ermine and vair. Ermine is displayed using a white field with black spots, which are representative of the tails of the animal.