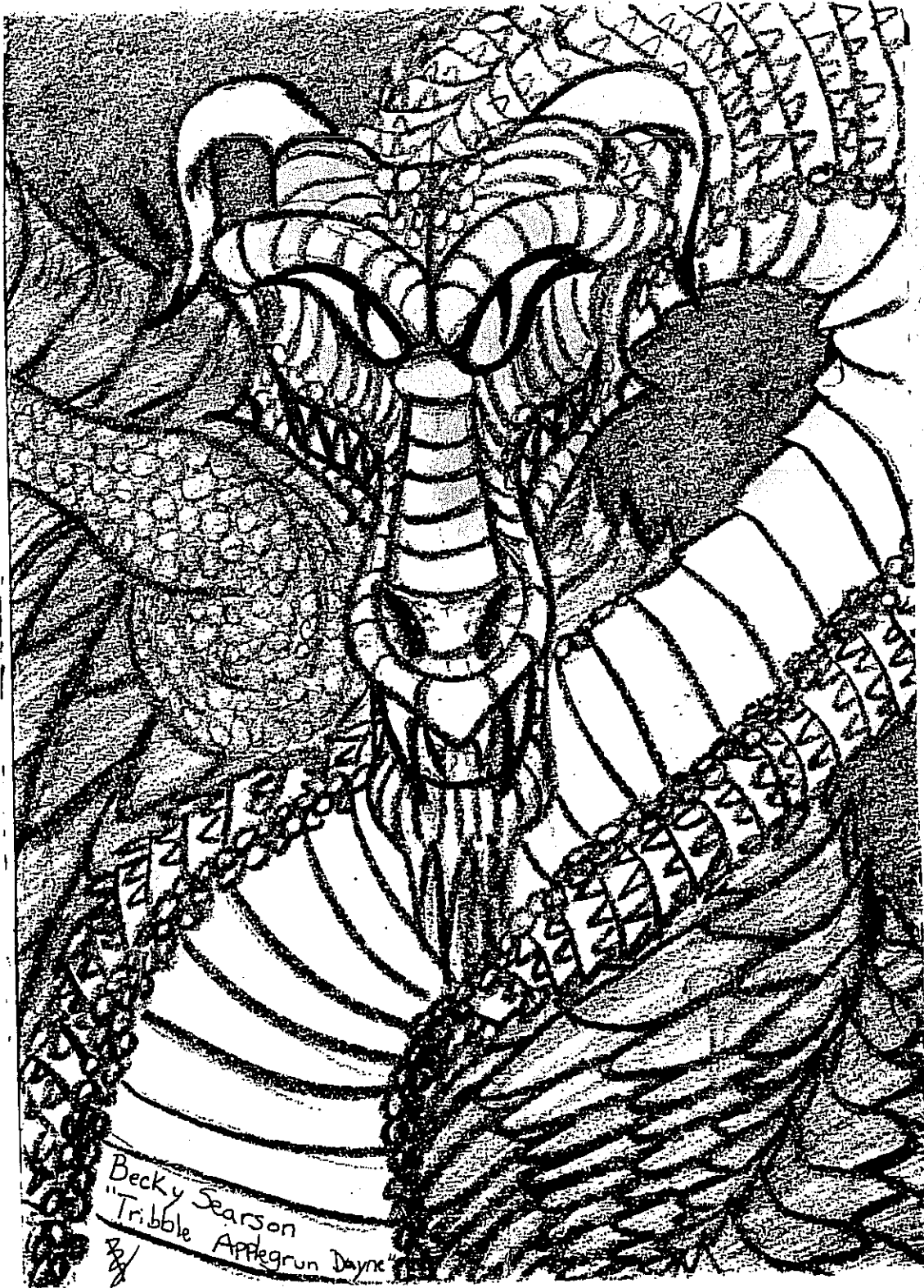


The Star of the Celestial Kingdom



Spring War 1999 Issue

Cover Art by Tribble Applegun Dayne (Becky Searson)

WHAT "PALADIN" MEANS TO ME

By Goodwyn Clu Da'Bard

When I was first introduced to the realms of D&D and fantasy, I asked what I would best be. A "Paladin" my friend said. When I asked why, he simply said, "Because they are noble fighters who know good from evil."

Holy warriors, Crusaders, indeed, the defenders of Camelot itself is the best way to describe these iconic warriors. Lawful good to a fault, defenders of the weak, and despite seemingly crippling moral codes, are victorious against the hordes of evil. As a bard I have seen their exploits from the side lines, and have found them to be fascinating. Imbued with holy power from the phoenix they march across the battlefield, most of the time representing the populace around them. Fireballs bounce off of them, and their powers are shared by those who merely touch them. They might as well wear an "S" blazened on their chest.

They stand out in the battlefield tall and proud like a lightning rod, and glow as if recently struck. Paladin portrays, in class, the heroic image that we have come to know a knight to be. Knights who reach beyond themselves and their petty responsibilities as a knight strive for this image of justice and nobility.

There are those who have been imbued with this awesome power, and yet there are those also who are grounded and mundane who shine just as bright. Some of these are paladins waiting to happen, others are paladins that will never happen. Indeed, the true paladins and paladin-like all have one thing in common... they shine. They shine in their actions, they shine in their passion, and no matter how great or small their powers or talents, strive to do what needs to be done for the populace, and if it is just, the kingdom.

You may have passed a Paladin recently. You may have overlooked them due to a belt of different color or abilities of another class, but if you studied their actions, their contributions, their battle field honor... you would know that truly that person was a paladin, and would have words with anyone who told you different. Like paladins, they are those who choose to act and serve, even before their call to arms as a paladin. And though they are not deemed a pillar of their kingdom, that kingdom would crumble without their support.

Paladins cannot truly be tagged or labeled, for only time tells a true paladin...

What the Paladin means to me.... (the Other view)

It was the third morning, of the third month, of the third year. By now most of Zed's class mates had either quit, or just disappeared. Of course, quitting was just a word. Rumor had it that no one just up and quit the Dark Academy. Just last week a student got fed up and tried to leave. His body was still impaled on the spikes that surround the training field. Even more had just disappeared. No... quitting was not an option. But in Zed's mind quitting was never an option. Even at an early age, Zed had showed signs of the evil that lurked within. None of the family pets survived a full year. Then at age thirteen, he was caught in a graveyard playing with his friends, (all zombies). The next day he was shipped off to the Dark Academy. He was the best in his class, or as some may say, the worst.

Today promised to be a red letter day, a blood red letter day at that. Zed was scheduled to attend a course on disarming, maiming and hobbling. The course was being taught by one of the legendary Lords of the Dark, and was suppose to last all morning. But that wasn't the only reason for Zed's excitement

today. After lunch the whole academy was to meet in the auditorium. There was a special guest speaker today, someone of such darkness that even the shadows of the dead avoid his gaze. Zed had heard all the rumors, read all the stories, and had even done a little research of his own. It surprised him that the Evil one had not been asked to speak before. In the past, whenever someone spoke to the whole class it was known far in advance. Although this time it was a surprise, Zed thought he knew why. The guest speaker was not exactly free to roam the collegiate circuit. Having a bounty on ones head, and being hunted by the forces of the White Light, has caused more than one person to drop out of sight. The great ones are of no exception. Zed's morning came and went. Class that morning had proved to be quite interesting. Mostly because one of his fellow students had felt the need to try and get the best of the instructor, trying to show off to the underclassmen. Some people will never learn, and in this student's case, he may never wield a weapon again. The price one pays for so much ego, ... and so soon. Zed had his lunch brought to his private room. Not many third year students could do that. Fortunately his family had gold. So Zed got a few more perks than most. As he ate, his thoughts wandered to the subject of this afternoon's lecture. Just the mere thought of having to spend the rest of the day listening to yet another lecture on the "forces of good" made him wish it was he who was the one laying up in the infirmary. But as luck would have it, today's subject could prove to be most interesting. After all, not every student, third year or not, can say he got to hear the Duke of Death give a speech on "Paladins". Zed got goose bumps just thinking about it.

Some time later, Zed was wishing he had not taken the time to walk back to his room for lunch. The halls were filled with people - students, faculty, even custodians. Seemed the word had spread about the coming of the Duke. Everyone wanted to attend this lecture. Rumor had it that even a couple of high level wizards of the University of Demonology popped in to hear the infamous scourge of the land speak his views on the pukes in white. The Duke was really packing them in. In his whole time here at the academy Zed had not seen the auditorium so full. What normally took him five minutes to walk, took him over thirty today.

Once he found a seat, Zed looked around.. The excitement level was really up. The crowd was a buzz with stories of the Duke. Everywhere Zed looked someone was telling their own favorite tale. Some went so far as to bring homemade signs and banners. At least Zed assumed they were homemade, it was hard to believe that the students could of produced so much black and silver in just one day. So maybe some were supplied by the faculty. Besides, not many of Zed's class mates would of known all the nick names that the Duke has claimed. "Lord of the Un-dead, Defender of the Dark, Despoiler of barren ruins"...etc. But Zed wasn't interested in all that, he wanted to see if any of the demons that always followed the Duke around had showed up. To see a real live demon would be the highlight of Zed's day. Standing on the bench he could look across the whole building. It didn't take him long to spot one of the demons. Horrible looking creatures. Long spindly arms, black and gray skin, covered in gross tattoos. Each one with a burnt mutilated phoenix stamped on their chest or back or anywhere else they felt need for it. A whole pack of them had claimed the first two rows. Of course, the stage was surrounded by the Duke's hand picked guards. Each one dressed in the Duke's black and silver, armed and armored. One of the more popular rumors was that the demons worked for the Duke. But any two half-wits with a single brain cell between them could tell you they were two different forces, both powers working for the total extinguishment of the light. Zed noticed that besides the podium, there were two chairs on the stage. Sitting in them were two mages from Demon U. Both looked to be in a trance of sort. Suddenly he saw the force field that the two mages were holding up. Apparently it took all their concentration to maintain this field of security around the dreaded Duke. He wasn't taking any chances. That was clear enough to see. When you spend a lifetime pissing off powers from all factions of life, you just might have a need to watch your back.

Then someone walked out on the stage and the crowd started to get even louder. It wasn't the Duke, but the figure walked right up to the rod of voice enhancement.

"Gentlemen, gentlemen, please, quiet please." The crowd quickly became silent deathly silent.

"Thank you" said the man standing at the podium.

"I give you Duke Sir Nevron Dreadstar, the Duke of Death, the Champion of Chaos, the Warlord of the Wasted."

The crowd exploded! Zed thought his ears would start to bleed. As Nevron walked onto stage, Zed swore he could feel the ground vibrating. But it was more than that. The ground just wasn't shaking, there was a sound permeating right up from the soil itself and even from the air all around. There was this strange musical auditory effect – Dark and forbidding. The crowd joined in and soon everyone in the auditorium was humming the critically acclaimed Vader anthem.

Nevron slowed down a bit as he approached the podium. He seemed to be basking in the mystical music that preceeded him where ever he went. With a single wave of his hand the music halted. Walking slowly, Nevron approached the voice enhancer and stood there eyeing the crowd assembled before him. After an interminable amount of time, he loudly proclaimed, "Paladins,... They suck!". Turning his back on the crowd, he stalked from the stage, leaving everyone stunned.

Consequently, the riot that followed was one to be remembered, to say the least. At best, all hell broke lose. Zed had a blast, escaping with only a few scratches and still managing to eliminate one of his class rivals. While trying to make a clean get-away, Zed somehow ended up back stage. The fighting was pretty intense and Zed decided to seek

temporary refuge in a small dark alcove that at first, appeared to be empty, although once his eyes had adjusted Zed could see he wasn't alone. Standing across from him was the Duke himself.

Zed was speechless. The Duke just stood there, waiting for Zed to say or do something. Finally the student found his voice, and fumbling through the words he got up the nerve to ask the Ancient One a single question.

"Is that all you have to say about the Paladin?"

"My momma always told me to leave them wanting more. Besides, two words or a thousand,... it all comes down to the same thing."

And that's the way_it_is.

Nevron, Anti-Paladin Extraordinaire

"LEADERSHIP"

The leadership one would need to give a military unit . . .

- is different than one would give to prison guards,
- is different than one would give to a veterans group,
- is different than one would give to a pack of cub scouts,
- is different than one would give to a fan club,
- is different than one would give to any professional group,

all because the expectations or "contract" between the leader and the group, and among the group as a whole, about the purpose and or goals of the group are different in each case and differ over time in the same group.

In that a leader cannot lead without at least some management, vice - versa a manager cannot do his job without both leadership & authority. The terms have become melded into the same words... but the concepts are separate. One should not judge ANY group by the loudest at the moment, but rather watch the ones who are there day after day taking care of business, and catching the stuff that falls through the cracks....

how many and who serve,
how many and who gripe,
how many and who teach, learn, grow,
how many keep working the dream
& dreaming the future into being...

these are each measures to consider.

The measuring beaker or measuring rod is not the Tie that holds together the Dream... The people who come together with enough common goals, who contract, expect and may demand common purpose from the group and look for direction and VISION from their leaders... These make the game more than a game of majik cards, or a camping trip or a sci-fi or role playing convention, or an evening in a bar (for most of us).

Most leadership styles work after a fashion, some parts spurring a vocal few to complaint and or anger whatever the group or the leadership style or personality of the leader.... I am not sure that can be avoided....but it should be managed and minimized.

Just one view, at more depth than anyone wanted.

"That and a Dollar Will buy you a cup of coffee if the cafe is not too ritzy...."

Hugs and Honor, Yonnah of Xanadu

More on "Leadership"

The "group" that one is attempting to lead should determine the how and why leadership should be applied to it.

leaders tend to have:

- A strong desire to achieve,
- A desire to influence others for the common good,
- A high energy level,
- Persistence,
- Task Competence,
- Good interpersonal skills,
- Self-confidence,
- A willingness to act (decisiveness)
- A tolerance for stress,
- A high degree of flexibility

The difficulties in defining, assessing, and teaching leadership have led some to question whether leadership exists. Some believe leadership is just a convenient way we make sense of cause and effect in the world around us. Perhaps a leader is just someone to point to when things go wrong. Such an argument seems like nonsense to members of a championship team, an outstanding organization, or any group who has accomplished together what they know they were incapable of doing alone. Most of us believe from past experience that the quality of an organization's leadership largely determines the quality of the organization itself. Successful leaders anticipate change, exploit opportunities, motivate their followers to higher levels of achievement, and lead the group toward its objectives.

I believe leadership DOES exist, and goes a long way toward explaining the success or failure of ANY group. When assuming charge of a group, be it successful or not, one should look into its past leaders. Assess and examine their leadership principles if possible, and attempt to determine the best course of leadership for said group. Then act. Then lead. We shouldn't forget any past leadership shortfalls. Instead, we should analyze the "why" and "how", and try to avoid these pitfalls. Its not an easy job,...but it CAN be a very satisfying one.

Duke Sir Father Thomas von Draken

Points to Ponder

The Amtgard rules and many of the Corpora in existence were written before email was so common. I think perhaps it is time that email be accepted as a valid method of official correspondence. I don't know the exact methods or systems, but many companies and govt. agencies use it. It should be adequate for Amtgard. Maybe each park should have a designated "electronic point of contact". Email is free, and internet access can be had for free at public libraries.

Thoughts?

Squire Yamamoto Kansuke

Griffon's Keep Alive and Well

Greetings to the Populace of the Celestial Kingdom!! Well, I recently returned from the far southern reaches of the Kingdom, (Not Australia,...that's the REALLY FAR SOUTHERN reaches of the Kingdom). Anyway, myself and Squire Xenith Darkjester of Garnet Hills leaped into our saddles to travel to Griffon's Keep today, with the purpose of acting as the Kingdom Reps there and to collect Proxy Votes. Well, I am happy to inform the Kingdom that Griffon's Keep is alive and quite well. Their numbers are great, and their spirit is high. They are once again fighting at their "older" park off of Savannah Drive due to the Victoria Flooding destroying their newer fighting park. (We had to find this out the hard way, and I got lucky finding the old park,...but find it we did!). Also!,...Griffon's Keep has changed their "show up" time to Noon! (12:00),...so as to allow for an easier visit to them from Our other provinces. Please head on down there one of these days and share their field with them. Maskaleynne has the Barony in a firm grip down there, and I am proud to say that he is doing an excellent job leading His people.

All in all,...we had a fine and productive trip. Votes were collected,...handshakes were made,...old stories and "war stories" were brought up and laughed over. I am happy and proud to be able to call Griffon's Keep friend, and I look forward to sharing my fire with them at Spring War if they stop by.

Respectfully and In Service,
Duke Sir Father Thomas von Draken
(No official position at the moment,...merely having a great time.)

New Autocrat for Clan

Greetings. It's official, I'm autocrating Clan XVII. I'm the person to contact when you have any questions or special needs for the event. To reach me:

email: ivar@amtgard.com
snail mail: Amtgard Inc.
2626 N. Mesa St. #197
El Paso, Texas 79930

I'll be updating the webpage on a more regular basis after Spring War to keep you posted on what's going on:

<http://www.amtgard.com/clan/>

Thank you for all the support I've already received,

-Ivar

Who's on the 6.1?

Ivar: Well Zodiac, I'm going to the Burning Lands with you. The BOD gave me a job as president for as long as I can stand it.

Zodiac: Look Ivar, if you're the President, you must know all the 6.1 rules Representatives.

Ivar: I certainly do.

Zodiac: Well you know I've never met the guys. So you'll have to tell me their names, and then I'll know who's representing what Kingdom.

Ivar: Oh, I'll tell you their names, but you know it seems to me they give these Amtgaders now-a-days very peculiar names.

Zodiac: You mean funny names?

Ivar: Strange names, pet names...like Ditzzy Forest...

Zodiac: His brother Daffy

Ivar: Daffy Forest...

Zodiac: And their French cousin.

Ivar: French?

Zodiac: Goofe'

Ivar: Goofe' Forest. Well, let's see, we have on the committee, Who's in the CK, What's from EH, I Don't Know is on DS...

Zodiac: That's what I want to find out.

Ivar: I say Who's in CK, What's on EH, I Don't Know's on DS.

Zodiac: Are you the manager?

Ivar: Yes.

Zodiac: You gonna be the President too?

Ivar: Yes.

Zodiac: And you don't know the fellows' names.

Ivar: Well I should.

Zodiac: Well then who's in CK?

Ivar: Yes

Zodiac: I mean the fellow's name.

Ivar: Who.

Zodiac: The guy in CK.

Ivar: Who.

Zodiac: The Rules 6.1 rep.

Ivar: Who.

Zodiac: The guy who is the CK rep...

Ivar: Who is in CK!

Zodiac: I'm asking you who's in CK.

Ivar: That's the man's name.

Zodiac: That's who's name?

Ivar: Yes.

Zodiac: Well go ahead and tell me.

Ivar: That's it.

Zodiac: That's who?

Ivar: Yes.

PAUSE

Zodiac: Look, you gotta Rules 6.1 rep?

Ivar: Certainly.

Zodiac: Who's in the CK?

Ivar: That's right.

Zodiac: When you pay off the Rules 6.1 rep every month, who gets the money?

Ivar: Every dollar of it

Zodiac: All I'm trying to find out is the fellow's name in the CK.

Ivar: Who.

Zodiac: The guy that gets...

Ivar: That's it

Zodiac: Who gets the money...

Ivar: He does, every dollar of it. Sometimes his wife comes down and collects it.

Zodiac: Who's wife?

Ivar: Yes.

PAUSE

Ivar: What's wrong with that?

Zodiac: Look, all I wanna know is when you signed up the Rules 6.1 rep, how did he sign his name?

Ivar: Who.

Zodiac: The guy.

Ivar: Who.

Zodiac: How did he sign...

Ivar: That's how he signed it.

Zodiac: Who?

Ivar: Yes.

PAUSE

Zodiac: All I'm trying to find out is what's the guy's name in the CK.

Ivar: No. What is from the EH.

Zodiac: I'm not asking you who's from the EH.

Ivar: Who's in CK.

Zodiac: One Rep at a time!

Ivar: Well, don't change the players around.

Zodiac: I'm not changing nobody!

Ivar: Take it easy, buddy.

Zodiac: I'm only asking you, who's the guy from CK?

Ivar: That's right.

Zodiac: Ok.

Ivar: Alright.

PAUSE

Zodiac: What's the guy's name in the CK?
Ivar: No. What is from EH.
Zodiac: I'm not asking you who's from EH.
Ivar: Who's in the CK.
Zodiac: I don't know.
Ivar: He's on DS, we're not talking about him.
Zodiac: Now how did I get on DS?
Ivar: Why you mentioned his name.
Zodiac: If I mentioned the DS rep's name, who did I say is playing DS?
Ivar: No. Who's playing in CK.
Zodiac: What's in CK?
Ivar: What's from EH.
Zodiac: I don't know.
Ivar: He's on DS.
Zodiac: There I go, back on DS again!

PAUSE

Zodiac: Would you just stay on DS and don't go off it.
Ivar: Alright, what do you want to know?
Zodiac: Now who's playing in DS?
Ivar: Why do you insist on putting who in DS?
Zodiac: What am I putting from DS.
Ivar: No. What is from EH.
Zodiac: You don't want who on EH?
Ivar: Who is in CK.
Zodiac: I don't know.
Together: DS!

THE END_

Medryn's Plans

As some of you may know and as some of you may not know, I am your Prince Regent Elect. Sir Belgarin and I have lots planned for this reign so I hope y'all are ready for a ride. I believe that Belgarin has already mentioned that we will be assigning events to folks who are interested on Sunday of Spring War. Included in these events will be six kingdom level arts and sciences tourneys. More info will follow on those after the meeting but the first one will be DragonMaster. It will be held on the same day as Weaponsmaster in the same park. Details on judging, entry requirements and categories will be posted soon. Just as Weaponsmaster is the chance for the best and brightest of our fighters to shine, Dragonmaster will be a chance for all you artsy folks to have a chance in the lime light. The winner will be given the title of Dragonmaster for this reign. If you are interested in hosting a tourney (along with

another kingdom event) please let us know Sunday. People with writeups will be given priority. I was very pleased at the showing at quals today. Many people shined in the arts and sciences and I hope that this is a trend that will continue. As for the Provincial leaders meeting, I will want to set up a time that the regents of the local groups (or barons/ sheriffs in the case of those parks lacking a regent) and I can meet so that I can get recommendations for kingdom awards, and to help plan some of the A&S events to come. I really want y'all's input, please if there is something you would like to see, come talk to me. I also hope to run at least one collegium, an event devoted to the teaching of A&S, during this reign. If you are interested in teaching at this event or Autocrating it let me know. SO Lords and Ladies, Peasants and royalty, sharpen your blades and prepare your armor, Spring war is fast approaching and with it a new Monarchy. Come prepared with your input and requests, and we can have one of the best reigns in the history of the CK.

In service,

Medryn Bloodblade Darkjester, Prince elect.

Quals Report

Many Many Many thanks to those reeves who helped out sunday – especially to Le Stumpe :) - without ya'll this never would have happened. We went through six events in just under four hours and strangely without any major fights or gripes. Here are the winners in each category. Clalibus will step up to serve a second term as Kingdom Champion - Congrats!! I will bring a hard copy of these results - as well as the A&S results to Coronation for anyone who does not have Net access.

Single Sword	Florentine	Dagger/Longsword	Sword and Board
Arthon	Clalibus	Help – This card	Clalibus
Margul	Challan	disappeared – does	Colonel
Clalibus	Fellrin	anyone know the results?	Arthon
Open	Two-Man Teams		
Clalibus	Tick-Tock / Drakknar		
Margul	Arthon / Clalibus		
Arthon	Adol / Fellrin		

Cultural Events - Our upstepping regent, Medryn, took first in the tournament with 57 points. Second went to Kaynne Mayar with 55 points, and Third to Clalibus with 54. Congrats to everyone!

Court Garb	Monster Garb
1st Kyanne Myar (white dress Ave. 4.4)	1 st Clalibus (Shambling Mound, Avg 3.3)
2nd Medryn DarkJester (blue shirt Ave. 3.4)	2 nd Kaynne Mayar (faerie blanket, Avg 3.1)
3rd Iona Kitiara (burgendy top Ave 3.1)	

Fighting Garb

- 1st Kaynne Myar (reversible girdle Ave 4.2)
- 2nd Medryn Darkjester Jester tunic Ave 3.9)
- 3rd Arthon (torch tabard Ave 3.8)

Court Garb Accessories

- 1st Medryn Darkjester (Staff Ave 4.5)
- 2nd Kaynne Myar (Gauge under dress Ave 4.4)
- 3rd Kaynne Myar (White Ave 4.0)

2d art

- 1st Clalibus (shield cover Ave 3.9)
- 2nd Lowel (handsaw painting Ave 3.8)
- 3rd Belgarin Darkjester AP favor Ave 3.7

Standard Weapons

- 1st Clalibus (sword ave 4.0)
- 2nd Clalibus (sword 3.8)
- 3rd Margul darkjester (madu Ave 3.5)
- 3rd Medryn Darkjester (sword ave. 3.5)
- 3rd Arthon (sword Ave 3.5)

Sweet cooking

- 1st Lowel (ave 4.2)
- 2nd Lowel (3.1)

Rose

- 1st Brohmire (dwarven shield arm Ave 4.0)
- 2nd Margul darkjester (chest Ave 3.6)
- 3rd Belgarin Darkjester (awards Ave 3.5)

written fiction

- 1st belgarin darkjester Ave 3.6
- 2nd ealasiad ave 3.5
- 3rd belgarin Darkjester ave 3.3

Written :PH

- 1st Belgarin Darkjester (ave 3.5)
- 1st Medryn darkjester Ave 3.5
- 2nd Medryn Darkjester (ave 3.0)

Fighting Garb Accessories

- 1st Kaynne Myar (black belt favor Avg 3.9)
- 2nd Margul Darkjester (Pouch Avg 3.7)
- 3rd Medryn Darkjester (Spellbook Avg 3.5)

3d Art

- 1st Kaynne Myar (Knight's Horse Avg 4.0)
- 2nd Belgarin Darkjester (black goblet Avg 3.8)
- 2nd Lowol (Castle ceramic Avg 3.8)

Armor

- 1st Margul Darkjester (brigandine Avg 3.8)
- 2nd Clalibus (Leather chain Avg 3.5)
- 3rd Arthon (leather armor 3.4)

Shields

- 1st Clalibus, Avg 4.1
- 2nd Arthon, Avg 3.8
- 3rd Brohmir, Avg 3.0

Other Cooking

- 1st Belgarin Darkjester (Bread, Avg. 3.4)
- 2nd Hans Schmidt (Mead, Avg. 3.2)
- 3rd Lowol (Tea, Avg. 2.8)

Passive Construction

- 1st Kyanne Myar (Dragon Vile, Avg. 4.2)
- 2nd Medryn Darkjester (Gorget, Avg. 3.6)
- 3rd Kyanne Myar (jeweled rose spell box)

Written Non-Fiction

- 1st Medryn Darkjester (Pt II, Avg 3.6)
- 2nd Belgarin Darkjester (Avg. 3.4)
- 3rd Medryn Darkjester (Pt I, Avg 3.3)
- 3rd Brhomir (Avg. 3.3)

Banner

- 1st Margul Darkjester (Avg. 3.7)
- 1st Arthon (Avg. 3.7)
- 2nd Arthon (Avg. 3.6)

statescraft

1st Belgarin Darkjester (ave 4.0)>

2nd Clalibus (ave 3.7)

3rd Medryn Darkjester (ave 3.5)

Drakenroc Quals results

Taliesin is the new baron of Drakenroc, and Kansuke is our newest champion. Many thanks to all the people both from Drakenroc, and from outside our lands that came, fought, and contributed. It was a great tourney, with lots of excellent fighting by all participants.

Coronation will be held the week after Spring War. Hopefully, we'll have instructions on how to get to the Golden Corral in Round Rock on our webpage (hint, hint, Kansuke). Coronation will begin at the restaurant at noon, with park attendance to follow.

Final Standings:

1st: Tick Tock

2nd: Belgarin

3rd: Margul

4th: Argus and KFM

Congrats to Tick Tock, who went undefeated the entire tourney, taking nine consecutive wins. Also, special thanks to all the people who helped with the tourney, most especially the Wardancers, who ran the tourney, and served as reeves.

Diego Velazquez, Seneschal of Drakenroc

Roman Legions Seek Recruits

Do you seek adventure?? Do you want to see foreign lands??

Good pay with shared accomodations provided at Government expense?

Join the few, the Proud, the Famous

Roman Imperial Legions!

Contact your Local Roman Embassy today. Roman citizenship awarded after 20 years loyal service! Other benefits may vary.

Paid advertizement courtesy of: ProConsul Sir Tiberius // Ambassador of Rome to the Court of the Celestial Kingdom.

QUOTE OF THE WEEK: How many Mordokks does it take to change a light bulb?
None, he would rather keep us in the dark.

- Zephram MacLaren

Griff:

Thanks so much for your assistance. Literally could not have been accomplished without your assistance.

Please shrink the picture to fit between the header & footer on the cover page, then superimpose & make a master. If you do this, then have them run the 100 copies, it will save some money (and likely be faster) over having them do it. It will likely be cheaper to just do single sided – will depend on who is on duty, though – they may listen sympathetically to a paper-saving argument to do it double sided for the same charge as single sided. If they will do that, then run the cover as single-sided, and the remaining 12 as double-sided.

Please ensure Ken gets a copy, as well as the new Monarch and Regent (and, of course one for you). If you can save me a copy, I would appreciate it as well.

Thanks again for all your help (as usual)

Kaderian/
William