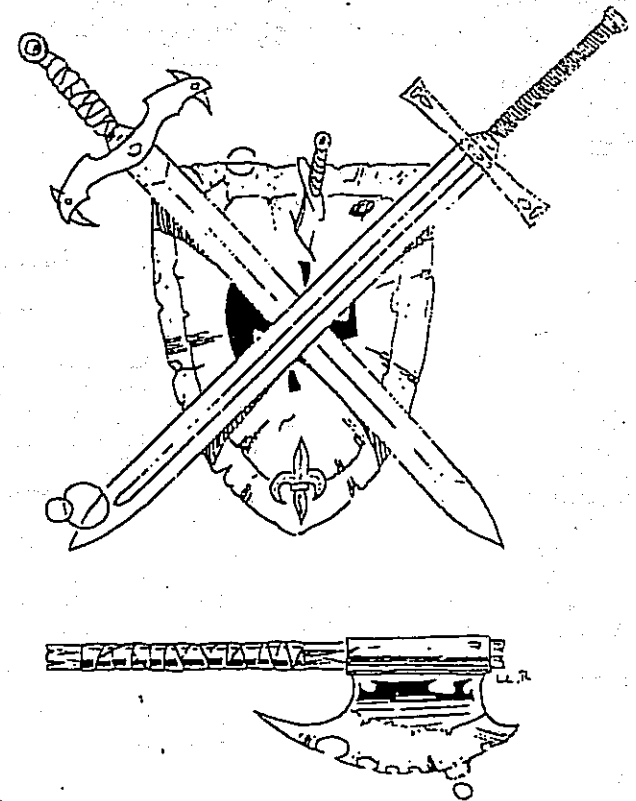


# The Star



Reign of Queen Theresa

A.V. 15

Art by Rafael Urbanski

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## Calendar of Events

September				
28	Kingdom Quale	San Antonio	Gates of Solaris	Wardenears
October				
3-5	HubCon '97	Lubbock	<a href="http://Anteraz.com/Lubbock/hubcon">http://Anteraz.com/Lubbock/hubcon</a>	
10-12	Kingdom Coronation	Burnet	Falgrounds	Tigers
	Irongate Coronation	Lubbock	Buffalo Springs Lake	Golden Plains
26-27	Olympiad	El Paso	Cabello Lake	Phoclon

## Letter from the Prime Minister



This will be a short note. First of all I want to wish all of our candidates for Monarch and Regent the best of luck. For those that are going for Defender keep your wife as sharp as your sword and you should fair well.

In the next issue of the Star there will be a listing of the Awards that the Kingdom has on file for each person. At Coronation I will be holding a Prime Ministers workshop, time and place of workshop to be announced, to update your records. To this end, from the Seneschals and Chancellors, by Coronation (Oct 10-12) I will need a complete list of weeks, awards, and titles for each member of your populace.

Yours in service to the DREAM

Lord Sir Wilhelm Von Eisenwald  
Knight of the Flame

## Letter from the Editor



If I have done my job correctly you will be receiving this installment of the Star at Crown Qualifications. There will be another, shorter issue out at Coronation full of plans of the future monarchy, along with contact numbers and new Guildmasters.

Here's where I get to plug my own projects. Sir Ta'shi-lak, Zodiac and I are planning to run a live-action Arkan/Chess/Thingie game at mid-reign (we haven't come up with a cool name yet). The rules are included in this Star, and any of the three of us can answer questions you might have. Our two players are Father Thomas (Gates of Solaris) and Sir Calvin MacDruin (Torl-Mar). They will be looking for 9 warriors to be on their teams, so see them if you are interested. The GameMasters (that's Taz, Zodiac and me) will be choosing the monsters and we need to do it quickly. If you are interested please contact one of us and let us know. We'd like this to be a great roleplaying event as well as fighting, so plan to create a good costume and play your monster to the hilt. If you are not able to make a costume but are still interested in playing a monster come talk to one of us and we'll see if we can work something out. Please note that four of the monsters may only be played by knights.

And here's where I issue the normal pleas. I NEED artwork, photos and other pretties; I NEED more short stories, poems, and other interesting things to read. If you know anyone in our more remote groups please let them know we'd like to have submissions from them as well. Thanks to Gernot I have quite a bit of stuff from our German groups, but I know there are other CK provinces spread across the United States.

Dame Shanti, Knight of the Flame

## Live Action Arcon (Sorta - Kinda)

1. Teams will consist of 18 pieces and 1 player. The pieces will consist of 9 warriors, and 9 monsters. The warriors may include one healer and one wizard. The player will not participate in the fighting. There will be two teams.

2. The 9 warriors will initially have only the armour they are wearing and no spells or enchantments on them. They may use a medium shield and sword, or two swords. The wizard and healer may also wield a dagger, dual dagger, or single sword. After the game has begun all warriors may receive enchantments and be affected by spells.

3. The 9 monsters will be chosen by the Game Masters previous to the game. They will play by the rules printed in the Dor Un Avather (with some modifications for playability).

4. The board will be a 9x9 grid. There will be five 'power points.' They will be located one on each edge of the board - at the center square - and one in the center of the board. The points are considered no magic zones.

The board will be set up with the 9 monsters in a line on opposite sides of the board (order to be determined by the Game Masters). The Dread Knight and Angelic Hero will each be standing on a power point. The 9 warriors will be set up in a line in front of the monsters. The healer and wizards may be placed wherever the player wishes.

5. The goal of the game is to gain control of all five points. This is accomplished by having one warrior on each point at the same time. All five points must be held through the opposing team's turn. Only warriors may hold a point (no monsters). Being iceballed or entangled or otherwise captured on a point does NOT count as controlling it. Monsters may take control of a square, and remain there for one turn. At the start of the next turn, the player MUST move the monster off that point.

In place of taking a turn, a player may choose to turn one monster into a warrior. The monster loses all abilities, enchantments, natural armour.

If all five points can not be held, a player can win by destroying the other team's Queen.

6. Each player's turn will consist of moving one of their pieces. If the piece moves into a square occupied by an opposing team member, they will fight for control of the square. Fighting area is only restricted by the board, not by their individual squares. Battle begins when the reeve calls lay-on and the fighters may start from their squares instead of moving into the same square. Fighters may NOT use other pieces as shields, though they may hide behind them to avoid spells/enchantments. Pieces not in play are considered Inanimate and are therefore unaffected by spells/enchantments (with one exception which will be explained later). The two fighters continue until one is dead. The winner takes control of the square.

7. For the purpose of receiving enchantments, warriors are considered to be playing the class warrior. Warriors may move 2 in any direction on their first move, and 1 in any direction after that.

8. Some monsters have been modified to make them more playable in this setting, and to balance the teams. They will be played as listed below.

Wizard and Healer class have also been slightly modified. These spells have been eliminated from their available spell list:

Wizard: Shove, Circle of Protection, Forewall, Antimagie, Extension, Wind, Yield, Doomsday, Reanimate, Sever Spirit, Vivify, Lich, Transform

Hold Person, Iceball, Heat Weapon modified to 60 count

Mutual Destruction, Pyrotechnics modified to 20 feet

Healer: Heal Extend, Mass Sleep, Resurrect, Yield, Sever Spirit, Extension, Summon Dead, Circle of Protection

Mute, Curse Weapon, Entangle, Sleep, Stun modified to 60 count

A piece's original square (at set-up) will be considered 'home' for lost spells. All pieces have only one life.

### LIGHT TEAM

#### Corrosion Beast

1:1

Moves: 1 in any direction

Armour: 2 points

Weapons: 2 short sword

Abilities: Corrosion (5/life) as per Druid Shatter. Activated by saying "I rust that [metal item]" x2. Range is 20 ft.

Tunnelling (1/life) as per Wizard Teleport.

Immunity to petrification.

Garb: Rust colored tunic and hood

#### Scalor

1:1

Moves: 1 in any direction

Armour: 1 point natural armour and may wear 2 points additional (non metal) armour

Weapons: Any one melee weapon (may be red or blue), plus javelins

Abilities: Entangle (3/life), not reusable, as per Druid entangle.

May carry two boulders (as per Barbarian) as throwing weapons.

Slain by any hit with a Magic Bolt or Enchanted weapon of any type.

Garb: Anything green, blue or murky brown. Also scale mail could add a touch of realism, as would a fish motif mask.

#### Paladin

1:1

Moves: 1 in any direction

Armour: Up to 4 points

Weapons: Any melee weapon and javelin

**Abilities:** Immune to all wizard spells except iceball, magic bolt, lightning bolt, sphere of annihilation.  
Note that they are affected by enchantments.  
Heal as per Healer spell (2/life)

**Garb:** Must wear a white phoenix on a black field. Must be a knight to play this class.

#### Lizard Man

**2:1**

**Moves:** 1 in any direction

**Armour:** 2 point natural armour

**Weapons:** Flail or morning star (which represents a tail) and any other non-throwing melee weapon. May use a medium shield.

**Abilities:** Tail acts as a Red weapon.  
Immune to poison.  
Poison non-tail weapon as per Assassin ability (1/game)

**Garb:** Green tunic, preferably with cloth scales.

#### Devu

**2:1**

**Moves:** 1 in any direction

**Armour:** 2 points

**Weapons:** Swords and shields as per warrior

**Abilities:** Heal (1/life) as per healer. May only use heal and mends on others, not on themselves.  
Mend (1/game) as per healer.  
Awe (1/life). Must say "Thou art in awe" x3. The target is overwhelmed with the beauty and power of the Devu and will avoid them for a 60 count.  
Teleport (1/life) as per wizard.

**Garb:** Wings and angelic white robes.

#### Troll, Stone

**3:1**

**Moves:** 1 in any direction

**Armour:** 2 points natural Stoneskin

**Weapons:** Any melee club, mace or hammer, and rocks.

**Abilities:** Immunities as per Barbarian  
Weapons counted at Red (including rocks)  
Immune to all fear-based attacks  
Petrify will heal 1 point of stoneskin on 1 location  
Lightening Bolt and Call Lightening will affect a Troll as Petrify would affect anything else

**Garb:** Crude clothing, fur/skinoincloth. Gray make-up, tusk-like fangs.

#### Fire Elemental

**3:1**

**Moves:** 1 in any direction

**Armour:** 2 points

**Weapons:** Single Sword

**Abilities:** Whenever the Elemental is struck the weapon which struck him undergoes the effects of Heat Weapon (as per Wizard) - unless the weapon has flame blade.  
Pyrotechnics (2/life) as per Wizard.  
Any sword used by elemental are considered flamebladed as per Druid spell.  
Immune to all forms of magic, except for those fire and ice based. A fire spell will heal all limbs and mend all armour, and iceball acts as banish.  
If Elemental is struck with an iceball 5 times in one life, then it is dispelled.

**Garb:** Wispy reds, oranges, and yellows.

#### Angelic Hero (Queen)

**5:1**

**Moves:** Unlimited in any direction

**Armour:** 2 points natural, and up to 4 points additional may be worn

**Weapons:** Any melee weapons and javelins

**Abilities:** All weapons do a single point of damage to the Hero (including magical weapons, relics, and siege weapons)  
Immune to all forms of magic, including enchantments. This affects his items as well.  
Immune to all forms of holding and control.  
Holy Weapon (1/life) - Hero must tie a white strip around the weapon and state "Holy Weapon" loudly. This gives the weapon the same abilities as either a bladessharp OR bludgeon and works against all forms of shields and armour (including invulnerability armour, and armour like magics; also versus improve shield, enchanted shield, and protection from magic enchantment) This does not work against relics. The "Holy Weapon" is indestructible. This is a natural ability.  
Can heal self (1/life) as per Paladin heal ability.  
The Angelic hero is not undead and is not affected by spells or abilities that directly affect undead. The Angelic Hero is a spiritual being, however, and is moderately affected by sever spirit (forces the Angelic Hero to be "lost" for 60 count).  
NOTE: In place of one fighting turn, the hero may move next to a place and use Heal on them (3/life)

**Garb:** White and gold tunic or tabard over armour. A gold phoenix on a white field must also be visible. Only a knight may play this monster.

#### Fire Giant

**6:1**

**Moves:** 2 in any direction

**Armour:** 3 points natural armour, may wear up to 4 additional points

**Weapons:** Any melee weapon, counts as Red.

**Abilities:** Immune to all heat based attacks.  
May carry one reusable fireball.

**Garb:** Light cool weather garb (usually red or black). Red make-up.

## DARK TEAM

### Goblin

1:1

Moves: 1 in any direction  
 Armour: none  
 Weapons: Single Poisoned dagger or short sword  
 Abilities: Teleport (1/life)  
 Heat Weapon (3/life) invoked by saying "By the powers of chaos, I heat that weapon." x3.

Range 20 ft.

Warp Wood (3/life) invoked by saying "By the powers of chaos, I warp that wood." x3. Range

20 feet.

Pyrotechnics (1/life) as per Wizard spell.

Dispell Magic (2/life) invoked by saying "I dispell that magic" x3. Range 20 ft.

### Spider, Giant

1:1

Moves: 1 in any direction  
 Armour: 2 point natural armour  
 Weapons: 2 daggers or 1 short sword  
 Abilities: 2 entangle bolts (as per Druid spell), unlimited usage.  
 Immune to entangles, spell of wounding, and hold person spells.  
 All weapons are considered to be poisoned.  
 Immune to Poison.

Garb: Black tunic with some kind of web pattern on it (no cartoon costumes please)

### Anti-Paladin

Moves:

1 in any direction

Armour:

Up to 4 points

Weapons:

Any melee weapon and javelin

Abilities:

Immune to all wizard spells except Iceball, magic bolt, lightning bolt and sphere of annihilation.

Note that they are affected by enchantments.

Touch of Death as per Assassin non-magical ability (2/game)

1 poisoned edge melee weapon once per game

Garb:

Must wear a black pheonix on a white field. Only a knight may play this class.

### Vampire

2:1

Moves: 1 in any direction

Armour:

None

Weapons:

By Class

Abilities:

As per normal Amtgard class and level.

May not be harmed by any means other than fire/lightening or by thrust/stab weapons (normal or enchanted).

NOTE: The class that this monster plays must be approved by the Game Masters prior to the beginning of the game.

Garb:

White make-up with a black arm-band.

### Troglodyte

2:1

Moves: 1 in any direction

Armour:

2 points natural armour, may wear up to 2 additional points

Weapons:

1 long or 2 short swords, javelins

Abilities:

Stink Bolt (2/life), unlimited usage. Trog may toss 1 green spell ball to symbolize a gout of foul ooze. If hit by this stink bolt, target is treated as if he had been hit by a normal, magic bolt and NO ONE except Troglodyte can approach within 20 feet for a 300 count.

Entangle (1/life) as per Druid spell.

Garb:

Green and/or yellow clothing to symbolize the putrid hide of the Trog. Also, fins are big with the Trog set, head fins, dorsal fins, swimming/diving fins (on your feet). Scale mail is suitable. Also a brown or black sash across the chest can be used.

### Water Elemental

4:1

Moves: 2 in any direction

Armour:

2 points

Weapons:

2 flails, considered Red weapons.

Abilities:

Drowning Grasp (1/life). Activated by touching the person and saying "Drown" x1. Person is dead, only invulnerability will stop this. May be extended through flails.

Immune to all forms of magic, except those fire and ice based. Iceball heals all lost limbs and mends all lost armour, while a fireball acts as a banish spell.

A flameblade will be extinguished (dispelled) if used to strike a water elemental.

Immune to poison.

Being struck or caught in a flame based spell 5 times in one life, will result in the elemental being dispelled.

Garb:

Blue flowing garb and a squirt gun doesn't hurt.

### Deep Dwellers

4:1

Moves: 1 in any direction

Armour:

May wear up to 4 points

Weapons:

Any melee weapon

Abilities:

All weapons are considered hardened, as per the Healer enchantment

Immune to charm and control magic

Poison Weapon (1/life)

Touch of Death (2/life) as per Assassin

Garb:

Black make-up and white wig, and black and silver combat garb

### Frost Giant

4:1

Moves: 2 in any direction.

Armour: 2 points natural armour, may wear up to 3 additional points

Weapons: Any melee weapon

Abilities: All weapons considered to be Red.

Immune to iceball and other cold based attacks

May carry one reusable iceball.

Garb: Heavy cold weather garb. Fur (all usually white or blue)

### Dread Knight (Queen)

6:1

Moves: Unlimited in any direction

Armour: 2 points natural. Up to 4 points more may be worn

Weapons: Any melee weapons, javelins, and shields.

Abilities: All swords only inflict 1 point of damage to a Dread Knight.

Immune to all forms of magic. Magic weapons do 1 point of damage.

Hot Weapon and Pyrotechnics as per Wizard (1/10)

Sleep and Stun as per Healer (1/10)

Finger of Death as per Druid (1/10)

If Banished or Turned as per Healer or Monk three times in one life, she is considered dead.

NOTE: In place of one fighting turn, Knight may move next to an opposing piece and cast

Wounding (2/10). Wound must not be a fatal blow.

Garb: Armour and a skull mask. Only a knight may play this monster.

### If Bardies Wuz Cool

By Count D'alle de Salle



If Bardies wuz cool

They'd be ripplin' Amigard up in places  
break'n down so far that stick locks  
would be drop'n daggers for flutes  
and if they fought the urge they would  
fizzle away like a forget spell.  
If Bardies wuz cool

If Bardies wuz cool

and I ain't talk'n about that

"Valleys and green pastures"

Or the "here-to-for-thee-wilst-thou-lovest-me?" crap

I'm talking about loud bolsterous song

That makes you dance and move like a berserk barbarian.

So cool assassins be try'n to sneak in and kill 'em all.

If Bardies wuz cool

If Bardies wuz cool

You'd be hearing the Purple Duck say'n,

"That was a funky fresh def jammin' Bardie"

Or all of Claw say'n, "Damn it, you are wrong!"

Whenever someone 'dist a bard.

If Bardies wuz cool

If Bardies wuz cool.

Every time a Bardie was planned

all the kings-men would be at hand

To fill every empty beer mug

or to quietly beat every loud drunk

If Bardies wuz cool

If Bardies wuz cool

You could Hoil'a "Let's Bardie!" And when the "lay-on!"

was called, Bards would be sling'n new songs Heavy and Hard!

There'd be no need of reeves causa everyone would be

Know'en who the masters of Dragons were.

Bardies wuz cool

If Bardies wuz cool  
 You'd see more endeavors in the arts  
 You'd read 'bout bardies in every newsletter.  
 In fact, there'd be underground Bardies  
 that only the cool would know about;  
 and I ain't talking 'bout the Legionaries  
 If Bardies wuz cool

If Bardies wuz cool  
 There'd be huge companies of only poets, singers and  
 Musicians of the like.  
 Companies like:

The Singers, who wear only Red and Black, who holler "Singerst!"  
 Before, during and after each phunky bardie.

The Bardic Legion, full of poetically impaired self-righteous suckas,  
 who have injuries from Bardies held long ago. Whom the populace call  
 PISSEst

The Bardairs, who can only play drums and juggle bloody knives  
 in drunk'n mellin-enhanced stupored states

If Bardies wuz cool  
 Every young Maiden would swoon at every bard, whenever he played and sang.  
 No Bards fingers would get cold  
 cause these maidens would keep 'em warm with lyrical lust  
 If Bardies wuz cool

If Bardies wuz cool  
 I'm say'n if bardies were cool  
 Kings and Knights would interrupt bardies  
 Draw their swords and Knight  
 A Bard right there on his battlefield;  
 just like they do with Knights of the Sword  
 in the middle of a Cien Ditch  
 That is if Bardie's were cool

Count D'alla' da Salle'  
 AKA Brandon C Carpenter  
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## Are You A Fairy?

**A**n Historical Overview of the Whereabouts of  
 Gnomes and Elves, Fauns and Faeries, Goblins,  
 Ogres, Trolls and Bogies, Nymphs, Sprites, and  
 Dryads, Past and Present.

A long, long time ago, the Earth belonged to the  
 creatures of the wood. By creatures of the wood I  
 mean gnomes and elves, fauns and faeries, goblins,  
 ogres, trolls and bogies, nymphs, sprites and dryads.  
 They tended it and took care of it, played in it, danced  
 and sang in it, cared for wounded animals, worked out  
 disputes between species, sat on mushrooms  
 discussing matters of import and drinking Labrador  
 tea, rode down streams on leaves and bark, and  
 parachuted from trees with dandelion seeds. This was  
 the world into which mankind was born. These early  
 days, when man was but a newly arrived dinner guest  
 who hadn't yet taken over the entire house, are fairly  
 well documented in the literature and folklore of the  
 world, so there's no need to go into it here. What I  
 am interested in, and what I am asking you to be  
 interested in, is the question, "Where did all the  
 gnomes and elves, fauns and faeries, goblins, ogres,  
 trolls and bogies, nymphs, sprites and dryads go?"

The friction between man and the wood creatures  
 began with the discovery of agriculture. With the  
 discovery of agriculture, civilization arose and spread.  
 The forests were cleared to provide wood for shelter and  
 fields for pasture and crops. Mankind had set up  
 camp. No longer just a visitor in someone else's  
 world, he pushed the wild back from his newly built  
 doorstep. At first this wasn't a problem. There  
 weren't many people and everyone else felt that it was  
 only fair to allot them their own little half acre to do  
 with as they wished.

Some of them even decided to help out. Gnomes  
 moved into the barnhouses and helped out with the  
 gardening chores. The devil spirits of the vegetables  
 helped the humans better organize their crops and

plan rotation, and taught them the correlations  
 between planetary and lunar cycles and the  
 agricultural year, plant radishes when the moon is in  
 Cancer, harvest when the moon is in Taurus. Many  
 trolls felt that the heaping piles of manure were a  
 change for the better, and decided to stick around too.

The rest of the wood creatures just backed off into the  
 wood, occasionally playing mischievous tricks on the  
 new settlers, like turning milk sour, rearranging  
 furniture, tipping the cows, kicking people's faces in  
 their sleep, and occasionally stealing babies and  
 leaving bundles of wood in their place.

But man's dominion spread (and spread and spread  
 and spread), and the forests got smaller and smaller  
 and smaller. Things got real crowded in the woods,  
 and things were getting worse in civilization. Most  
 farmers weren't listening to the devil spirits anymore.  
 People found that they could increase their output by  
 disregarding the needs of the Earth. They were  
 raising productivity and killing the soil.  
 Petrochemicals were just a step away. Most of the  
 devil spirits and the gnomes fled. The trolls stayed.  
 Today they live mostly under bridges and in the  
 shallow, mucky ditches beneath the metal grating on  
 farm  
 roads that cows are afraid to cross. Be sure to honk  
 your horn before driving over one of these. A troll  
 may be hanging from the grate, swinging over its  
 living room, as they are apt to do after rolling in muck  
 and manure. If you don't give a warning honk, you  
 may run over its fingers, and it's not a great idea to  
 get either your name or your license plate number on  
 a troll's shit list.

Now there is little wild land left at all, and even that is  
 shrinking at an unprecedented rate. There is simply  
 not enough space for all the gnomes and elves, fauns  
 and faeries, goblins, ogres, trolls and bogies, nymphs,  
 sprites and dryads.

So where are they?

Are they dead?

No.

So where did they go?

The answer is a bit surprising. They didn't go anywhere. We did.

Early humans had an intuitive knowledge of their role in nature, just as bears and raccoons and mice and every other critter does. They understood, from the ways of the wild around them, that nothing ever comes from nowhere and nothing ever just disappears. Things change form. Death is necessary for life to continue. They offered up their kills as sacrifices to the gods of nature. They offered praise, prayer, sacrifice and song to the spirits of the wild, to brother buffalo, brother deer, brother fish, and brother tree.

Now we know that everything that has ever existed continues to exist, in one form or another, and as far as we can tell, they were more aware of that back then than we are now. So the sacrifice, song, praise and prayer did not ensure the immortality of the slaughtered, either in body or in spirit. That was already taken care of. What it did ensure was the continuance of the connection between the spirit of the slaughterer and the spirit of the slaughtered. Killing is risky business. The membrane separating the internal from the external is not necessarily as thick or as clearly defined as we have come to believe. Every time we kill, we risk killing the reality of that thing inside ourselves as well as outside. We risk breaking the connections that lead in and out of the membrane. Taking life to feed life requires a keen understanding of the natural law of give and take. When we lost that understanding, gave up the songs, the sacrifice, the prayers, the praise, we lost the connection. Saying grace is not enough.

When we lose those connections, everything becomes dead - fish, rivers, frogs, mice, even each other.

There is no way they can reach inside us any more. The five senses we are left with are not enough. We have given up those connections in exchange for the freedom to clearcut forests with skidders, turn cows into milk machines and chickens into egg factories. We can experiment on animals, club seals, wear mink coats, exterminate carrier pigeons, dodo birds, whales, bear, dolphin and condor. Not a twinge of guilt. The lines have been covered.

And we are all under the impression that it is the forests, the creatures, the spirits and the wildlands that are disappearing from the universe and not us. Not so. Thinking that is like thinking that if you stand on the end of a limb and saw that limb from the tree, the tree will fall and you will remain standing. Bugs Bunny might be able to pull that off, but we can't. When a marionette cuts its strings, the puppeteer doesn't fall to the ground. When a spider severs the lines that connect its web to the trees, the forest doesn't fall away.

It is we who have fallen away from the real world into a world where we may carry out our twisted, sterile dreams without threatening the Earth and its inhabitants. Ever wonder why the trees and stones and rivers and streams, the birds, the snakes, the bears and the frogs no longer talk to us as they did in the early days of the Native Americans, the Hindus, the Africans, the Bible?

It's because we're not around to talk to anymore. Every clearcut, every vivisection, every mechanized slaughter of cow, pig or chicken moves our dreamworld farther and farther from the trees, making a reunification, which is still possible, more and more difficult.

Somewhere not so far from here, in the real world, the ancient forests are still standing, the buffalo roam the prairies, the sky is full of condors, the deer and the antelope play, and dodo birds wander the sandy beaches, bumping into things.

Where there are still wildlands in our dreamworld, strong connections still exist. Bridges, tunnels, and

portals. Occasionally a traveller will get lost in the wilderness and find himself in the real world, returning the next day to find that a hundred years have passed, or never returning at all.

There are more ephemeral connections as well - brooks and waterfalls where you can still hear voices from the other side, if you listen carefully enough. When they sit by these waters, they hear loud clanking and screams. When they eat pelloeybin everything stops glowing and condors rise where forests stand. Our children see their world in their dreams. Their children see ours in their nightmares.

And there is another connection. Sometimes agents from the other side infiltrate our world in an attempt to expedite the reunification. Believe it or not, they mess us over there. Sometimes - more often than you might think - they send souls over to our world to be born as human babies. Sort of like a socialist, communist or anarchist entering the American political arena and running for office in an attempt to effect change from the inside. There are quite a lot of them actually - gnomes and elves, fauns and fairies, goblins, ogres, trolls and bogies, nymphs, sprites and dryads - running around in human bodies, doing crazy things like writing on walls, working in co-ops, running lines in the mountains, talking to themselves in the streets, making pottery, illustrating children's books, spiking trees and blowing up tractors. They are planting bio-dynamic gardens, sitting in the back yard naked, arguing with Satan. They are in asylums pumped full of thorazine, in the classroom on Ritalin and lithium. They live with Indians. They run recycling centers. They are starting revolutions, corrupting the young, inventing paranoid conspiracy theories, making up religions. They're directing movies, gobbling acid, drinking heavily and writing poetry.

The transition from their world to ours is not an easy one. Intricate rituals and incantations are involved. The transition is not easy on the soul. A great deal is lost. They may have no idea who or what they are at first. They may or may not find out. They will know that they are not like everyone else. They will know

that this world is not theirs. They will faintly remember something better, where things made sense and worked like they ought to, where love and magic had the power to heal.

They will know that what makes other people happy does not make them happy, and that what makes them happy makes them happier than anyone else alive.

They will see things that others cannot see, hear things others cannot hear, feel things others cannot feel, and know things others do not know.

They will laugh a great deal or cry a great deal or both.

They will love humans individually, but have a hard time with humanity as a whole that may occasionally approach loathing.

They will have a handful of very close friends, and often be very lonely.

They will be unhappiest when forced to act like a human and do the things that humans do, want the things that humans want, or when they are convinced that they actually are one.

Things will not be easy for them. Because of their memories of the other side, the world will seem to them to be a wondrous callopo with just a few teeth missing on one of the cogs, and because of this tiny deficiency, the music is all off key, the horses are crashing into each other, and the children are frightened, bruised and crying.

The solutions will seem obvious and no one else will listen.

They will be repeatedly punished for shouting FIRE! in crowded theater when the building are in flames no one else can see. They will get slapped on the wrist for pointing to the EXIT signs when everyone else is running around screaming and trampling each other.



They will be zealous, fanatical, and didactic about their beliefs. They will feel utterly confused.

They will have aesthetic visions and babble incoherently. They will be extremely articulate. They are prone to long periods of silence. They have no idea how to say what they really mean.

They will spend a lot of time with children and animals.

They will become drunkards and dope fiends, organic gardeners, Ecane soapmakers, carpenters, madmen, magicians, jugglers and clowns, lunatic physicists, painters and scribblers, travellers and wanderers.

They will dress in bright colors, frumpy sweaters, or all black.

They will smoke too much and drink too much. They will eat only macrobiotic foods. They will develop addictions to Mountain Dew.

They will often be accused of living in their own fantasy world.

They will make great lovers. Yeah, even the trolls. They will spend too much time either making love or thinking about it.

They will speak to inanimate objects.

They will have much brighter eyes than everyone else.

They will expect their magic to work in this world and their love to heal, and they will be crushed by this world, and often they won't expect it.

It will come close to killing them.

They will visit the places where the connections still exist: the waterfalls, the mountains, the ocean, the forests. They will draw on all the power they have, and sometimes, sometimes, the magic will work. And everything will be wondrously easy. The teeth will grow back on the callopo's cog, the tune will right itself, the horses will bob gracefully up and down, around and around, and the children will giggle and sing with cotton candy stuck to their cheeks and noses.

They will spend their days trying to reconnect a branch that millions are busy sawing away at. Often it will be more than they can bear.

While the rest of humanity is busy working on new and more efficient ways to lay waste to the Earth with the push of a button, they are saving it, a handful at a time.

They will share a common conviction that they are the only sane individuals in a world gone mad.

They're right.

## Friendship Belts/Macrame Belts

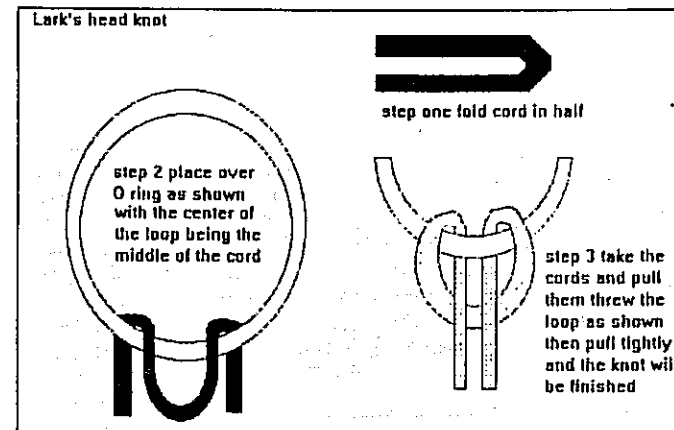
By Squire Vere



These belts are easy to make and can be made in under 3 hours even by a novice. This style of weave is found and developed in Europe, Polynesian islands and American in the middle ages.

### SUPPLIES:

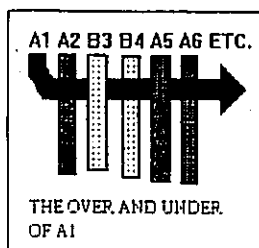
1. One O ring, use the same size as the belt, i.e. if the belt is to be  $1\frac{1}{2}$  in wide then the O ring should be  $1\frac{1}{2}$  in.
2. A lighter, this is used to finish the ends of the belt. The polyurethane will melt, thus keeping the ends from unraveling. WARNING: If you are not using macramé cord, make sure of the type of cord you use, before you burn the ends.
3. Macramé cord or any round cord. You will need at least two colors for the patterns shown below. The kind I use, for the directions below, is 8mm. If you are not using this you may want to increase or decrease the number of strands, depending on the size of cord.



### The basic belt:

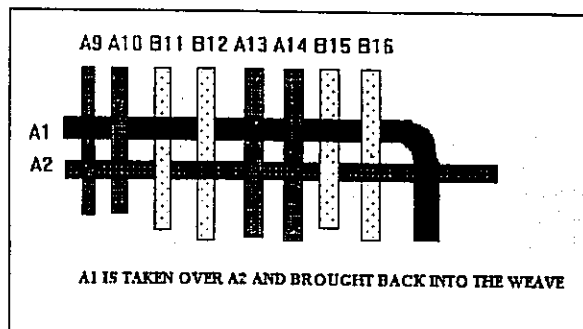
1. Cut 8 strands 6 yards long with 4 being of one color and 4 being of the other color. Knot the end of each strand to prevent unraveling with a simple knot.
2. Then fold one of the color A strands in half and attach it to the on the O ring the same way, next the color A. Continue in this fashion until you have all 8 cords attached to the ring in an ABABABAB fashion. Note- from now on, each cord hanging down will be discussed as an individual cord, so that now instead of 8 cords, you have 16 cords.

3. Then take the farthest strand on the left (color A1) and weave it over and under the other strands till it is at the far right. Then pull this strand completely out, but not out of the O ring. If you do not do this you will have a giant knot to undo later.
4. Next take the next far left strand (color A2) and weave it over and under the other strands like before. Then pull it completely out. At this moment you should have 2 strands (A1 and A2) pulled out and at the side. Take A1 and place it over A2 this way A1 is brought back into the weave. A1 should be under if the cord before it is over and A1 should be over if the cord before is under. Note unlike normal weaving each strand is used to weave threw and be woven through.
5. Continue doing step three until the belt is almost done with about a foot and a half of unwoven material. You should have a belt with thin diagonal lines of color A and color B.



#### Finishing Note:

This is how I do it and by no means are you restricted to doing it this way. Just make sure whatever you do that the weave is secured from unraveling. Take the two cords at each end and knot them together using a simple knot. Then take the two cords at the far left as a unit and place them over the next two cords so the gap looks like a sailboat with sail, over the next two cords. Then bring the sailboat cords under and through the loop. Then holding the second cord firm, pull the sailboat cords tight. Do the last step over again. At this point it should look like a dash or a needlepoint stitch. Continue doing the last two steps using the same knotting cord for each 2 cord units till you get to the middle. Then do the same from the far right side to the middle. Then knot your two knotting cords together. At this point your knots should come to a V with fringe below. Now just even out the fringe and gently burn the ends so the knots look like little balls. If you change the way the cords are originally laid out you can change the way the belt looks. If you want a challenge At the end of each strip change the direction of your weaving this will produce a snake or zig zag pattern.



## Amtgard, Kingdom of the Burning Lands, Inc. Board of Directors of Amtgard, Inc., Meeting, August 16, 1997

#### Present:

Mark Willis (Sir Ivar), President  
Elizabeth Phillips (Savaen), Treasurer  
Kris Donnelly-Sasser (Dame Gwynne), Secretary  
Riekie Strahmeyer (Sir Raphael)  
J.W. Donnelly (Sir Aramithris)  
Jeff Murphy (Glende) (Sir Bolt)

#### Absent:

Richard Lawrence (Sir Trinity)  
Max Brannen (Asmund), all

The meeting was called to order at 4:15 p.m. by Sir Ivar. The minutes of April 17, 1997 were approved as written.

#### 1. PRESIDENT'S REPORT:

1. Amtgard group in Germany: Sir Ivar reported to the Board that the Amtgard group in Germany, under German civil statutes, needs the Board's permission to reproduce copyrighted material, i.e. the Rule Book and Corpora. The group also needs permission to insert a disclaimer into the Rule Book specifically stating that, on the field, blows to the groin area are disallowed. A motion was made and seconded that permission to reproduce the Rule Book, Corpora and authorization to insert the proposed Rule Book disclaimer be granted provided the disclaimer language is made available to the Board prior to adoption (by the German group). It was also determined that the German group be made aware that said disclaimer is not binding to any other Amtgard groups. The motion was seconded and passed by unanimous vote. Sir Ivar will handle correspondence with the German group regarding the decision of the Board.

2. Golden Plains, Kingdom Status Report: Sir Ivar reported that although given an adequate time frame to produce attendance, financial and election statistics, the Kingdom of the Golden Plains has failed to produce said records. When queried from the floor, Sir Ivar stated that he has been attempting to secure the Golden Plains records on a consistent basis and has received no positive response from any current or prior (Golden Plains) officers. A motion was made and seconded that, should the Golden Plains records not be received within two weeks from the date of this meeting, Golden Plains' Kingdom status be revoked as provided by the Corpora by special session of the Board of Directors, Amtgard, Incorporated. Should adequate records be received during the specified two week period, Golden Plains' status will be reviewed by the Board and a further plan of action be discussed at that time. The motion was seconded and passed by unanimous vote.

Following the vote, a discussion was held regarding the future status of Amtgard members currently in or in groups reporting to Golden Plains. The consensus of opinion was to table this issue until definitive action be taken on Golden Plains' official status in Amtgard, Incorporated.

## II. NEW BUSINESS

1. Amigard, Canadian Groups: Sir Aramithris brought up reported irregularities in some of the groups now forming in Canada (under Goldenvale). Specifically mentioned were reports of a sub-group [size unknown] operating under the aegis of Amigard, Inc. and under amended Rules of Play. Kingdom affiliation of this alleged group is not known at this time. It was confirmed by the Board treasurer and Board secretary that no contract for said sub-group has been received. A motion was made and seconded that, if proof is presented to the Board that any group, using amended Rules of Play, and using the Amigard, Inc. name, that said group will be informed to cease and desist in such infringement of copyright or continuation of such infringement of copyright prior to the Board instituting legal action. The motion was seconded and passed by unanimous vote. Sir Aramithris and Sir Ivar will pursue the investigation into this matter regarding the Canadian groups.

2. Starter Kits: Sir Aramithris provided the meeting with the statistics on producing and mailing the Amigard, Inc. starter packages to new Amigard groups or other interested entities and individuals. It was agreed by all present that a cost of \$10.00 per package was accurate. Funds for production and postage of the starter packages will be provided by Amigard, Kingdom of the Burning Lands and all fees received for said production and mailing thereof will be paid back to the treasury of the Kingdom of the Burning Lands. It was agreed that Sir Aramithris be reimbursed for postage costs of starter package mailings incurred at his own expense. Treasurer, Countess Savaen, will see to the reimbursement according to her records.

3. Mystic Seas/Valley of the Silver Rains: Sir Aramithris brought up the subject of territory dispute between the two Oregon Kingdoms, to wit: Valley of the Silver Rains and Mystic Seas are claiming overlapping areas of control regarding subsidiary groups. Mystic Seas is also reportedly contemplating forming a duchy within the state of Florida. Discussion followed regarding the potentiality and actuality of attendance and voting abuses encouraged by the failure of Mystic Seas and Valley of the Silver Rains to agree on territorial boundaries. The eligibility of the proposed Mystic Seas duchy in Florida was also explored.

It was agreed by all present that the situation warrants action by the Board. A motion was made and seconded that Mystic Seas be required to withdraw all claims to territories for which they cannot provide certified attendance records. Mystic Seas will also be required to provide, per the Corpora, certified attendance, financial and election records for the proposed duchy in Florida prior to such group achieving recognition under Amigard, Inc. as a legally constituted group. The motion passed by unanimous vote.

After further discussion, it was agreed by all present that the Board of Directors, Amigard, Inc. would offer to act as mediator between Mystic Seas and Valley of the Silver Rains in an attempt to avoid contractual revocation of either or both groups should the existing problems between them not be capable of fair and equitable resolution. Sirs Ivar and Aramithris will continue to monitor the situation and report to the entire Board at the next meeting.

## III. TREASURER'S REPORT:

Countess Savaen reported briefly on club funds. She will provide the Board with a bank statement by the next scheduled meeting. Sir Ivar mentioned the need of disbursing a percentage of available funds [over the amount specified by law] toward the educational function of the club. It was agreed that this will be closely monitored to insure complete adherence to the Internal Revenue Service codes.

## IV. OTHER BUSINESS:

Sir Aramithris reported on the completed translation of the Amigard, Incorporated Rules of Play and the Corpora into Croatian. Sir Ivar is in possession of the German translation. Both translations are recorded in the Board records. A motion was made and seconded to authorize Sir Aramithris to pursue translations of both the Rules of Play and Corpora into French and Spanish. The motion was passed by unanimous vote.

The next scheduled meeting of the Board of Directors, Amigard, Incorporated is October 4th, 1997.

## V. ADJOURNMENT:

There being no other business, the meeting was adjourned at 5:15 p.m.

Recorded and transcribed by Lame Gwynne (Kate Donnelly-Sasser)

:kd-s

Cathy Speaks is holding a Renaissance wedding on Nov. 30

She is in need of:

Recipes, Costume Designs, Ideas for Color Schemes, Design for wedding gown,  
Someone to Perform the Wedding (preferably non-religious)

She has 3 acres of land to hold the wedding on, with a stock tank in the center.  
She also has hired a Band, although additional music is welcome.

Notes: this is a FUN wedding, very liberal, any and all welcome, please contact  
Cathy Speaks at 376-6985, or via her friend's account at naryb@hotmail.com  
if you are interested. She welcomes both period characters and non-historic (e.g.  
Wizards, Dragons)

The wedding will be at:

900 Patrice Way / Nederland, TX

(15 min south of Austin off of Hwy 21 & 2001, IH 35 has an exit for  
Nederland)

(Editor's Note: This woman would like to make this wedding a truly memorable  
experience for her husband; she's HIV positive. Please help out if you can)

## The High Road Bandits

By Lord Daim Mallenm of Zimara, Squire to Te'chi-Jak

**J**ust as the morning mist began to burn away the two goblins, Gruk and Mon, settled into their hiding places in the bushes about ten paces from each other on opposite sides of the High Road. Gruk, who fancied himself the leader of the two, vainly attempted to shine his prized dagger with a piece of greasy rabbit fur. Although the dagger's tip had been snapped off and it had rust in several places, this was the only item of any real value either of the two goblins had ever owned. Mon sat in a poisonous Cassia bush with his mouth hinged open, occasionally dripping spittle, staring mindlessly at a large reddish-brown spider cocooning its mating catch.

Allandra and Catherine had already been hiking for nearly an hour now as they began to near the goblins' ambush zone. Allandra looked somewhat masculine carrying an enormous backpack, a kite shield, a rather large sword on her belt, and wearing a full chain mail hauberk and a small silver helm with miniature dragon wings swept back on either side. Catherine, although wearing common brown and green traveling clothes, and carrying a small pack, radiated an air of femininity. She was quite pretty, wearing her beautiful blonde hair in a single braid that bounced back and forth as she walked. The two were heading for Silverholme to visit their uncle, the great and powerful prestidigitator and illusionist extraordinaire, Robert Sigilcoin.

Gruk had noticed Allandra's shiny chain mail from at least a stone throw and was getting ready to pounce. Mon didn't notice either of the sisters until they were on the road directly next to him. He silently pulled out his garrote, which he had crafted himself out of Nabru vines, and began to pick his nose in anticipation. Just as the travelers passed Mon's hiding place, Gruk jumped out onto the road brandishing his pitiful dagger with such confidence he appeared to be the god of battle incarnate. Catherine froze in fear. Mon attempted to follow suit, leaping out at Allandra's throat with his garrote, but he misjudged Allandra's stature and ended up sprawled at her feet. He looked up and saw Allandra's broadsword pointing at his abdomen.

He immediately attempted to flee but in vain. Mon found himself in the ditch by the road trying to push his slimy, putrid guts back into his stomach, but to no avail. Gruk's feeling of confidence fled him while watching this and was replaced by the chill of fear. Now Allandra turned her attention to the last goblin. Gruk finally gathering his senses, took off into the brush as fast as his stumpy, malformed legs would carry him. Just as he began to think he was home-free, he felt a sharp pain in his chest. He looked down to see the deadly end of an arrow shaft protruding from his green skin. While his eyes were downcast, he tripped over a small stone. Crashing to the ground, breaking the arrow, and stabbing himself in the cheek with his own dagger, Gruk died with a small dull grunt.

"Fine shot," Allandra congratulated Catherine.

"And fine swordmanship," Catherine replied while readjusting her bow.

"Yes, well, 'they just don't make goblins like they used to,' is what father always said," Allandra commented as she attempted to wipe the sticky blood from her blade.

## A WORD FROM THE INTERNET:

**G**ay, here's the new writeup for the Tengu, or Japanese goblin. Feel free to playtest it and let me know how it works out. You guys who just like "hack-and-slash" battlegames and quests are not going to like this one, though.

It's really best for role-play encounters (ohmygosh!).

(Author's Note: This is actually not a combat monster. Incorporating Tengu into a quest is much more fun if they are role-played instead of just treated as targets for hack-and-slash. Good uses for Tengu include giving them a powerful quest item that must be gambled for or tricked away, or having them as a forest encounter. Playing a game against a Tengu for his gold, magic fan, or whatever, would be in keeping with the fantastic stories told about them.)

**Name:** Tengu  
**Creator:** Incarnadina Kess, Esq.  
**Land:** Irongate  
**Type:** Good Uncommon  
**Ratio:** 3:1  
**Home:** Forests and mountains  
**Garb:** Earth-toned clothing with brightly-colored sashes. A long rubber nose would be a crowning touch.  
**Weapons:** 2 daggers (claws) at first level, staves and polearms later.  
**Armor:** 4 points natural (agility and small size) at first level.  
**Immunities:** Immune to Lost, Spell of Wounding, Touch of Death, Vibrating Palm (they taught it to the Monks, after all), and Poison.

**Lives:** 3

### Levels:

- 1st - Karsu
  - a) As above
  - b) Flight twice per life. Incantation: "I take flight" x 5. Must give some indication that one is in flight (flapping arms, etc.)
- 2nd - Kotengu
  - a) Teleport (as per Wizard spell) twice per life.
  - b) Lost (as per Healer spell) twice per life.
- 3rd
  - a) Can create a 2-charge Tsunami Gunsen once per life.
  - b) Can carry a passenger while in flight.
- 4th - Tengu
  - a) May use a staff of no longer than six feet (shakujo)
  - b) Armor drops to 2 points natural (larger than Karsu and Kotengu, so they no longer get the size bonus).
  - c) Can create a 3-charge Tsunami Gunsen once per life.
- 5th
  - a) Foebemind (as per Druid spell) twice per life or Traps (as per Assassin ability)
  - b) Turn Undead (as per Monk ability) twice per life.
- 6th - Daitengu
  - a) May use a polearm of any length.
  - b) May not be Held, Petrified, or Entangled.
  - c) Can create a 4-charge Tsunami Gunsen once per life.

Notes: All Tengu abilities, with the exception of the Shove spell carried by the Tsunami Gansen, are non-magical in nature.

**Tsunami Gansen:** A magic folding fan created by the Tengu in their secret lairs. By waving it at an opponent and saying, "May the winds carry you away," the Tsunami Gansen creates a powerful wind (treat as Wizard Shove spell). It may be used once per charge. Since the Tsunami Gansen is a separate object (but not a weapon), it may be Warped, Pyrotechnicked, etc. Disenchanted it will only remove one charge per Disenchant cast. It may also be given away and used by others. Undepleted Tsunami Gansen will continue to function even if the Tengu that created them is killed.

**Roleplaying Notes:** Tengu are a kind of Japanese goblin or nature spirit that inhabits mountains and forests. They are not usually malicious (avoiding combat if possible), but they do enjoy playing good-natured tricks on unwary travelers. Yet to those unlucky enough to incur their wrath, the Tengu can be quite offensive. Tengu are rarely found alone, preferring to remain in groups of their own kind, or in the company of hermit Monks (Yamabushi), and others who live with Nature (this could be extended to include Scouts and Druids, perhaps). Kairasu and Kolengu (minor tengu) greatly resemble humanoid crows, and are not very large. They are usually servants to their larger cousins. True Tengu and Daitengu (great tengu) look more like normal humans, but with long grotesque noses or the heads of birds. All of them are exceedingly agile and expert fighters, and they have no love for the Undead.

Typical Tengu tricks include hiding small but necessary items, leading travelers off the main path, and (reserved for those they really don't like) kidnapping people and turning them loose in the woods with temporary amnesia. Tengu are not evil creatures, and will help those who ask them politely. Food is often the best way to bribe a Tengu, and even in modern-day Japan there are those who leave offerings of rice wine and bean cakes outside their homes to appease the Tengu and keep them from playing tricks.

Incanadine Kess, Esq.

inky@ttu.edu

<http://pegasus.acs.ttu.edu/~z5d31>

Visit the "Amtgard Life" site and the Duchy of Irongate at:

<http://interaz.com/amtgard>

## Ruby: The king of precious stones

By Page Schwarzer Tarabae

**R**uby has been the world's most valued gemstones for thousands of years. Ruby was said to be the most precious of the twelve stones God created when he created all things and this "Lord of Gems" was placed on Aaron's neck by God's command. The bible says that wisdom is "more precious than rubies", that is to say very valuable indeed. In the ancient language of Sanskrit, ruby it's called ratnarat, or "king of precious stones".

The most important factor in the value of a ruby is color. The top qualities are as red as you can imagine: a saturated pure spectral hue without any overtones of brown and blue. The word red is derived from the Latin word for ruby, ruber, which is derived from similar words in Persian, Hebrew and Sanskrit language. The intensity of color of a fine ruby is like a glowing coal, probably the most intensely colored substance our ancestors ever saw. It is no wonder they ascribed magical powers to these fires that burned perpetually and never extinguished.

Ruby is the gem quality of the mineral corundum, one of the most durable minerals which exist, a crystalline form of aluminum oxide. Corundum has a hardness of 9 on the Mohs scale and is also extremely tough. In its common form, it is even used as an abrasive.

All colors of corundum except red are known as sapphires, which has created controversy about where ruby ends and sapphire begins, particularly in pink shades of corundum.

Beside the color, the other factors which influence the value of a ruby are clarity, cut and size. Rubies that are perfectly transparent, with no tiny flaws, are more valuable than those with inclusions which are visible to the eye. Cut can make a big difference in how attractive and lively a ruby appears to the eye. A well-cut stone should reflect back light evenly across the surface without dark or washed-out area in the center that can result from a stone that is too deep or shallow. The shape should also be symmetrical and there shouldn't be any nicks or scratches in the polish. Rubies and other gemstones are sold per carat, a unit of weight equal to one-fifth of a gram. Larger rubies, because they are more rare, will cost more per carat than smaller stones of the same quality.

A ruby sometimes displays a three-ray, six-point star. These star rubies are cut in a smooth domed cabochon cut to display the effect. The star is best visible when illuminated with a single light source: it moves across the stone as the light moves. This effect, called asterism, is caused by light reflecting off tiny rutile needles, called "silk", which are oriented along the crystal faces.

The value of star rubies and sapphires is influenced by two things: the intensity and attractiveness of the body color and the strength and sharpness of the star. All six legs should be straight and equally prominent. Star rubies rarely have the combination of a fine translucent or transparent color and a sharp prominent star. These gems are valuable and expensive.

The most famous source of fine rubies is Burma, which is now called Myanmar. The ruby mines of Myanmar are older than history: stone age and bronze age mining tools have been found in the mining area of Mogok. Rubies from the legendary mines in Mogok often have a pure red color, which is often described as "pigeon's blood".

although that term is more fanciful than an actual practical standard in the trade today. Myanmar also produces intense pinkish red rubies which are also vivid and extremely beautiful.

Many of the rubies from Burma have a strong fluorescence when exposed to ultraviolet rays like those in sunlight, which layers on extra color on rubies under all lighting conditions.

Although the fine material hasn't done much to ease the perennial shortage of fine ruby in large sizes, it has made ruby in small sizes with a vivid red color much more available, including fancy shapes and cabochons. Fine rubies are found in Thailand. Thai rubies tend to be darker red in tone: a real red tending toward burgundy rather than pink, as other rubies do. This makes them very popular in the United States where consumers generally prefer their rubies to be darker red rather than a darker pink. Some Thai rubies have black reflections, a phenomenon called extinction, which can make their color look darker than it really is.

Page Schwarzer Tarabas, Eberstad  
Translated by Page Schwarzer Tarabas

## Letter of Apology to the Populace of the Celestial Kingdom

reetings C.K.

I'm writing this in the form of a sincere and formal apology for letting you down, after your support for Prince Regent. Mundane life has a way of throwing us curves and that's been happening for the past several months with me. I've been swinging and hitting them sometimes, haven't scored a homerun yet but I'm still trying. I've been out of state, learning a new trade and trying to get my life and family taken care of. It's a struggle but a fight that can be won.

For those of you who supported me, knowing that I could do the job, I apologize and hope you'll understand that Mundane Life does take precedence. For those of you who didn't support me, don't laugh too hard because it could happen to you, but I'd still wish you the best.

I'm hoping to finish this out-of-state work soon and return to the homeland and continue to play the game. Until I get things settled and at as close to 100% for myself, I won't be running or holding any positions. When I can do that, then I can give 100% to the Kingdom.

Once again, I beg of you all, a thousand pardons, for not holding up the responsibilities of the position.

Sincerely yours in the Dream.

BELOCH McMARTIN  
14 Aug, A.Y. 15

FROM THE OFFICE OF THE LORD HIGH MARSHALL OF ARMS CELESTIAL KINGDOM  
AUG.A.Y.15

After a question about Abatements being used in heraldry. I did some research and discussion with the founder of the Zodiac College of Heraldry. I've come to the conclusion that abatements shall not be used in the Heraldry of the Celestial Kingdom based on the following findings.

J.P. Brooklitt, the Richmond Herald of Arms (and probably the highest regarded herald in our time) states in his book, The Heraldic Alphabet. That an abatement is a mark of dishonor to arms in literature not in fact and that it is no longer in practice or recommended. (thus my decision)

Augmentations on the other hand are marks of honor representing a special service or used to commemorate a special event. These augmentations have been used in the Celestial Kingdom and in history as an addition to an existing coat of arms. The placement of an augmentation is added to the Upper Dexter (left as you look at it) corner in a Canton (square area) smaller than the Quarter (of the Upper Dexter Corner).

Note: These augmentations are approved by the Monarch of the Celestial Kingdom.  
If you have any questions about heraldry, devising a coat of arms, adding a coat of arms or wish to register one, please see or contact:

L.H.M.A. Lowel, asq  
c/o Jim Worcester  
1006 Terra Alta Drive  
Belton, Tx 78513  
(817) 933-2834

GETTING BACK TO BASICS

Acting, reacting & roleplaying  
Monarchy balanced by democracy  
Training by Knights & Companies  
Gaming, remember this is a game  
Arts & Crafting, the Cultural  
Rewarding experiences & events  
Donating to worthy causes

A lot could be said along these lines perhaps remembering that Chivalry and all that really encompasses would be an appropriate ending for this list.

A Squire's-eye View

Well, it's been an interesting reign, folks. I don't know about you, but I'm ready for a nice quiet time this next reign, although considering the candidates for King, it'll probably be another fun-filled time.

Things down here in Solaris have been fine considering that we're all pretty much traveled out. I don't think I've spent three weeks in a row at Solaris between Mid-Reign (in-Court ditch battle), the raid on Bifrost (what the heck was with that time limit, anyway?), Quest (second Odin's Hammer for Bane- Thanx Nightlynx, Broghan, and Keneson), and Griffon's Keep (and the raid on the local Denny's- Good to see you again, Staggeth!). Didn't get to go to Clan this year, though. Oh, well.

Anyway, Fr. Tom's reign as Duke down here is almost over, and the park is starting to buzz with who's running for what. I'm not gonna tell, but I hope my plan works out (BWAH-HA-HA-HA).

For those of you unfortunate enough to be at Wardancer camp at Mid-Reign, Brohmelt is off the Good/Evil Brohmelt/haden/MacLeod kick (wheew), and I think that Warchylde's favorite topic (DON'T ASK!!!) at the event emotionally scarred Haden, but he's recovering nicely. Also, thanks go out to Whisper for her impromptu, and well appreciated radio show (if you don't know- die wondering).

Quale, Quale, Quale!! I'm looking to rock some worlds in the three-man event. I'm also looking forward to checking out the Obscure Medieval Trivia stuff. A LEMON!?!?! I wonder- wouldn't that sting like a bit? Anyone want to try it got and get back to me? Didn't think so.

Your Majesty, I hate to tell you this, but YOUR SQUIRES ARE GOING DOWN! Hail I have an ideal Squires of the C.K.! How 'bout a little payback? I'll start...MY KNIGHT IS BETTER THAN YOUR KNIGHT!! Maybe we can have a Best of Knights Tourney at Spring War.

What else? Sir Phinneus will have been a Knight a whole year at Coronation (congrats, sir), I'm running for...whoops!! I almost told! The return of Sir Calvin at Mid-Reign (welcome back). Congrats to Sir Horus for getting cleared for combat!

If anyone I've mentioned is at Coronation, come by Bane Camp and I'll buy you a beer. I've got a Page that's not gonna let me do too much work this time around, of course, I said that before Mid-Reign, and took what I was doing (by the way- thanks for giving us the opportunity, Sir Wilhelm). About Mid-Reign, I didn't realize how hard it was going to be to remember everyone who helped, but I tried my damndest to make sure everyone will get recognized at Coronation. If I left you off my list accidently, you have my heartfelt apology.

Well, that's about it for me. If I left anything out of this little ramble, tough.

Live the Dream!!  
Cormac up Tarkus MacLeod  
cormacmaclead@juno.com

## Kaderian for King

My primary objective in running for King of the Celestial Kingdom is to restore unity to our fair land. For far too long we have seen North vs South, Province vs Province, and even bitter struggles within Provinces, all of which take away from the reason we all dress up funny and go out to a park on weekends - to PLAY A GAME. I intend to restore unity to our Kingdom by focusing on putting the FUN back in the game. To accomplish this, I intend to encourage more cooperation between parks and greater involvement in Kingdom activities. This will be done by attempting three major events involving neighboring Kingdoms during my term. One of these would most likely be at Midreign, the others as schedules allow. Specifics are still evolving, but the general concept is instead of having a war with a neighbor, that an Adventure be designed around the concept that some great evil threatens or world which requires the combined efforts of two or more Kingdoms to put down. Someone, of course, would have to play the "Bad Guys", but I envision taking volunteers from all Kingdoms involved, rather than make it Kingdom vs Kingdom. A major battle is, of course, a likely prospect, but I plan for the focus to be on role-playing, rather than just a big battle. Leaders of three of our neighbors (BL, EH, and Wetlands) have been approached about the idea, and the initial reaction has been favorable, subject to scheduling, etc

Our greatest problem is lack of effective communication between Kingdom and Province. To improve communication, I will establish a Monarch's Advisory Council, which will consist of one person from each of our major cities: Austin, Bastrop, Kerrville, Killeen, San Antonio, and Victoria. Each of these advisors will have the responsibility of keeping the Monarch up to date on all happenings in their city and dispensing information on Kingdom affairs to their city. I intend for the Council to meet at least once each month, on a non-game day, for a round table discussion of the state of the Kingdom. The meetings will rotate among the cities.

I also intend to continue the work begun by Queen Therressa to establish guidelines and standards for the financial operations of the Kingdom, specifically including communication with the Populace about finances. Enough on that subject.


Only by all of us working together can we restore the magic of the Dream in our Kingdom. Please honor me with your vote, and let's

## PLAY THE GAME!

*Kaderian*

## Intent to Run for the Celestial Kingdom Regency

August A.Y. 15

reetings, Celestial Kingdom. I am Lowol, Squired to Sir Pybear in the Arts & Sciences. I served as Dragon Haven's Regent and Duke and currently hold the Lord High Marshal of Arms in the Celestial Kingdom.


Those of you who know me, know I am close to my Masterhood in the Arts & Sciences because you ask me quite often to host Arts & Sciences competitions and give classes. You know I am a people person, I like to support the people and assist them in their dreams within Amtgard. O.K. enough of my credentials, What about the future?

Well of course I'd like to see some changes! I think I echo many of my Arts & Sciences contemporaries when I say "that cultures don't merely survive because of the sword but would not survive without their culture." To that end I wish to see and will strive to make our cultural more enjoyable, obtainable, fair and highlights of our events.

I will support our monarch and the populace with all I have to offer in pursuit of the dream!!!

*Lowol*

Lord Lowol, esq.

reetings to the Populace of the Celestial Kingdom

I am Lady Sir Ke-She, Knight of the Flame and I am running for the office of Regent for the Celestial Kingdom.

Something that I would like to do, if elected. At every Kingdom event have activities set up for the children to keep them active and not bored. This will allow the parents to enjoy the events even more. The activities would be craft related to teach them some of our skills in the Arts and Sciences.

Amtgard is a family activity, lets keep it in mind and not forget that the children are our next fighters, wizards, monks and healers. For if we do not watch for our families they might leave, then where will we be.

For those that would like to learn Arts and Crafts. Classes can be set up with instructors that are the best in their field.

In Service to the DREAM

Lady Sir Ke-She