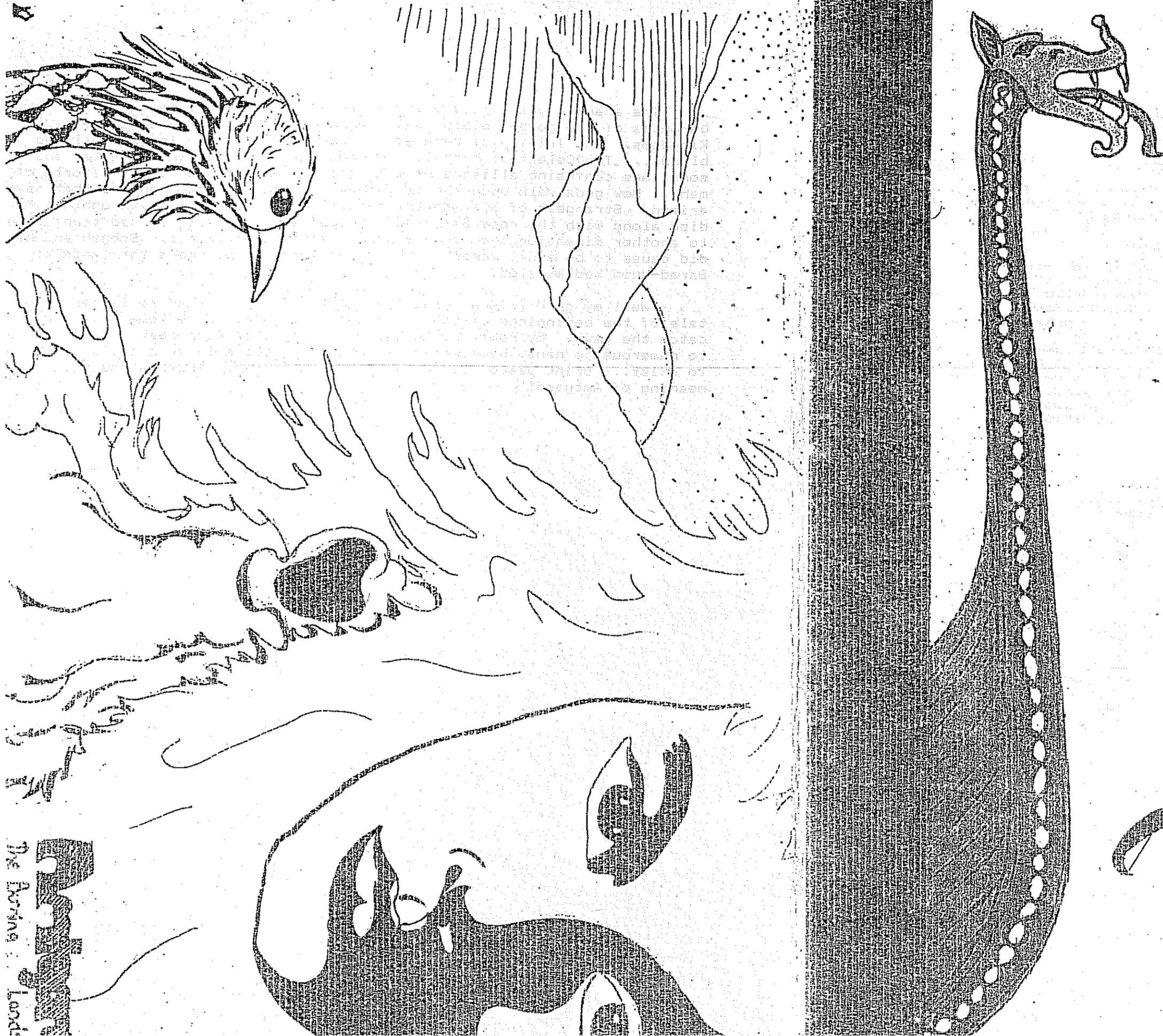


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The

Star

(Volume 1 1993)

The Phoenix
London

THE STAR
VOLUME 1, 1993

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List of Officers

Celestial Kingdom:

- King
Princess Regent
Prime Minister
Champion
Princess' Defender
Capt. of the Guard
GM of Reeves

Principality of the Highland Lakes:

- Prince
Principal Regent
General Minister

Duchy of Tori-Mar:

- Duke
Regent
Chancellor

- Pebyr ap Cucorin
-Franchesca di Pisa...
-Zephram MacLare
-Sir Chad'do
-Fnord Farthing
-Squire Shadowhawk
-Sir Rufus Grimwulff
-Sir Rufus Grimwulff
-Sir Calvin MacDruin
-Carnelian Grimwulff
-Fnord Farthing
-Dirk Thunderblade
-Tiberius Augustus

Duchy of Turris Lunae:

- Duchess
Regent
Chancellor
Barony of Bifost:
Baron
Seneschal
Barony of Tirana:
Baron
Seneschal
Barony of Ragnarok:
Baron
Seneschal
Barony of the Woodlands of the Kush:
Baron
Seneschal
Avrill
-Thalen
-Bodon
-Sir Imagg Nifecent
-Sir Theo Blackflame
-Pertain
-Matthew Le grey
-Anamir
-Lance Vlad
-Squire Mordrid
-Vlar de Guerre



June 1993 - May 1994
Celestial Kingdom Calendar of Events



June 93						
S	M	T	W	T	F	S
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

July 93						
S	M	T	W	T	F	S
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

August 93						
S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
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September 93						
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October 93						
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17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

November 93						
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13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

June

- 2
06:30 PM - 08:00 PM Fighter Practice
3
07:30 PM Copy Fest, Fnord's House (445-7392)
5
Jun 5 - Jun 6 Emerald Hills Coronation - Dallas
6
12:00 PM - 06:00 PM Amtgard - Peas Park
Quest - Morgangard - College Station
9
06:30 PM - 08:00 PM Fighter Practice
11
Barony of Tirana - Kingdom Level Debate on whether or not the Earth is Flat.
13
12:00 PM - 06:00 PM Amtgard - Peas Park
08:00 PM Duchey of Tori Mar Court/Populace Meeting - Mr. Gattis
16
06:30 PM - 08:00 PM Fighter Practice
19
Jun 19 - Jun 20 Tournament of the Bear, All Thing second try, Turris-Lunae (San Antonio, TX)

20

- 12:00 PM - 06:00 PM Amtgard - Peas Park
23
06:30 PM - 08:00 PM Fighter Practice
26
Jun 26 - Jun 27 Golden Plains Midreign and Rules committee meeting (Amarillo, TX)

27

- 12:00 PM - 06:00 PM Amtgard - Peas Park
30
06:30 PM - 08:00 PM Fighter Practice

July

- 3
Jul 3 - Jul 4 Iron Mountains Coronation (Denver, Colorado)
Kingdom Level 24 Hour Quest - Camp Finlayson, Colleen
4
12:00 PM - 06:00 PM Amtgard - Peas Park
Kingdom Level 24 Hour Quest - Camp Finlayson, Colleen
7
06:30 PM - 08:00 PM Fighter Practice

10

- Jul 10 - Jul 11 Celestial Kingdom Collegium
11
12:00 PM - 06:00 PM Amtgard - Peas Park

14

- 06:30 PM - 08:00 PM Fighter Practice
18
12:00 PM - 06:00 PM Amtgard - Peas Park
Duchy of Tori Mar Dual Court/Populace Meeting - Fnord's House

21

- 06:30 PM - 08:00 PM Fighter Practice
22
Jul 22 - Jul 25 10 Year Celebration, Cloudcroft New Mexico

25

- 12:00 PM - 06:00 PM Amtgard - Peas Park
28
06:30 PM - 08:00 PM Fighter Practice

August

- 1
12:00 PM - 06:00 PM Amtgard - Peas Park
4
06:30 PM - 08:00 PM Fighter Practice
7
Wedding Day for Princess Franchesca and Duke Fnord
8
12:00 PM - 06:00 PM Amtgard - Peas Park
9
Aug 9 - Aug 13 Honeymoon for Duke Fnord and Princess Franchesca
11
06:30 PM - 08:00 PM Fighter Practice
14
Celestial Kingdom Qualifications?? - Turris Lunae (San Antonio)
15
12:00 PM - 06:00 PM Amtgard - Peas Park
Celestial Kingdom Qualifications?? - Turris Lunae (San Antonio)
18
06:30 PM - 08:00 PM Fighter Practice
21
Aug 21 - Aug 22 Celestial Kingdom Qualifications
Celestial Kingdom Coronation?? - Biphost

22

- 12:00 PM - 06:00 PM Amtgard - Peas Park
Celestial Kingdom Coronation?? - Biphost
25
06:30 PM - 08:00 PM Fighter Practice
28
Aug 28 - Aug 29 Celestial Kingdom Coronation

29

- 12:00 PM - 06:00 PM Amtgard - Peas Park
September

September

- 1
06:30 PM - 08:00 PM Fighter Practice
4
Golden Plains Coronation
5
12:00 PM - 06:00 PM Amtgard - Peas Park
Duchy of Tori Mar Dual Court/Populace Meeting - Location NYD
Golden Plains Coronation

8

- 06:30 PM - 08:00 PM Fighter Practice
12
12:00 PM - 06:00 PM Amtgard - Peas Park
15
06:30 PM - 08:00 PM Fighter Practice
19
12:00 PM - 06:00 PM Amtgard - Peas Park

22

- 06:30 PM - 08:00 PM Fighter Practice
26
12:00 PM - 06:00 PM Amtgard - Peas Park
29
06:30 PM - 08:00 PM Fighter Practice

29

- 06:30 PM - 08:00 PM Fighter Practice

December 93						
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January 94						
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23	24	25	26	27	28	29
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February 94						
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March 94						
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23	24	25	26	27	28	29
30	31					

April 94						
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16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

May 94						
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6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

News



FROM THE KING

Greetings unto the Populace of the Celestial Kingdom

Well, well, so we need a letter from the King. How about "Q"? But seriously folks. I would like to say, that I hope this reign has been as exciting and interesting as I promised. I am glad we fight with foam, or that last sentence might get me killed. I have tried my best to promote Kingdom unity, and let everyone feel that they have equal access to the King. In fact, Turrus Lunae might start complaining that the King doesn't travel to their lands enough. The only problem, is that with so much going on in the Kingdom, I find it hard to visit a group without anything special going on there. But that is a problem for me to deal with myself. So if I have to decide in favor of one group or another some weekend, please understand, it is not because I am intentionally slighting a particular group. I am just trying to do the best I can with only my one body.

I would like to thank people like Princess Regent Franchesca, Earl Zephram, Sir Michael, Sir Theo, Sir Rufus, Lord Nightlynx, Lothos Lord Dirka, Lord Durin, Baron Anamir, Foxtwitchin, Auntie Louise, Carmelian and my wife Baroness Vera, for all their help during the first half of my reign. The next time you meet these people thank them for making our events and our Kingdom run smoothly so that you can have fun. If you don't, the next time we need a miracle, we might not get one.

Also, I would like to make a few things clear about the "Punishment" of Sir Calvin, concerning his altercation with Matthew Le grey. Originally we asked him to apologize to the Populace for showing bad judgement, in accidentally starting the fight. Though he didn't mean to, all his actions could have very easily been misinterpreted as hostile actions. This is what he was asked to apologize for, not, as he put it, "for letting Matthew Le grey almost kill me". Also, no time limit was imposed, since he had voluntarily offered to take himself off the field for an unspecified period of time. I privately asked that the time be for as long as Matthew Le grey not for the four (4) month period he inadvertently made it seem that we imposed on him. So, I hereby correct his accidental error and let it be known that both him and Matthew Le grey will be able to fight by Clan/Tenth Year Celebration.

I must now sadly relate confirmation of the news that the Duchy of Morgerach has disappeared in what appeared to be a spell gone bad. Let us hang our heads in grief over the passing of the likes of Duke Morgan and the ex-Prime Minister Xavier. However, let us Congratulate the Barony of Ragnarok on elevation of status. Also, I would like to extend to my sons Baron Mordrid and Vlar, personal congratulations on the foundation of the Barony of the Woodlands of Kush.

Yours In Service

King Pebyr ap Cucorin I

FROM THE PRINCESS REGENT

Greetings friends. I am writing to you in the hopes that you can help me. I need applications for the following offices: Guildmaster/mistress of Children, Guildmaster/mistress of First aid, Guildmaster/mistress of the Hearth. The requirements for each of these is that you fill the position for the duration of my reign, be willing to do something with the office, teach a class at the Kingdom Collegium, and send in reports at least once a month. The Guild reports are a new thing. I hope to reach most of the current Guildmasters by the time of this publication to inform them of the reports I would like to have. Here is a listing of your current Kingdom Guildheads of A&S:

Guildmaster of Literature: Ducal Regent Thalyn of Turrus Lunae (San Antonio)
Guildmaster of Art: Raven dragonsdawn of Bifost (Kerrville)
Guildmistress of Dance: Morgan of Black Tower (Conroe)
Guildmistress of Minstrels: Countess Crystal of Bifost (Kerrville)
Guildmistress of Garbers: Baroness Vera of Tuiris Lunae (San Antonio)
Guildmistress of Culinary: Larrissa of Tori Mar (Austin)
Guildmaster of Questers: Lord Dirka of Turis Lunae (San Antonio)
Guildmistress of the Herbalist: Iza of Bifost (Kerrville)
Guildmaster of Heraldry: Shadowhawk of Terana (South Austin)
Guildmaster of Reeves: Duke Sir Rufus of Tori Mar (Austin)
Guildmaster of Idiots: King Pabyr of Turis Lunae (San Antonio).

Larrissa teaches cooking in her home. Vera teaches sewing in her home, Morgan teaches dancing whenever you ask her. Crystal provided the Kingdom with music to distribute. It is part of my Library and I will give you copies if you ask. Dirka runs quests at a drop of the hat, so ask him. Thaylan has such a way with words it is difficult to convey any for him. Raven's talents are awe inspiring. Iza has a talent that I hope to learn next time I see her. Shadowhawk will discuss in great detail him subject. Rufus is well versed in the rules. And the King is, well, he's the King. Seek these people out for any help you may wish to ask for.

Your loving Princess Regent

Franchesca d'Pisa bella notte dulce vita Vecchio Habas Grande Corleone

Unto the peoples of Amtgard;

Unless I am mistaken, most of you have heard by now the results of the meeting in the Golden Plains. To my knowledge, the following items were agreed upon:

- 1) That the rule book is simply going to be revised, not rewritten. To that end, the 'gems' from the proposal are to be added to the rules.
- 2) That the rules magic are to be standard, and that costs for weapons will be taken only from each 10 points of available magic, not from points at each level.
- 3) That the Bard is to become a magic-using class.
- 4) That the proposed classes of Samural and Duellist and not to be adopted, but that an effort will be made to absorb some of their abilities into existing classes.
- 5) That Stabbing weapons may be allowed to subdue, and that a subdued persons' armor and equipment may not be destroyed.
- 6) That there will be more distinct criteria for allowing people under the age of 14 into the combat events.
70
- 7) That there shall be a limit on Healers, Bards, and Druids to 1/5, 1/0 and 1/10 people on a side, respectively.

With regards to point 1, I would like people to send me what parts from the proposal they would like to see included into their class in the 6th edition rules.

These need to be sent to me as soon as possible, before April 15 at the latest.

I would also like some input on the following points:

- 1) Changing the 4th level warrior ability from Harden Shield to Harden Weapon or Shield, to allow for those who do not use shields.
- 2) Are weapon types (inc. shields) and their costs to also be standardized with the magic system?
- 3) Should Barbarian be completely re-written to remove the current distinction between Tribal and Nomadic, and should they be allowed only 1 set of weapons, or should they have a choice of several sets, depending on the type the individual would like to play (Viking, Amerindian, Post-holocost, etc.).
- 4) How should monsters be dealt with in the revision? Should people be allowed to play a monster only once per month, should there be a limited group of monsters available for battlegame play? Another key question is how should the 'levels' in the monster classes be treated; i.e. should only 1st level monsters be allowed in normal battlegames, and leave the others for quests and other special scenarios, or should someone be allowed to have level credits in monsters?

Thank you for your time.

With hopes of a 6th edition by Xth year-

Thorn Crossbearer

3275 34th st #78
Boulder, CO 80301
(303) 449-4074

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Tenth Year

Place: Sleepy Grass campgrounds in Cloudcroft, NM
Date: July 22-25
Fee: \$5 before with registration, \$10 at the gate,
Children under 12 half price, children under 7 are free
Camping: Sleepy Grass charges \$5 per car per night for camping

If the fee for the event is not received before Gilos and Vamir leave for the event, you must pay at the gate. Please make checks payable to Amtgard Tenth Year. The fee, after it arrives in the mail, will be returned to you unopened. There will be no exceptions. There is great remorse at having to charge for the event at all.

There will be combat galore. Several hundred fighters are expected on the field. Combat will include a Grand Melee Ditch Battle, a siege assault against a castle and a battle between the old coots and the whippersnappers. There will also be contests, several merchant booths, showers (kindof), a great revel, some free food and the privilege of being able to say you were at Tenth Year. The contests will include dancing and drumming, prize tourneys, cooking contests, garb contests and various other arts and science contests to be announced and described later.

Children under the age of 12 (those that get a break on the price) will not be allowed on site without a parent. Members under the age of 18 will not be admitted without a signed waiver from a parent or guardian (someone appointed in writing by the parent).

If there are any questions concerning the event please contact the autocrats. Questions about the event proper and registration problems should be addressed to Sir Gilos and Kontessa Vamir. Tawnee is handling the Merchant Row and Rogue's Quarter. Thorn Crossbearer is running the Tenth Year Quest.

Autocrats
Gilos and Vamir
c/o Ben Passmore/
Kimberly Mahlow
4848 N. Mesa #106
El Paso, TX
(915) 532-2281

Thieve's Quarter
Tawnee
c/o Michelle Ellington

2324 Federal
El Paso, TX
(915) 565-3659

Quest
Thorn Crossbearer
c/o Glen Smith

3275 34th St. #78
Boulder, CO 80301
(303) 449-4074

Registration Form

Name: _____
Persona: _____
Age: _____
Phone #: _____
Emergency #: _____

ALL THING PROPOSAL
 PENNED BY EARL ZEPHRAM Mac LAREN
 AT THE REQUEST OF KING PEBYR ap CUCORIN

Greetings to all!

As there is now a definite date and location for the Tenth Year Celebration, I guess it's about time I get started working on the exact details of the quest, and recruiting people for the specific encounters. If you are interested in either being in a quest group, or helping as an encounter or reeve, please read on.

As announced at the Golden Plains coronation, the quest groups will consist of 5 members, with no two people being of the same kingdom. There is a limit of 12 total levels on the team, and no more than three of these may be magic.

For each round of the quest, there will be 9 separate quest groups. Combat between groups is legal, but not recommended. Each group will be accompanied by a reeve whose job will be to keep track of team deaths, and give information about certain encounters.

I will need about 70 people, including the reeves, to completely flush out this quest. There are both combat and non-combat encounters, so if you don't want to fight, I have room for you. If you are interested in being part of this, send me your name, address, phone number, class experience, and a picture of yourself in garb. (Group pictures are fine, but indicate who is who.) Include a description of your size, i.e. height. (I don't want to cast a six-foot person as a hobbit.) Please also indicate whether you prefer a fighting or non-fighting encounter, or if you are willing to be a reeve. If you wish to be involved in a fighting encounter, I also need to know whether you have any armor, and how many points it is worth. I will try to make the majority of the special garb necessary for the encounters, but I may have to ask that certain encounters make their own. If this is a problem, please let me know.

My address is :

Thorn Crossbearer
 c/o Glen Smith
 3275 34th St. #78
 Boulder, CO 80301
 (303) 449-4074

My sincerest thanks for your interest.



P.S. I realize that many of you had your pictures taken last year at Gathering, but a mix-up with my squire has made it impossible to determine exactly who is in the pictures. My apologies.

- (Change) 1.17 Will be eligible for the title of Duke/Duchess at end of completed term.
 (Change) 1.17a Will be eligible for Knighthood of the Crown at end of completed term.
 (Change) 1.22 (Prince(ss) Regent/Consort) may bestow Dragon, Lion, Owl, Rose, Garber Credits.
 (Change) 4.121c Knights of the Crown: Requirements for eligibility: Complete a term as the King/Queen or served in 2 of the following positions: Champion, Prince(ss) Regent/Consort, Principality Prince, Prime Minister.
- 8.1 Duke or Duchess
- 8.11 A Tourney for the Coronet will be held during the months of November and May. Those vying for the position of Duke or Duchess (meeting the standard qualifications of overall 3.0 score and specifications made by the Autocrat of the tourney) shall be eligible for election. The winner of the election (the one who received the highest number of votes) shall attain the position for six (6) months.
 - 8.12 Shall preside over and conduct all Ducal ceremonies & functions.
 - 8.13 Is not required to pay donations to maintain voting status during term.
 - 8.14 May bestow the following awards:
 (Through the 7th of that order): Dragon, Owl, Rose, Warrior, Garber, Doofus
 (Unlimited): Dove, Boken, Stag, Arrow
 (Once per month): Zodiac.
 - 8.15 May create new honors, awards, and ducal-level positions.
 - 8.16 Will be eligible for the title of Baron/Baroness at end of completed term.
 - 8.17 Shall descend from throne if he/she misses more than 4 weeks in a row or 12 weeks total from their lands in his/her reign.
 - 8.18 May not hold the throne for more than two (2) consecutive terms.
- 8.2 Ducal Regent/Consort
- 8.21 Every Duke/Duchess must have a regent or consort
 - 8.22 May bestow the following awards, (through the 7th of that order): Dragon, Garber, Rose
 - 8.24 Shall assist the Kingdom and Principle regent/consort with the College of Arts and Sciences, head & be responsible for the Ducal level College
 - 8.25 May create new honors and awards in keeping with duties.
 - 8.26 Is responsible for Ducal level feasts held within the Duchy.
 - 8.27 Will be eligible for the title of Lord/Lady at the end of completed term.
 - 8.28 Shall forfeit the position if she/he misses 6 consecutive weeks or 12 weeks total from their lands in her/his term.
 - 8.29 Shall be elected from those vying for the position who met standard tournament qualifications.
- 8.3 Ducal Chancellor
- 8.31 Shall be elected the same day, and in the same manner, as the Duke/Duchess & Regent/Consort.
 - 8.33 Is responsible for assisting the Prime Minister in the collection of Kingdom Subscribing membership donations from within their Duchy, (see 9.3)
 8.331 Maintenance of complete & accurate record of Ducal Treasury, including income and expenditures:
 8.332 Maintain accurate records on contributing status of local members.
 - 8.34 Maintain accurate records on attendance, awards and other member information.
 - 8.35 Assist the Prime Minister in the supplementing the contributing populace rulebooks and newsletters.
 - 8.36 Will be eligible for the title of Lord/Lady at end of completed term.
 - 8.37 Will be replaced if he/she misses eight (8) weeks from their lands in his/her term.
 - 8.38 Regularly will provide (upon demand) local records to General or Prime Minister.
- 8.4 Ducal Defender
- 8.41 Will have won the Ducal War Tourney, will have attended six (6) or more weeks in the last three (3) months, and will not simultaneously hold the position of Duke/Duchess, Regent/Consort, or Chancellor (or hold any Kingdom Office).
 - 8.42 Shall maintain a lost-&-found for the Duchy and shall insure that event and battle game sites in his/her Duchy are reasonably litter-free at the close of an event (the Champion shall share this responsibility at Kingdom events).
 - 8.43 Shall periodically check weapons & armor for safety & legality.
 - 8.44 Shall organize battlegames when no pre-determined scenarios are scheduled.
 - 8.45 Shall be the defender of the Coronet.
 - 8.46 Will be eligible for the pro-tem Duke/Duchess if the current Duke/Duchess should prematurely leave the throne.
 - 8.47 Shall be replaced if he/she misses more than four (4) weeks total
- 5.0 Order of Precedence
- | | | | |
|-----|-----------------------------------|--------------------------------|------------------------------------------------------|
| 5.1 | a) King/Queen | n) Viscount(ess) | aa) Scribe |
| | b) Prime Minister | o) Reigning Baron(ess) | bb) GuildMaster/Mistress: all other guilds |
| | c) Prince(ss) Regent/Consort | p) Tenured Baron(ess) | cc) All other Court positions |
| | d) Prince(ss) of Principality | q) Seneschal | dd) Kingdom, Principality, Ducal, Baronial Guardsman |
| | e) General Minister | r) Mayor | ee) Master: orders, service guilds |
| | f) Regent/Consort of Principality | s) Sheriff | ff) Company Captain, Household Lord/Lady |
| | g) Reigning Duke/Duchess | t) Baronet | gg) Company Sergeant |
| | h) Tenured Duke/Duchess | u) Lady/Lord/Just Plain | hh) Master: fighting guilds (12+ weeks) |
| | i) Chancellor | v) Defender | ii) Squire |
| | j) Ducal Regent/Consort | w) Court Herald | jj) Reeves Guild |
| | k) Count(ess) | x) Guildmaster of Reeves | kk) All other company officers |
| | l) Champion | y) Captain of the King's Guard | ll) Populace |
| | m) Marquis(e) | z) Regent/Consort Defender | |

9.0 Principalities (see 7.3 through 7.36,) substitute Amtgard Principality for Amtgard splinter group, Parent Kingdom for Parent Chapter.

9.1 Principality Prince(ss)

- 9.11 Shall be chosen through the process and on the same day as the incoming King/Queen.
- 9.12 Shall preside over and conduct all Principality ceremonies & functions.
- 9.13 Is not required to pay any fees during his/her term.
- 9.14 May award the following honors:
 - Titles of nobility - granted by Patent: Lord/Lady/Just Plain
 - Titles of nobility - granted by Tenure: Lord/Lady/Just Plain, Baronet, Baron(ess), Defender.
 - The following orders (up through the 9th of that order): Dragon, Griffon, Lion, Owl, Rose, Warrior, Doofus (unlimited): Dove, Stag, Arrow, Boken (once per month): Zodiac.
- 9.15 May create new honors, awards and principality titles.
- 9.16 Will be eligible for the title of Marquis(e) at end of the completed term.
- 9.17 Shall descend from the throne if he/she misses more than 4 weeks in a row or 12 weeks total from their lands during his/her reign.
- 9.18 May not hold the position for more than 2 consecutive terms.

9.2 Principal Regent/Consort

- 9.21 Every Prince(ss) must have a Regent/Consort
- 9.22 May bestow (through the ninth): Dragon, Owl, Lion, Rose and through the 11th order Garber Credit. May also give out: Dove, Doofus.
- 9.24 Shall assist the Kingdom Prince(ss) Regent/Consort in the College of Arts and Sciences and in charge of the Principality's College of Arts and Sciences.
- 9.25 May create new principality honors and awards in keeping with duties.
- 9.26 Is responsible for coordinating Principality and/or assisting Kingdom feasts held within the Principality.
- 9.27 Will be eligible for the title of Viscount(ess) at end of completed term.
- 9.28 Shall not miss six weeks in a row or more than 12 weeks from their lands during the term or shall be replaced.
- 9.29 Shall be chosen through the same process and on the same day as the incoming Principality Prince(ss) Regent/Consort.

9.3 General Minister

- 9.31 Shall be chosen through the same process and on the same day as the Kingdom Prime Minister.
- 9.32 Is responsible for the following aspects of Principality Funds:
 - 9.331 The collection and channeling of all fees and dues (dues to the Prime Minister and fees to Legitimate recipients);
 - 9.332 Maintenance of complete and accurate records of Principal treasury, including income and expenditures;
 - 9.333 Maintenance of contributing status of Principality members.
- 9.34 Maintain or appoint a scribe to maintain accurate records of attendance, awards & other Principality information.
- 9.35 Will assist Prime Minister in supplying rulebooks and newsletters to the contributing Principality populace.
- 9.36 Will be eligible for the title of Baronet at the end of completed term.
- 9.37 Will be replaced if he/she misses 8 weeks from their lands in his/her term.
- 9.38 Will regularly amass and update local character records provide by the local Chancellors and Seneschals and will provide them (and financial records) to the Prime Minister upon demand.

10.1 Baron(ess)

- 10.11 See 8.11; Substitute Baron(ess) for Duke/Duchess.
- 10.12 Shall preside over & conduct all Baronial ceremonies & functions.
- 10.13 See 8.13.
- 10.14 May bestow up through the fourth of that order for that person: Warrior, Rose, Owl, Garber Credit, and unlimited Doves, Bokens, and Stags.
- 10.15 Will be eligible for the title of Baronet at end of completed term.
- 10.16 Shall forfeit office if he/she misses more than 4 weeks in a row or 12 weeks from their lands in the reign.
- 10.17 May not hold the throne for more than 2 consecutive terms.

10.2 Seneschal

- 10.21 Shall be elected by simple plurality on the same day as the Baron(ess).
- 10.22 Is responsible for the following aspects (see 8.33).
- 10.24 See 8.34
- 10.25 See 8.35
- 10.26 See 8.37
- 10.27 See 8.38

Proposed Changes

- Proposal One: Add Guildmaster/mistress of First Aid, Guildmaster/mistress of the Hearth, Guildmaster/mistress of Children, Guildmaster/mistress of Herbs.
- Proposal Two: Change periodic contributions of sustaining membership to the following:
 - \$1.00 - 1 month
 - \$6.00 - 6 months
 - \$10.00 - 1 year
 - \$200.00 - Lifetime (to be paid in the span of one year)
- Proposal Three: The following rules on etiquette will be in effect:
 - 1) "Clear" will be yelled before live steel is drawn.
 - 2) Peace ties will be enforced as per mundane law.
 - 3) Only the King/Queen may ever draw live steel.
 - 4) No foam padded weapons may be brought to court.
 - 5) Visiting Kings/Queens/Principals and their Regents/Consorts may have a guard carrying an Amtgard legal foam weapon of their Monarchs' choice.

6) Only members of the King/Queen's and Princ(ess) Regent/Consort Guard, Champion, Defender, and the Imperial Bowmen/women may carry weapons for the purpose of Their Royal protection.

Proposal Four: Brass Hats: A "Brass Hat" refers to the crown, coronet, or fillet worn by a noble.

- 1) The King/Queen, Princ(ess) Regent/Consort will be 3" or larger in width, including points. No one may equal or exceed this measure.
- 2) Viscount and above, no more than 2.5" wide, including points.
- 3) Nobles below Viscount and above Baron(ets,ess) will have a coronet equal to but not exceeding 1" in width.
- 4) A Baron(ets,ess) will have a coronet no larger than 1" wide.
- 5) A Lord will have a fillet no more than 1/2" wide.
- 6) All other nobles will not have points not will the fillet exceed 3/8 of an inch wide.

Proposal Five: That Allthings be called at least 2 weeks in advance & that all contributing members have reasonable opportunity to hear of it in advance.

Proposal Six: Principality Allthing: That the Principality formed January 31, 1993 be known as the Principality of the Highland Lakes.

Proposal Seven: That: 8.23, 8.32, 9.23, 9.32, 10.22 be added with the words: Is not required to pay donations to maintain voting status during term.

Proposal Eight: That Sphere of Annihilation should cancel, but not penetrate, Protection from Magic.

Proposal Nine: That Monks of 6th Level should be able to block throw weapons with their hands and remain unharmed.

Proposal Ten: To change in Quorum for Allthing: In the event that each Barony or lower does not have 5 contributing representatives and each Duchy does not have 10 contributing representatives present at an allthing, 2/3 of the Kingdom's contributing membership will suffice for a quorum (provide that this proportion can be verified before the start of Allthing).

NEW AWARDS

The Celestial Idiot - Given once per reign to the one person that best exemplifies this Award with a single act of Supreme Stupidity.

Favor is gold with an golden idiot on it.

Order of the Golden Boken - Recipient may receive this only once. It is hereby defined to be an award for an outstanding new fighter that has been in Amtgard for 6 months or less.

Favor is black with a golden Boken on it.

Order of the Golden Arrow - One time award for beyond the mastery of the Bow.

Favor is black with golden arrow on it.

Order of the Golden Stag - One time award for a Supreme act of Bravery in the Spirit of the Dream.

Favor is black with golden stag on it.

Order of the Dove - Unstackable unlimited service award for menial jobs that no one was willing to do but that you were willing to do just because it would be nice, not because you wanted to get an award. Please note that even if these are not stackable they will be looked at for consideration of Knighthood.

Favor is black with golden dove.

Order of the Dragon - One time award given for the Best and Bravest example of the attributes that represent the Celestial Kingdom.

Favor is black with golden dragon.

Order of the Doofus - unlimited and stackable, given for the human act of stupidity

10 to be Master Doofus and entrance to the Guild of Idiots

All Kings/Queens are automatically eligible for the guild.

The Current King/Queen is automatically Guildmaster of Idiots.

Citation of Lancelot - unlimited unstackable, similar to the Dove, given for an act of chivalry on the field of the Battlefield or Tournament.

Celestial Kingdom Collegium and Garbing Competition

Collegium Events:

Classes will be held throughout the day on various subjects including: Bow making from real wood, Herbalry, Cooking, Garbing, Advanced Garbing, Needlework, Writing, Performance, Armor Construction, Advanced Armor Construction, Camping forsoothly, Children in Amtgard, The Science in Arts and Sciences, First Aid in Amtgard, Persona Play, Monster Garbing, Heraldry, Weaponry, and Art. These will be taught by the Kingdom Guildmasters and other visiting Professionals. If there is any time there may be a gathering to discuss the way things in Amtgard run where the Arts and Sciences are concerned. Times and teachers to be announced by June 10th.

The following are the cultural events for competition:

Costuming (see below)	Weapon Construction	Shield Construction
Active Construction	Passive Construction	Armor Construction (judged with garb)
2-D Art	3-D Art	Music
Oratory	Rose (Heraldry)	Cooking (Taste)
Fiction	Non-Fiction	Poetry.

If we get four or more entries, we will also have these categories (If too few, they'll be consolidated):

Camping goods (construction)	Needle work (2-d art)
Rose: Items in Service to the club such as flyers, waivers, rulebooks	
Dance (Music)	Cooking subtleties (Cooking).

Cooking facilities at the church include 2 stoves and a microwave. They have a BBQ pit but no wood. Bring 5 copies of any writing entries.

Kingdom Costuming Competition

All events will be judged on Amtgard Fantasy Period, quality of workmanship, looks, and fit. Your top two placing scores will count toward Collegium totals.

Categories are:	Judging criteria also include:
Fighting	Durability, garb requirements (This might be 12 different events!)
Court	Detailing (Should be really flashy)
Monster	Effectiveness (Looks like...)
Kids	Comfy, detailing

Accessories	Originality, detailing (hats, belts, shoes, pouches, circlets, etc...)
Armor	Coverage, detailing (this is the same event as in the culturals and will not count for both)
Cloaks	Weather resistance (Brocade and Wool, 30 lbs, sleeps 2, etc.)
First Timers	Durability, detailing (enter this if you have NO Garber credits)
Mundane Converted Garb	Store bought clothing converted to fit fantasy period costuming.

War Events

Single Sword (SE)	Sword and Shield	Flail and Shield
2 Man Freestyle*	Weapon Scramble*	Florentine, Freestyle*
Quarterstaff	Archery at Target	Double Dagger
Archery Duel	Throwing Dagger	

Board games may be added if there is enough interest/time.

* These events permit throwing weapons.

Categories for winning include:

Collegium Overall

Collegium Culturals

Collegium War

Garbing Overall.

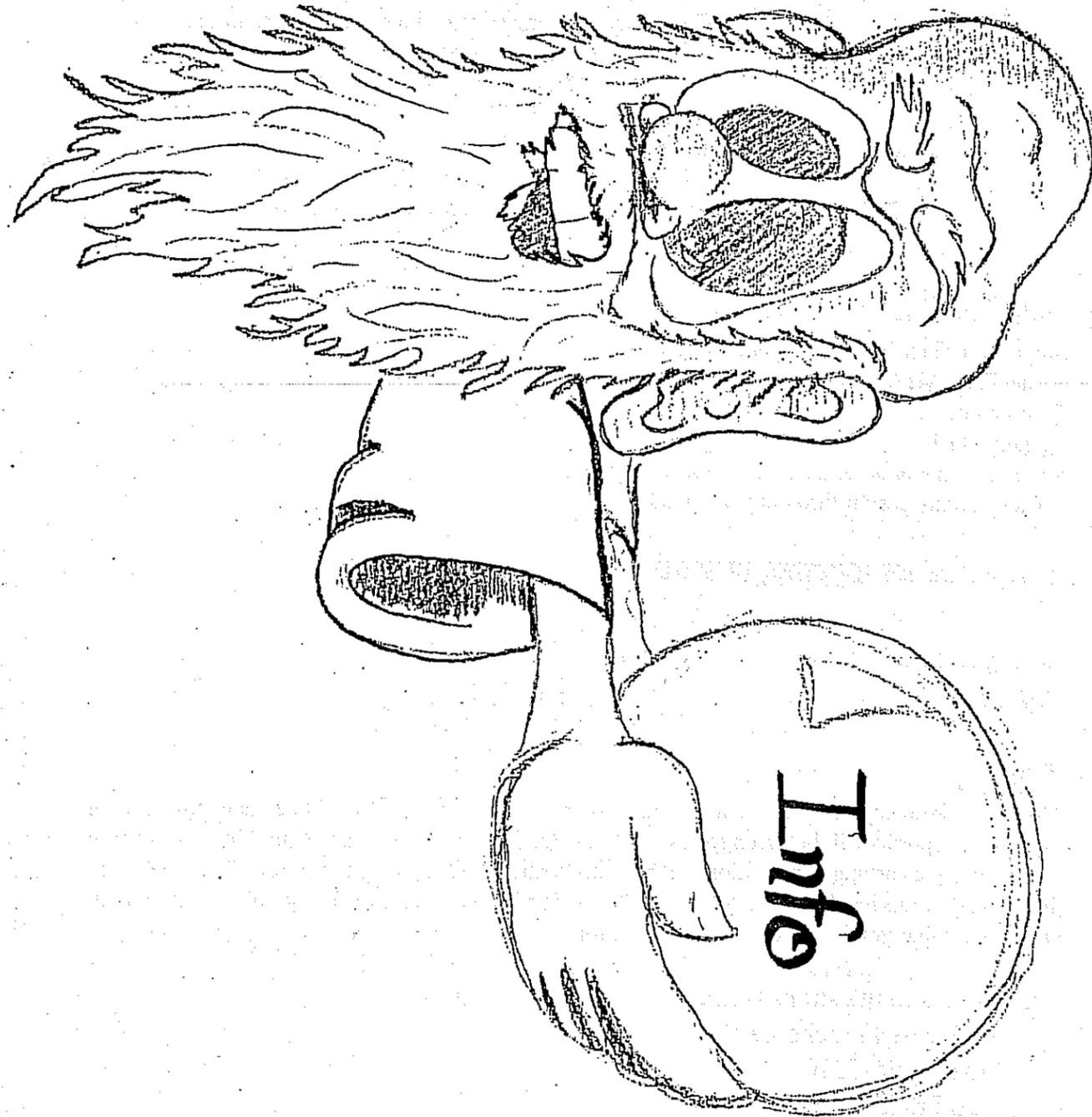
Scoring

The scores from any cultural event in which you ranked 1st, 2nd, or 3rd will be added up. A score of 5, 4 and 3 points will be given for 1st, 2nd and 3rd place in war events. Your 2 highest placing scores from the garbing competition will be added to the collegium cultural scores. The scores from the garbing events in which you ranked 1st, 2nd and 3rd will be added up for a garbing contest total. Only enter what you have not won an award for.

For answers to questions (or help with garbing) contact:

Princess Franchesca
(512) 445-7390
c/o Franchesca Vecchio
2607-B Reeves Cr
Austin TX 78741

or Baroness Melinda Mac Laren
c/o Donna Scarbrough/Wade
5200-A Woodland Oaks Ct
Austin TX 78744
(512) 440-0031



From the Barony of Ragnarock

Greetings from the Barony in the city limits of Killeen come out and play with us. Here are the names and addresses of some of our officers:

Baron Anamir	Savah	Seneschal
Brett Futril	205 E. Cardinal Ln.	Lance Vlad
307 Blair Apt A	Harker Hieghts, Texas 76543	Please reach via Savah
Killeen, Texas 76541	817-699-1984	
817-634-5680		

From the Barony of Mordongard

Greetings from the Barony in the city limits of College Station. Come out an play with us.

Baron Dragon	Seneschal Night Shade	GM of Reeves Crinos
Nate	Addie	Lance Coopinger
409-775-4813		

From the Duchy of Tori Mar

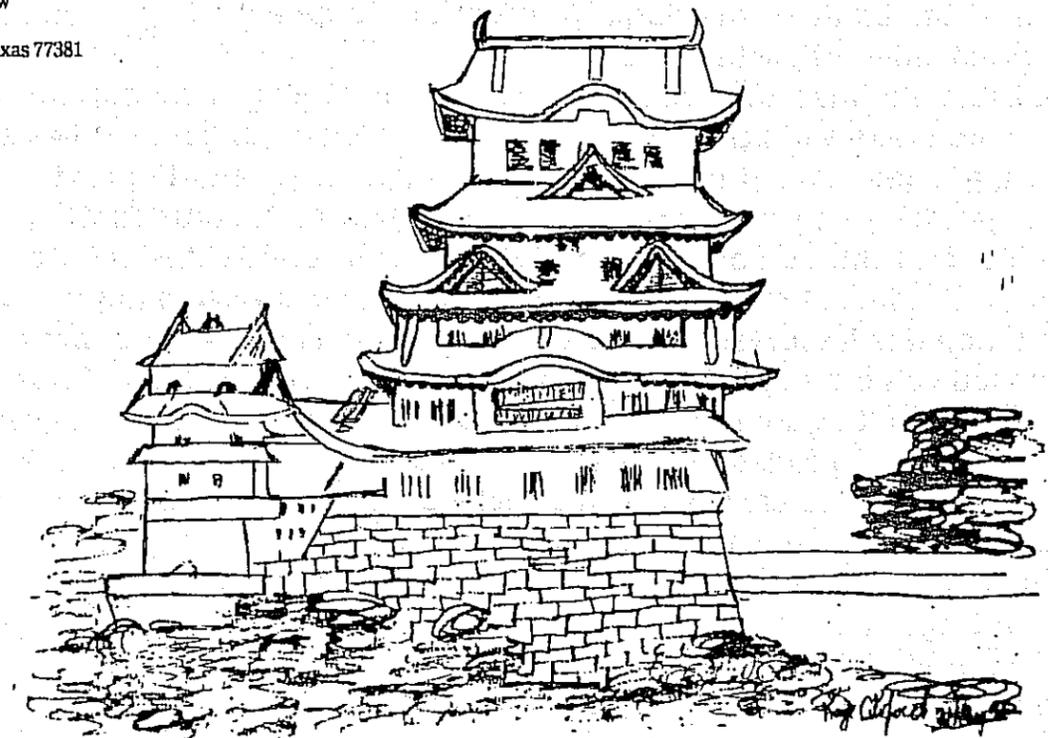
Greetings from the Duchy within the city of Austin, Texas. Come out and play with us. Here are some names and numbers for you to contact. We are planning a few games that will help gain your first warrior if you are a brand new person.

Duke Fnord Farthing	Regent Dirk Thunderblade	Chancellor Tiberius Augustus
Kerry B. Havas		Gary Augenstein
2607-B Reeves Circle		8552 North Lamar Blvd. Apt. 2121
Austin, Texas 78741		Austin, Texas 78753
512-445-7392		512-339-0883

From the Barony of The Sable Tower

This is a new group from Conroe, Texas.

Baron Claude Montequ
 Reyer Withrow
 2 Coraberry
 Woodland, Texas 77381



How to Make a Mithril Blade

by

Marenos, Smith to his Grace Michael Hammer of God

This technique was taught to me by the dwaven smiths at the court of Baron Sir Thorn Crossbearer in the Empire of the Iron Mountains.

The core of the weapon is made of finest adamantite (fiberglass doweling). This fabulous substance can be found in ancient Elven mines (kite stores) but costs many gold pieces (\$10-\$12 for six feet). The diameter of the raw adamantite should be about that of your little finger (half an inch). The core should be forged (sawed off) to three inches or so shorter than desired length of the weapon. Next some meteoric iron (lead) should be placed in the hilts, just a little for both balance and luck. The metal should be cast into the right size and shape using the ancient methods (poured into molds of wood, steel or sand). The casting should be of the exact size to fit in the prepared groove in the tang (the inside diameter of the doweling) and should be almost as long as the whole hilt (between 5 and six inches). In this, however, your skill as a craftsman is your best guide. The balance point on the finished weapon should usually be as close to the bottom of the blade as possible. The feel of the weapon in your hands is the most thing important though.

Before the meteoric iron is poured (the lead plug is taped) into the hilt the blade should be completed. This allows the balance to be properly gauged. First the tip is gently brought to a smooth point (tape is put over the tip to keep it from ripping the foam as fast). Then a little of the actual mithril (foam) is applied. At this point a word or two about the mithril should be said. The mithril in my display model is imported from the Iron Mountains (it is sixteenth inch closed cell white packing foam). I have yet to find a mine (store) in the Celestial Kingdom that can provide this exact mithril. However, any of the higher grades of mithril (closed cell white packing foam) mined locally should work with this technique. The tip is the most crucial part of the weapon it must be both sharp (safe) and long lasting. For this reason it is covered first. A small sheet of mithril maybe a finger length by two finger lengths (four inches by eight inches or so) is laid out and the short edge is melted (taped) to the tip of the blade. The Mithril should extend two inches or so above the

actual end of the adamantite core. It is best to use a strong heat with a silver flame (duct tape) at this point. Remember don't use a lot as too much heat (tape) can make the weapon heavy. Next the mithril should be forged (wrapped) around the tip. (At this stage the importance of wrapping it tightly can not be over stressed. Wrap the tip, absolutely as tight as possible.) Now the weapon tip will be nice and sharp (safe) and it should be gently heated so it stays tight (a little duct tape is again used).

Now we come to the main part of the blade. Using the extremely high grade mithril (very thin foam) I did, over two yards of raw mithril will be needed (if your foam is thicker correspondingly less can be used). I bought the metal pre-smelted in pieces just a little shorter than a man (five feet). I used one and a half heights of my pre-smelted supply (of my roll of foam, that is about seven and a half feet). Using my most delicate snips (good scissors), I cut a piece half a finger length wider than I actually needed the final blade to be (two and a half feet in the display model). I spread the mithril out on a wide clean space in my smithy (the floor of my apartment). Then I heated the edge over a clear flame and molded it to the core (taped it down with clear packing tape). A sliver of mithril should be sniped out of the corner to just match the weapon tip already designed. Note the sliver should not be quite as long as the mithril already on the tip because it will not be as tightly forged (wrapped).

Now comes the real magic. First protect yourself from flame using an enchantment (make sure you have proper ventilation). Then get an active fireball (3M 77 Spray adhesive in the black can) from your local wizard (hardware store). It must be a fireball (the 77 adhesive) as other types of magic flame (spray glue) can make the mithril brittle (foam dissolve) or can cause the weapon to loose flex (harden and make the weapon unsafe). Rub the fire ball evenly across all of the exposed mithril. (spray the adhesive evenly on the foam) Finally, wrap the tightly around the core. (Note, this should be tight but not as tight as humanly possible like the tip was). Repeat this process till the blade reaches the desired (legal) thickness. At the tip the mithril sticks out two or three inches now. Using your snips make four cuts in this excess, down too the tip of the core. Then fold the flaps of mithril in on each other one or two at a time. The result should be a weave of metal that makes a good sharp point (legal stabbing tip). Carefully heat this closed over a clear flame (tape it down with at least one long strip in each direction) and the blade is

complete. A similar process can be done with the pommel.

Now you have a complete blade all that remains is to finish it and make it as attractive as possible. Finishing a blade is largely a matter of personal taste, however, I will describe how I finished the display model. The blade itself is dipped in common silver but I have let a little of the Mithril show through to provide extra luster (its silver colored taffeta, actually). The pommel is likewise made of burnished gold and inlaid with a blue sapphire surrounded with small diamonds (gold colored taffeta with a gem patch available at the cloth store). Finally, the hand grip is covered in the cured hide of a small black drake (whip snake).

I hope this has proved to be an informative essay and that you will be able to use these directions to make a mithril blade.

Marenos, Smith
Chief Armorer to
Duke Sir Michael Hammer of God
(Michael himself actually)

Making a Simple Tunic

By Melinda Mac Laren

Important: Read ALL the directions before you start. You'll need scissors, sewing machine (or needle), tape measure and a pencil.

First, you will acquire fabric. For fighting garb, start out with a nice polyester/cotton Broadcloth. This is a very basic, durable, comfortable, comes in lots of colors, and is easy to work with.

Go to the fabric store. Ask the ladies (or gentlemen...) to show you the "poly/cotton Broadcloth." Pick out a nice color. Take it to the cutting table and unroll enough to go from your shoulder to your knee + 3" or to the ankle if you're a lady making "color" garb. Double this and have them cut it (see figure 1).

Find a small spool of thread the same color. Find extra wide, double fold bias tape the same color. Pay for the stuff and go home.

When you're home, get out your fabric, a tape measure and a pencil. Notice the fabric is folded in half, length-wise. Fold it in half again so it is as long as your shoulder-to-knee measurement + 3". Pin it down (fig. 2) straight.

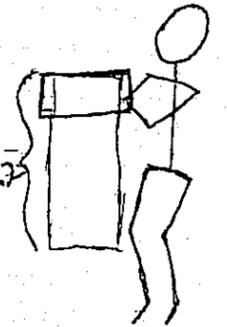


Figure 1

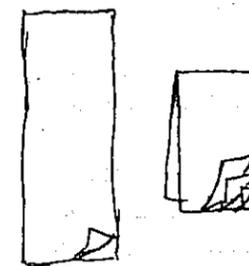


Figure 2

Transfer this exact measurement to the top/outside corner (figure 4). Measure your chest at its widest point.

Now get out your pencil and tape measure. Measure your head circumference and add 2". Divide this by 4. Lightly sketch 1/4 of a neck hole on the "center corner" of your folded fabric. (Fig 3)

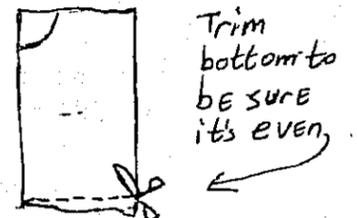


Figure 3

Now measure your upper arm at it's largest spot.

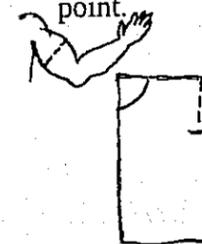


Figure 4

Divide that number by 4 and add 3". Transfer this measure to the middle of the fabric, from the inside fold (figure 5).

Draw an armpit with a gradual curve, and widen toward the hem (figure 5b).

Pin down the fabric inside your lines.

Now, with sharp scissors, cut along your pencil lines (figure 6).

Now, if you spread every thing out, it'll look like this... (figure 7).

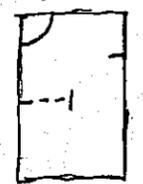


Figure 5

Now, fold it in half so it looks like this... (Fig 8)

Pin the places you want to sew together.



Figure 5b



Figure 6

Sew them together with the matching thread. Leave about 1 inch between the seam and the edge.

Now you'll want to re-enforce the armpits. Go back and sew them again, slightly outside the previous seam.

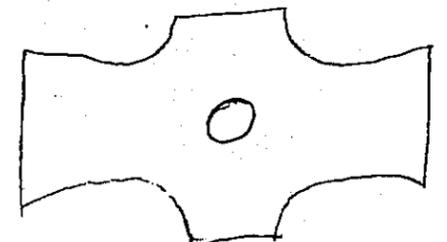
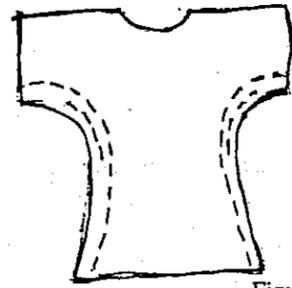


Figure 7



Up until now, you have done everything with the garment inside out! Now is the time to turn it right side out. Looks much better now, huh? Next, look at the hem. Notice how the threads come loose and look stringy. Eventually your entire tunic will unravel and you'll be left with really sturdy armpits.

Unless you fold it under twice and sew it down (Fig 9) First, fold and pin the hem. Then carefully put it on over your head & observe how the tunic hangs. You should be able to windmill your arms without the tunic feeling tight anywhere. If it does, see the phone list at the end of this article. Also, stand in front of the mirror and look at the hem. It should be more-or-less straight across. If it isn't you'll need to make deeper or shallower folds in order to compensate. You may have to put the tunic on and off a few times until everything is pinned up right. Then sew it down with your matching thread. Next, notice how ravelly the neckline looks by now.

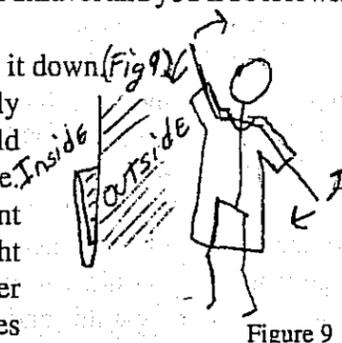


Figure 9

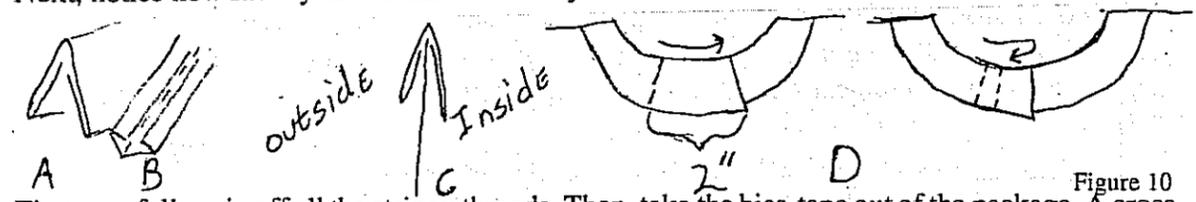


Figure 10

First, carefully snip off all the stringy threads. Then, take the bias-tape out of the package. A cross-section of the bias tape should look like this (A). The shorter side is the front. Open up the bias tape (B) Beginning at the center back (the only difference between the front and back is the bias-tape seam), lay the wider edge against the inside of the collar and fold down the narrower part over the outside. Make sure the broadcloth is as far into the fold as you can get it! Pin it down as you go. (C)

When you get to the place you started, overlap the bias tape about 2". (D) Then fold the top layer under about 1" and pin and sew as close to the outside edge of the tape as you can get. (Fig 11)

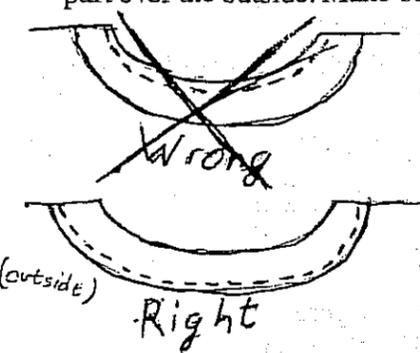


Figure 11

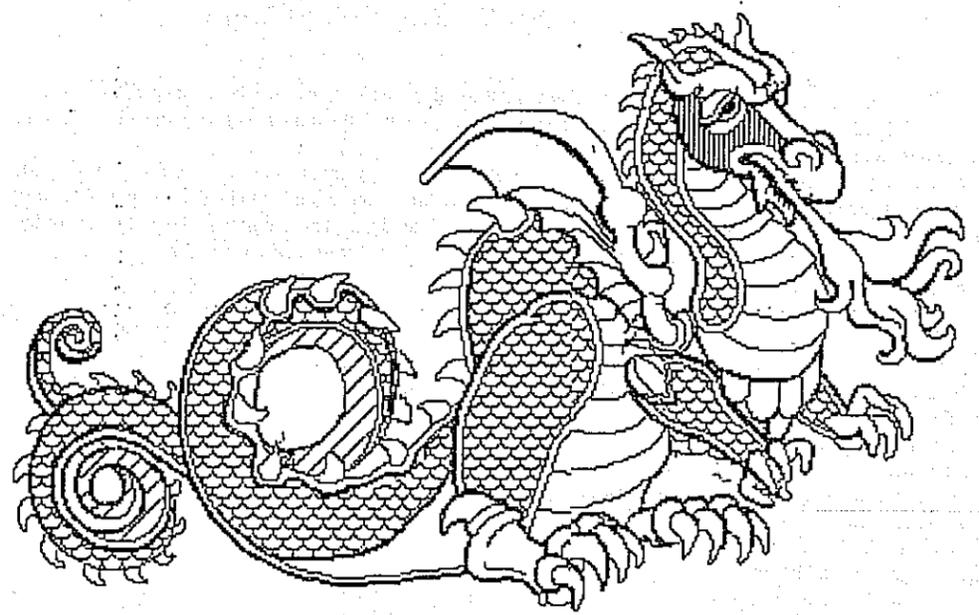
Congratulations! It's Done!

Remember the garbing competition coming up July 10th. We'll have a category for beginners who are entering their first garb!

- HELP! (with this or any other project)
- Melinda Mac Laren (512) 440-0031
 - Princess Franchesca (512) 445-7392
 - Morgan (409) 273-5221 (Conroe)
 - (Bea) Cirith of Dungleann (512) 259-5593
 - Thax (512) 445-5734 + Killashandra (Tirana)
 - Baroness Vera (210) 349-2166
 - Also: Auntie Louise + Foxwichen

My sincerest apologies,
don't know who garbs
Morden gard!

Literature



Love and Hate

Love and hate;
The most powerful of emotions.
Love is a creative feeling;
While, Hate is a destructive feeling.
It seems strange to me;
That these to seem to keep company with each other.
It is almost as if;
They were two forms of the same thing.
Hate is like a clenched fist;
If you think about it;
It can easily be loosened.
However, the same can be said of an open palm;
If you think about it;
It can easily be tightened.
Thus while Love and Hate;
Are the most powerful of feelings;
They are also the most unstable.
Just remember that the open palm;
Attracts more than the clenched fist.

The Face

Deep in your eyes a face I see
Sinister, Evil, and Pure as can be
Never to know the secrets within
The treasures, the pleasures, and unknown sin
Searching far, searching wide
One cannot find what the face does hide
Well behind and far away
The face is kept well at bay
Though I try, I cannot find
The way to reach the face unkind
And when I fall upon my knee
I find at last, the face is me

-Carnellion Grimwulf

DEFENDER OF THE FIRE DRAGONS

(Abridged)

by Tokugawa Basha

"The situation is very grave. If the Archmage Von Shale hatches with his magic those fire dragon eggs, the whole clutch will do his evil bidding. With the fire dragons on his side, he would rule all the known Lands in a matter of days," the monarch of Vazzarel told a six-foot, dark-haired warrior in front of him in the King's private hall.

Captain Trynel vos'Salone, a long-time friend of the king of Vazzarel and the only warrior to defeat Von Shale in the past, understood well the consequences of such a development. Von Shale had destroyed two kingdoms in the South in his attempt to take over the South, the invasion which Trynel had stopped. Von Shale was an evil man with evil intentions. Trynel still bore the nasty scars of the conflict between the warrior and mage. Von Shale unfortunately had escaped and was not heard from again. Until this.

"Do we know where he is hiding the eggs?" Trynel asked.

"Lady Adette does. She will assist you in this mission."

"A Lady? She will only be an extra burden. Nay, I do not need her assistance. Have her tell me where the eggs are -," Trynel responded.

"Do not underestimate the Lady Adette. She has been a... Defender of the Fire Dragons for many years. She is a powerful warrior and sorceress," the king replied.

"I have never heard of the woman -," Trynel stated.

"Now you have," a female voice cut through the shadows. He saw the cloaked figure walk toward them from behind the massive stone meeting table. She lowered the hood of her cloak, revealing a young yet authoritative face. She had a tan complexion that contrasted sharply with the crystal blue eyes and fiery red hair, which was kept pulled out of her face and neck by ornate jewelled pins. She wore red scale mail under the cloak - no doubt the scales of the Fire Dragons she protected - and wore an amulet around the neck of an unknown design. No doubt a symbol of whatever god she and her magic served.

Her cold gaze settled on the man in front of her. She had heard many stories of his heroic deeds. The man did seem to be quite formidable, even without his armor. He did not need to wear it for his late-night meeting with the king, but he still looked quite capable of handling an invasion without it. He was wearing leather pants tucked into over-the-knee boots. His white shirt was tucked into the pants, but the shirt was not laced, revealing a bare, muscular chest with long and ragged scars - hip to shoulder and midtorso side-to-side. He had a rugged, yet handsome, face marred only by a scar set temple to nose. He might prove to be a worthy companion in the upcoming battles.

"Lady Adette of the Defenders of the Fire Dragons...Captain Trynel vos'Salone of the Shadowsword Company," the king introduced.

"My Lady," Trynel bowed slightly, took her hand and kissed it.

"You are too kind. I am sorry to tell you we must depart before sunrise. We have two days to travel in one day," she responded.

"We have no time to waste. Those eggs are near hatching time."

"Let me collect my belongings and meet you at the city's main gate," he told her, bowed to the king, then left the two alone in the audience hall.

"I hope he is as good as you say," Adette warned the king in a tone of voice that could chill the soul.

"He almost destroyed Von Shale three seasons past. That was when he received those gashes on his chest and face," the king told her. "Surely you can see he is worthy to accompany you."

"I see his worth, yes, but that is all that is revealed to me. He has a powerful spirit in him. That will be advantageous," she responded.

"Thank you for finding him. The Fire Dragons can always use a strong human such as he, as a Defender."

"I am but your servant," he responded, humbly bowing - an odd action for a man who ruled the seven separate provinces that made up his Northern Kingdom. She nodded to him then replaced the hood of her cloak. The door opened by itself and she left through it without making a sound.

Later, as Adette and Trynel left the city walls, Trynel pondered over the reverence with which the townspeople treated the woman riding next to him. Even Trynel's own stallion seemed tamed by her presence - and the warhorse rarely let a magic user within ten feet of itself.

"Lady Adette, exactly what kingdom are you from?" Trynel asked to break the silence of the rapidly paced ride.

"You may call me Adette only, and I owe allegiance to no kingdom."

"You serve only the Fire Dragon," Trynel concluded.

"You could say that. It is my life job to protect and educate their young."

"A human teaching dragons? You must be quite a teacher," Trynel exclaimed.

"I only teach what is necessary for them before they leave the Lair to learn on their own."

"Still that is quite a job to fulfill."

"I believe I fulfill it adequately," she stated.

"And how about the job ahead of us? Do you have a plan?" He asked.

"I do," she responded. He waited a few counts before realizing she would not elaborate.

"Are you going to tell me the plan?" He prodded.

"Von Shale is mine. Let that be understood. I claim Avenger's Right in accordance with Vazzarel Law and the laws governing the Fire Dragon Protectorate."

"I too have petition for Avenger's Right -"

"I, however, have first claim due to our cause, she responded.

"You may have first claim," he conceded (after all, Shadowsword obeyed Vazzarel Law), "And what is my part in your plan?"

"You will guard the eggs from Von Shale's minions. When I attack him, he will send them to destroy the clutch - or they may have

orders to destroy anyone but him who gets near the six eggs. Here," she told him, pulled her horse up next to his and handed him her amulet. "A Defender's pendant. If you need help, think the name 'Blaze'."

"Blaze?" He asked, confused.

"The dragon name of the clutch's mother," Adette informed him.

"I was wondering where the mother was going to fit into the picture."

"She would have shown up earlier, but humans seem to take a fancy to hunting dragons. She would have been killed the moment she approached Von Shale's villa - if a hunter didn't kill her first. We will cut down most of Von Shale's forces so she can hurry in and out with the clutch. We will then guard her departure from the other humans. Her destination will be kept safe with me," she stated, "in accordance with my right as Defender of the Fire Dragons."

"You like to mention rights and laws quite a bit, don't you?"

"I was told you were one to follow the Laws of the Lands and I am also unfamiliar with the way people relate to one another."

"You've been with dragons for too long," Trynel commented, many thoughts wandering through his mind that would offend a lady.

"They are normally better company," Adette snapped as if his thoughts had been vocalized. After seeing him flinch at her retort, she continued but more subdued. "I apologize, Captain."

"Do not worry, my lady. Very little can offend me. It is just strange to me to hear a woman, such as you, speak so harshly of her own kind."

"Call it environment and experience. How many women do you know who fight, wield magic, and teach dragons?" She asked with a charming smile that made Trynel's heart skip a beat.

"You are the first," he admitted, returning the smile.

"See?" She commented, then looked around the surrounding forest. The sun was rising, casting strange shadows along their path.

Trynel watched her. Something about her did not settle right with him. Something dark and secret that could not be hidden by her calm, beautiful exterior - and it had nothing to do with her being a sorceress. He had served with many magic users, male and female, and none had made him as apprehensive as he was now.

Suddenly, he saw the woman bend forward in her saddle, one hand holding her stomach as if she were in pain.

"What is it?" Trynel asked with concern. "What is wrong?"

"Von Shale...he tried to hatch one of the eggs prematurely...it killed the hatchling," Adette gasped.

"Are you - in touch with the hatchlings?" Trynel asked surprised.

"Yes, my magic puts me 'in touch' with them," she responded.

"You are a great mage," he stated in awe.

"Not if we don't get there in time. We must hurry," she replied and prodded her horse to a run.

"This does not look like a place that can hide dragons," Trynel whispered to Adette, as they sized up the small village in the valley below.

"Nevertheless, this is the place. I believe there is an underground passageway leading to a cavern beneath the village. Follow me." Trynel drew a small dagger from his sword belt and followed the woman down an embankment into the village.

No one seemed to be in the village square or in any of the dwellings that they passed. Adette led him to a house near the center of the village and kicked in the door. Trynel went in first and scanned the room. There was furniture, but no signs of occupancy.

"Strange," Trynel commented, running a finger over a dusty bookshelf. Adette glanced around the floor near the dining room table, noting the disturbance of the dust.

"Help me push this table," she asked of Trynel. He sheathed his knife and went to help her. They both pushed at the table. As they did so, they moved the section of the floor underneath as well, revealing a stone staircase going down.

"Underground passageway," Trynel commented.

Adette pulled a crystal the size of an apple out of a bag she kept concealed by her cloak. She mumbled something in an archaic tongue and a pale, red light illuminated the first few steps of the stairway.

"Let's go," she told him and started down the stairs. Trynel put a hand on her shoulder to restrain her.

"No, my lady. Let me go first," he replied. She acquiesced to his chivalrous gesture and let him take point. He pulled out his short sword and began walking down the stairs. Adette followed behind, their source of light held out in front of her. At the foot of the stairs, they encountered their first opposition.

The five goblins gave a screeching battle cry and raced up the stairs toward them. Before Adette even finished an incantation to destroy the creatures, Trynel had dispatched four of them with his skill as an expert swordsman. The last goblin retreated, running down an adjoining hallway.

"We can't let it get away!" Adette told Trynel. Trynel began to run after the escaping goblin, but was stopped by Adette before they rounded another corner the goblin raced around.

"Wait! I have a better idea. Trust me, she told Trynel. She handed him the light and disappeared down the hallway the goblin had taken. Trynel heard a muffled yelp, then silence. Adette suddenly reappeared by his side.

"This way. He was running to the hatchery," she informed him, not even fazed by the fighting or even out of breath. He followed her, casting an inquiring look at how she had taken out the goblin. They soon passed the mangled remains of what must have been the goblin, but before he could get a better look, Adette directed him to a huge oak door.

"The eggs are in there. I don't sense Von Shale."

The two of them pulled the doors open. The room beyond was a huge cavern with a ceiling that could not be seen, for the light did not even begin to touch the darkness above. A river of lava flowed into the cavern, making a small pool in the center. Iridescent Fire Dragon eggs could be seen floating in the magma.

"My precious," Adette murmured as she knelt by the pool of lava and touched one of the eggs. "They are still safe."

Trynel grabbed Adette's arm and got a look at her unscathed hand before she jerked free from his grasp.

"What kind of witch are you that you do not even burn when you touch the egg of a Fire Dragon?!" Trynel exclaimed.

"Do not touch me again without permission," she almost growled, "Just because you are my chosen, it doesn't give you the right

- "...

"Your what?!" Trynel interjected.

"I must go find Von Shale. Defend the clutch," Adette responded, ignoring his question. She closed the doors behind her without his assistance.

Trynel heard a hissing noise above him the moment the doors closed. He looked up as something flew down from the shadows above him. He dodged it and swung his sword. The gargoyle-like creature came at him again, its red eyes glowing at the anticipation of a quick kill. Trynel's other hand pulled his knife free from its sheath and, with one fluid motion, threw it straight at the hideous creature. The knife hit it in the neck causing it to drop to the ground, fluttering madly before it died. As Trynel pulled his knife free from the corpse, the creature crumbled to dust and the distinctive hissing of a second creature filled the air. Trynel prepared himself for the next attack, wondering how many of these creatures were ready to attack him. He did not get the chance to wonder for long. He felt a cold chill and looked up at its source. There was an opening ten feet above him with a ledge. Von Shale looked down upon him.

"Fool. I should have destroyed you back in Shakare. Now you have the gall to try to stop me. Did you not learn the last time that you could not defeat me?"

"You were the one to run away last time, Von Shale," Trynel retorted, just before concentrating on the name 'Blaze'. His thoughts pondered on how the dragon mother would get into the corridors that led into this cavern. He also wondered where Adette was, as he held his sword in front of him and looked up at Von Shale.

"I do not need to run again, Captain of the Shadowsword. My magic is stronger and you have no more surprises," Von Shale gloated.

The two oak doors suddenly exploded from their hinges, flying off from each side of the portal. Lady Adette strode forward, her red hair flowing around her shoulders and head, as if a wind were circling around her. Trynel saw the look of death in her eyes. He stood out of her way.

"Von Shale," she called, "I have come to challenge you."

"A woman mage? Challenges me? This should not take long," Von Shale retorted from his perch.

"Not just a woman mage...," Adette responded. Red light crackled through the cavern then hit Adette full force. The red light obscured all vestiges of the red-headed woman. Unexpectedly, the human female disappeared and was replaced by an adult Fire Dragon. It fluttered its wings then pulled them along its glistening, crimson body.

"...I am also this clutch's mother!" She snarled.

Von Shale took a step backwards, fear in his eyes, which didn't beat the surprise in Trynel's eyes. Von Shale realized that he had made a grave miscalculation.

"Thought you could raid my Lair and rob me of my most precious possessions, you feeble-minded human? Feel the wrath of the Fire Dragon, corpse!"

"Destroy the Clutch!" Von Shale ordered (for the last time) his hidden minions.

Adette/Blaze let Von Shale taste the fire of the dragon. His ashes hadn't even begun to settle when she turned and swatted one flying demon into the nearest wall. The two others dove down upon Trynel, but before the dragon could turn its massive body toward Trynel's attackers, two goblins jumped from the ledge Von Shale had been on and landed on her back. Adette/Blaze dropped one wing, causing one goblin to fall off her back. She stepped on it and tried to jar loose the second. It, however, managed to shove a pike underneath a scale and hit flesh. She cried out, then instantaneously shapeshifted into a human again. The goblin fell to the ground as she changed, and rolled to its feet. Adette dove away from it and chanted a spell. Lightning hit the goblin, causing it to convulse and fall to the ground dead.

Adette grimaced at her bleeding shoulder then looked to Trynel, who had four demons laying dead at his feet with three more on their way. She then felt a deep, heart-wrenching pain and saw one of the flying fiends crack an egg with its ax. She snarled angrily and, with a blood-curdling scream, used her human form's magic skills to vaporize the creature with a lightning spell. She felt a weakness overcome her after using such a power-consuming spell and losing so much blood, which had caused a luminous red puddle to form near her feet where it dripped from her arm.

She couldn't even attempt a heal spell now, with most of her magic ability spent on the human level. As a dragon, she was limited to her dragon magic and skills and it would have been difficult to engage in combat in the confines of the cavern, which was probably what Von Shale had depended on. With her good arm, she pulled her sword from its scabbard and jumped into the battle against the demon nearest her. She was soon at Trynel's side.

"I think you forgot to tell me a few things," he commented as he killed a demon.

"Did I? So sorry," she responded.

"You hurt bad?" He asked, noticing the strangely tinted blood staining the shirt beneath her armor.

"I'll live, if we survive this. I have one more spell, but it will cause me to lose consciousness and it has a 50/50 chance of successfully destroying our enemies."

"It will not kill you, will it?" He asked with genuine concern.

"Shouldn't, but can I trust you while I am unconscious?" She responded, slicing at one of the flying monsters.

"Of course, my lady!" He responded as he watched her stab at a demon that smelled her blood and saw it as weakness.

"I will, of course, resume my dragon form -."

"It does not matter to me," he advised her.

She began the sing song chant. Great bolts of lightning sprang around them and danced upward toward their targets. One after the other, whether seen or not by the spellcaster and human soldier, demons and goblins fell around them like rain. After what seemed like a life time, but was only a few seconds, the dragon turned into a human. Adette collapsed on the cavern floor, her energy totally spent.

Trynel went to her and checked her for life. He felt her heart still beating, but knew of nothing he could do to help her except to bandage her shoulder and make her comfortable. The memory of seeing her change into a dragon - the Mother of these dragons eggs, was haunting him. She even trusted him with her dragon name, an honor few humans ever received. The revelation of her being a dragon frightened him, but at the same time enchanted him. He could not leave her, not yet, not even after they completed the mission. For some strange reason he wanted to learn from her and learn more about her.

She woke with a start after a few minutes.

"How long was I out?" She demanded.

"Only a few minutes. It is good that you go to human form. I was wondering how I could have cared for you. Could be embarrassing when you are impersonating a human and become a dragon when you lose unconsciousness."

"I don't consider it impersonation. Rather it is my second self," she replied.

"I will not quarrel with that," he said with a touch of humor in his voice.

"The eggs?" She asked, trying to stand. He put a hand out to restrain her.

"Safe. The enemy was destroyed. Rest a moment," he told her.

"I cannot. Not until the eggs are returned to the Lair."

"But that place is known."

"Only by Von Shale - who is no longer. I will find a new Lair after these leave for a Lair of their own," she responded.

"Then let me go with you - to make sure none harm this clutch until they are of age and can defend themselves," he replied, taking the bait. He would be a fine human liaison for the Fire Dragons, a good friend - and maybe more than a friend.

"I am honored by your request, but a human lifespan is not as great as the dragon," she said, knowing he could not resist the experiences she had to offer.

"Then I will take each day as it comes. I can always go and return at will, so that my obligation to Shadowsword and Vazzarel will not be derelict."

"I accept your offer then, Captain, with a condition. You will teach me and my own the ways of man - how you deal with one another."

I will be happy to teach the teacher," he said with a warm smile.

"Good, then we return home."

"How do we carry the eggs?"

"In this," she showed him the bag that she carried the crystal of light in.

"I do not understand."

"Watch," she instructed as she pulled the bag open and placed an egg that was about one foot in diameter though the bag did not change size to reveal the mass inside. She retrieved another egg, ignoring the heat of the lava flow, and placed it in the bag as well. Still there was no change in the shape of the bag even though the bag should not have been able to contain the mass.

"That is incredible. Where can I get such a bag?"

"This is the only one in my possession. I do not even know when I got it or from who," she said apologetic.

"No matter. Let us hurry from the place," he told her and went to help her lift another egg.

"Do not touch! The egg will burn the skin off your hand," she warned and finished the job herself.

"Is the bag heavy?" Trynel asked curiously. She allowed him to pick it up. It felt as if it was empty.

"Absolutely incredible," he muttered.

"One of the many marvels you will see. Come, if you behave yourself, I will take flight instead of our walking our way home."

The azure blue water
crashing onto golden shores
Seagulls circle looking
for their next meal from the sea
Seashells lie scattered
along the shore like forgotten jewels
Tall cliffs surround and
protect this untouched paradise
like an infant child

Angel

The Gospel, According to ~~Ph~~

In the beginning, there was rattan. The world was without foam and joy; and authenticity was upon the face of the deep. The holy trinity: Gilos, Tawnae, and Aramithris didst make manifest upon the water, let the be foam: and there was foam. And the trinity saw the foam, that it was good. The trinity said, Let the waters under foam be gathered together unto one place and let the dry land appear: and it was so. And the trinity called the dry land Amtgard: and the trinity saw that it was good...

The trinity didst bring to pass the kingdom of the burning lands. With gentle fists they did guide the children of Amtgard away from the paths of unrighteous willfulness. Low and verily, there was discord amongst the children of the trinity. The dark children known as the corsairs didst rise up in revolt against the velvet chains of the trinity. They were cast out into the darkness and became known as the fallen ones. Amtgard. The highest became angels and were known as the legion of the claw.

So didst the world of the burning lands revolve about the trinity. There was foam: and the foam was good. There was peace: and the peace was good. No words of dissent were to be heard throughout the kingdom, except whispers in the darkness.

With the passing of the seasons, came a wish in the mind of one of the dark ones. For the land was dust and the land was sterile. Delphos didst wander far from the arms of the trinity and he did cause to be manifest, the vast forsaken lands of the north, green the shade of emeralds. With his words, the emerald hills did rise up above the land to shake the firmament. Then didst the holy ones: Reyna, Nevron, Delphos, Selka, Alissandra, Garath and Gwyndon cause the kingdom of the Emerald Hills to be.

In the south, far from the arms of the trinity, an elven wanderer named Nithanalorn, made camp beside a river and spate to himself, "These lands are good: let there be towers of stone. These lands are fruitful: let there be artisans and poets". With these words he, arhmaand, selena, chinok, and black made war upon kryton. Vast was the blood that was shed, but the duchy of barad-duin, under the burning lands was born.

With gentle thoughts and iron deeds, the trinity and the angels sought to guide the youthful kingdoms through trespasses of willfulness. But Barad-duin, didst quicken, without concern for the desires of the trinity. With volition, they didst desire to change the laws of amtgard without guidance from the burning lands. For these sins against the trinity they were struck down.

But alas they did not learn, and did chafe under the velvet chains of the trinity. Keeping their tongues, they didst bide their time. One day the trinity didst give them their liberty, in hopes they would keep the laws of Amtgard inviolate. Deciding to distance themselves from the traditions of Amtgard, they remained the independent Grand Duchy of Barad-duin. For awhile the peace was maintained, and Amtgard did grow, within the confines of the Trinity's velvet chains.

But alas, aspersions cast upon the knights of the Emerald Hills, by Nithanalorn. In anger and bitterness they were returned, and bitter were the words between Barad-duin and the Emerald Hills. Banners were stolen and relinquished. Raids were conducted and wars were waged and lost. Still a balance of power was maintained, until the paper wars were begun between Barad-duin and the Trinity.

In the burning lands, the trinity and the holy legion of the claw, didst guide their populace with loving hands. It was during this time that the trinity evolved into two: Aramithris and Tawnae. It was by their gentle touch that the first barrages of the paper wars began. Then the holy ones of Barad-duin conspired in the darkness, away from prying eyes. "Peace cannot be had with such as these", they said, as they ventured into the light. And to the populace believed. Heated were the barrages that were exchanged, and sinners were to be had on either side. Insanity reigned, until even frogs were being executed in the courts of Barad-duin. Before war could be waged, Nithanalorn and Aramithris did meet at the coronation of King Nevron, the opinionated. New heights of ego were reached, but in the end, peace was maintained.

Uneasy was the peace that was maintained, for King Nevron did seek revenge upon the "holy" ones of Barad-duin for the insults heaped upon himself and the other "holy" ones of Emerald Hills. In the ensuing tumult, his champion Cain the obnoxious, didst cause a graven image of a finger to rise from his hand, and his crotch to manifest itself into his other hand. This was more insult than the populace of Barad-duin could bear. Many were the spells that were chanted along the river that night. In the morning, a mighty cataclysm did cause the duchy to be swallowed in a great explosion, and the Grand Duchy of Barad-duin was never to be heard from again.

Bitter were the words exchanged between the kingdoms of Amtgard that year. Accusations flew, until the unlooked for happened and revolution exploded upon the face of the Burning Lands. Aramithris and Tawnae, all that remained of the trinity, didst announce that they would rest and relinquish the guidance of Amtgard. Great was the pain caused by the explosions that destroyed Barad-duin, but great was the good that resulted.

During this time, Riff didst cause the mountains of Iron to unite under his leadership in the farthest reaches of the north. Under his reluctant hand, the Barony of Iron Mountain arose. And Reinholdt, did wander out upon the vast plains to the north of the Emerald Hills. Lo, he said, "These plains are like gold in the hand of the gods. Let the Barony of the Golden plains arise". With these words, Flynn, Jasmine, Ulrich and Stone made foam in the palms of the gods.

Theodric Blackflame, did venture forth from the Burning Lands, into the lands far to the south and east and did form the Barony of Bifost, the rainbow lands. Unbeknownst to Theo and Amtgard, Michael, Hammer of God, ventured forth from the lands of Iron Mountain, into the lands near Bifost and caused to be a new barony. This barony became known as Turris Lunae, the "Towers of the Moon". Upon notification of each other's existence, Theo and Michael didst make pacts of alliance and union. With this alliance, a new form of Kingdom arose in Amtgard. A confederated union of independent monarchies, the Celestial Kingdom.

The ensuing years have been kinder and peace is to be had. The baronies of the golden plains and Iron Mountain, have since become Kingdoms. The Trinity is revered and respected, but no longer followed blindly. The Celestial Kingdom has grown and expanded into a vital and sometimes confusing alliance of many monarchies, thanks to the efforts of many. New gods walk upon the firmament and many are the wonders that have arisen. Strangest of all was the appearance of Rufus, long thought to have died along with the rest Barad-duin. Apparently Barad-duin had transferred to another dimension and had not been destroyed after all. Boogah and he did cause to be a new monarchy, known as Torre-mare, where the lands of Barad-duin had existed.

"Well my good friend, glad I am that you have stayed to listen to my tale of the beginnings of the universe of Amtgard. Have some Coke and catch the wave. My name? I am known as Rebyr, or Pooh-bear. I and others to numerous to name, have worked hard so that the holy foam could continue to exist. Drink peaceful and enjoy the holy foam. That is the true meaning of Amtgard!"