

The Star



Antiquary

LET IT BE KNOWN UNTO ALL WHOM THESE
PRESENCE COME THAT THIS BE THE
COURT OF THE
CELESTIAL EMPIRE

Emperor	Miawara Asahi	Prime Minister	Sir Rufus
Emperor's Champion	Sir Michael	Prince Regent	Peremone
Capt. of the Guard	Sir Pebyr	Prince's Defender	Dreadstone
Emperor's Guard	Sir Chad'do	Prince's Guard	Balinor
	Sir Zephram		Durin
	Sir Rufus		Draegon
	Sir Zircon		
	Sir Calvin	Imperial Herald	Du Brionne
Weaponsmaster	Rook	Scribe	Dunbar

FIGHTING CLASS GUILDMASTERS

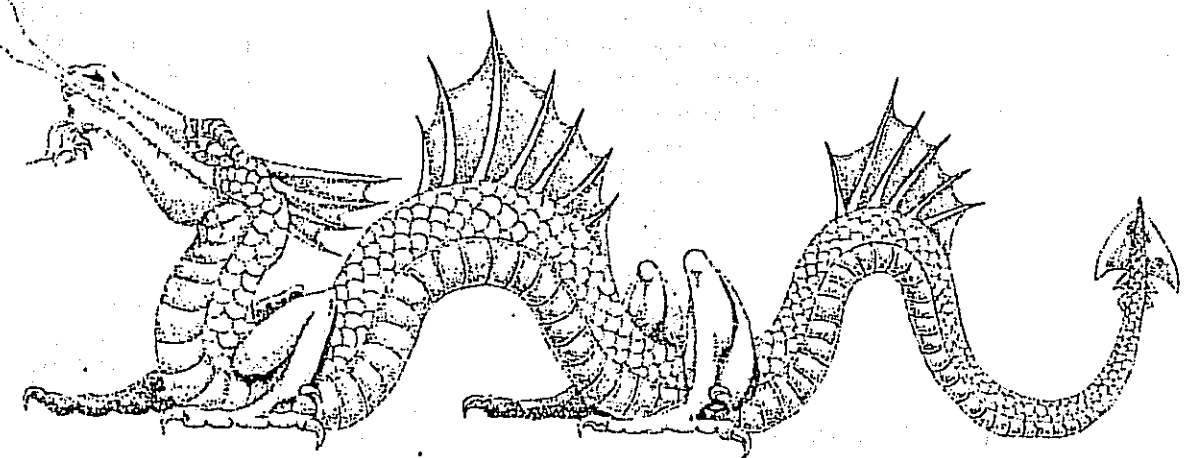
AntiPaladin	-	Sir Theo	Monks	-	Kineda
Archers	-	Notandra	Monsters	-	Vasha
Assassins	-	Raven	Paladins	-	Sir Michael
Barbarians	-	Alexis	Reeves	-	Fnord
Bards	-	Sir Pebyr	Scouts	-	Thanatos
Druids	-	Keslar	Warrior	-	Crinos
Healers	-	Farlo	Wizards	-	Mojo
Circle of Steel	-	Tiger Clan	Belted Circle	-	Sir Rufus

ARTS AND SCIENCE GUILDMASTERS

Armors	-	Sir Martel	Garbers	-	Melinda
Engineers	-	Oreylin	Heraldry	-	Du Brionne

BOARD OF DIRECTORS

Todd Barr	-	Sir Rufus	Kerry Havas	-	Fnord
Ray Dunn	-	Sir Tholden	Will Jordan	-	Sir Michael
Garland Griffith	-	Griff	Curtis Wade	-	Sir Zephram
Matt Griffith	-	Miawara Asahi			



THE STAR
THE NEWSLETTER FOR AMTGARD, THE CELESTIAL KINGDOM
Volume I, 1995

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HOW TO SUBMIT ITEMS TO THE STAR

Any items that might be entertaining and/or informative to the Amtgard populace at large are needed for THE STAR. Articles, art, advertisements, maps, poetry, etc... are only a small sample of the kinds of items that might be published in THE STAR. They are, however, subject to proofreading and editing prior to publication. Please submit items by the 1st of each month to:

Kingdom Scribe	Prime Minister
Archbishop Dunbar	Archduke Sir Rufus the Grimwulff
c/o Bart Starr	c/o Todd Barr
101 Glen Oak Lane	1604B Ravey St.
Leander, Tx. 78641	Austin, Tx. 78704
(512)259-5593	(512)707-2275

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Editors Note - Dom Peremone was unable to catch up with me to get me a "Letter From The Prince" or to pass on any submissions for the "Star" that had been turned into him (maybe Next Issue).

As of October 23, 1993

Amtgard, The Celestial Kingdom

General Waiver and Informed Consent to Participate in all Amtgard Events & Functions

Please print all information and turn in to the Prime Minister, Chancellor or Seneschal before you participate in your first event.

Mundane (real) Name _____

Personna Name _____

Address _____

City _____ State _____ Zip _____

Farspeaker (Phone) Number (____) _____

Your date of birth _____

I agree to release and hold harmless Amtgard-The Celestial Kingdom, Amtgard splinter group chapters, and all members of all Amtgard Chapters from and against all claims, demands, and actions in respect to damage to my person or my property arising in connection with my participation in Amtgard functions. Furthermore, I accept and understand that neither Amtgard or any Amtgard members is responsible for any injuries received or given at any Amtgard function. I further understand that, as with any physical sport, participation in Amtgard is not without an element of risk.

I also authorize by my signature herein permission for medical treatment by professional means, if necessary, and I am unable to answer for myself.

Note: Anyone under the age of 14 must have a parent or guardian present whenever they are participating in one of the fighting activities, and may only participate in fighting activities with the permission of the Monarch or Guildmaster of Reeves.

Signature of Participant _____

Date _____

Signature of Parent or Guardian (If Participant is under 18 years old) _____

Emergency Contacts (List two)

Name: _____ Phone:(H) _____ (W) _____

Name: _____ Phone:(H) _____ (W) _____

Local groups keep one copy of this waiver on file and forward one copy to the Prime Minister.

LETTER FROM THE PRIME MINISTER OF THE CELESTIAL KINGDOM

Greetings Unto The Populace;

In keeping with the tradition of forgotten recognition and awards at coronations and closing courts, Hulka and I seemed to have lost/misplaced/forgotten a few. Emperor Miawara granted our boon to give out the reincarnated awards that we misplaced (this was done at Weaponsmaster). Following is the list of reincarnated awards:

Lightfoot	- Mask	Sir Michael	- Warrior #5
Perigrine	- Lordship	Ta'shi-iak	- Smith
	- Lion		- Rose
	- Smith	Rufus	- Smith
Valerie	- Dragon	Kadarian	- Rose
	- Garber	Nomad	- Petal x 2
	- Rose	Shanti	- Petal x 2
Arion	- Petal	Melinda	- Petal
Conor	- Petal	Chad'do	- Petal
KeShe	- Petal	Kyrie	- Petal

Also, I would like to say a special thanks to: Lady Kendra (my Lady) for putting up with my cooking briskets for 2 weeks and the occasional fire; Baron Durrin SeaEagle for cleaning up after the Breakfast crew at coronation, for helping cook, and along with Lord Squire Connor (AKA Wanderer/Jingles) and Amorden to tear apart the briskets into bite size pieces; Ta'shi-iak for being Co-Feastocrat; and to everyone who helped with coronation feast.

Have some of ya been wondering why we haven't had a Star out lately? Well it has something to do with no submissions for the Star, but most importantly it has to do with the FACT that the Prime Minister has been too busy trying to get the Kingdom paperwork together. Of course, since, only a couple of the local paper pushers (Sheriffs, Seneshals, & Chancellors) have been turning in the paperwork to Kingdom (thank you - KeShe, Arion, and Notandra). If more would keep up with their paperwork then the Prime Minister's Office would have more time to put out a simple newsletter. I have put together a staff of helpers (hereby known as the R.S.S. - Rufus' Secret Service, Department of Records) to collect and assimilate the needed information. Now I've been asked, "What Information do you need?". So for those of you who have no clue as to what you are supposed to be doing as a paper pusher, here it is:

- Keep record of Dues paid (remember to send 1/2 of dues money to Kingdom) and financial expenditures.
- Phone and address list.
- Updated record list of Awards and Titles.
- Class Level and weeks list.
- Signed Waivers for everyone in your group (before they are allowed to fight they should have a waiver on file).

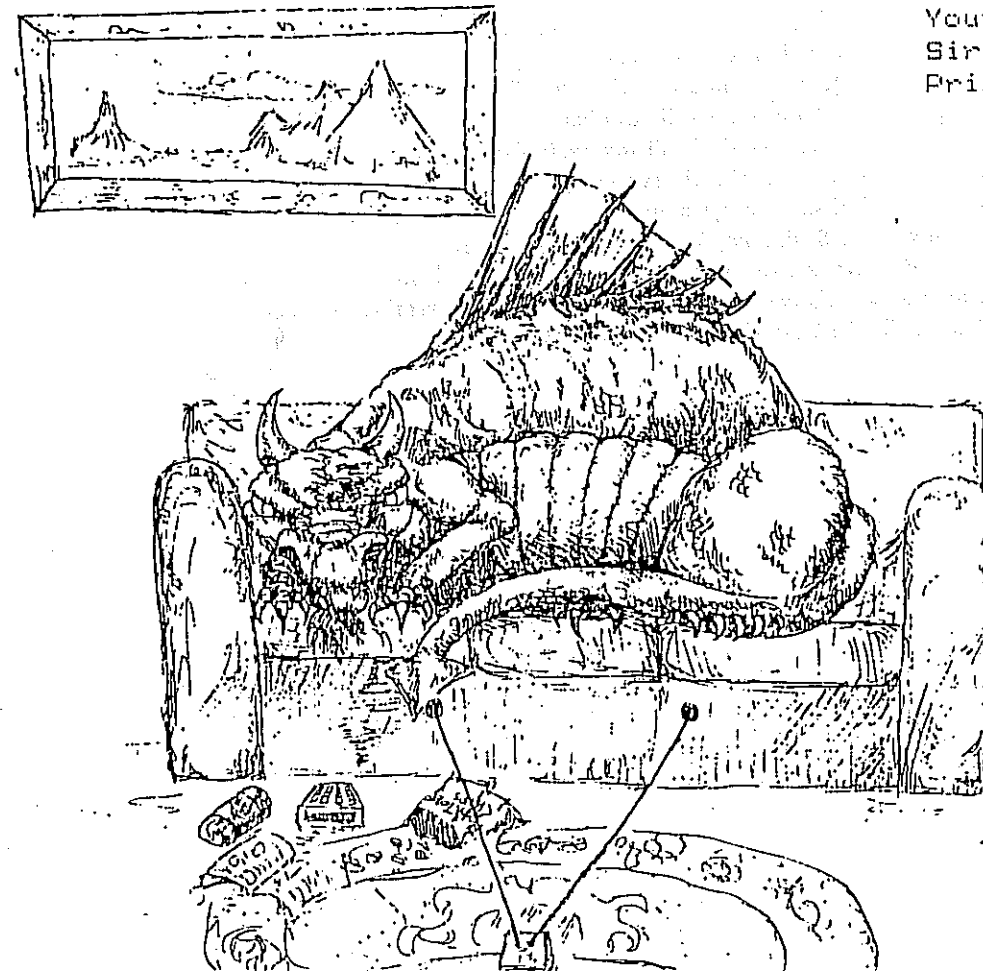
What the Kingdom needs, from those of you who haven't already done so, is a photocopy of waivers for anyone who has signed in for the last 3 months, a copy of dues paid members and expenses, the updated address/phone list, up to date awards/title list, and an up to date weeks list. I need this information AS SOON AS POSSIBLE in order that awards may be given out to your group, so your populace may vote in elections/allthings, etc.. And finally, I will need monthly updates no later than the 10th of each month.

In March, there is a Crown Qualifications/Elections in Kerrville and a Scheduled Allthing at Coronation in Burnet for the new Corpora.

Notes on Spring War - there have been a few Flyers with the wrong dates being past out, the correct dates are February 17th - 20th. Somehow I volunteered to be Feastocrat for Spring War and I'm looking for victims (oops, I mean Volunteers) to help as servers, cooks, cleanup, spit and firebuilders, "gofers", etc.. (it would be nice to get most of the Squires to Volunteer, HINT). Now for feast, if ANYONE has any special dietary needs (diabetics, vegetarians, RELIGIOUS - Jewish or Islamic especially) Contact me as soon as possible - Rufus (512)707-2275. The proposed Menu is: Bread/cheese and fresh Veggies

Rufus' stew (over 20 qts. devoured at Clan)
Parsley'd Potatoes and Green Bean Casserole
Roast Pig (yep, 2 whole 125# pigs roasted)
Candied Fruit

Yours in service,
Sir Rufus of Grimwulff
Prime Minister Of The
Celestial Kingdom



FROM THE GUILDMASTER OF REEVES...

GREETINGS TO ALL,

I would like to start out by thanking everyone who voted for me. It was most gratifying. I have a few observations to share with you.

I have seen a few people using their weapons as wands when casting spells! The rules are quite clear on this issue. You may not use a weapon as a casting object.

Another problem that I have noted is people casting multiple spell balls and throwing them one at a time. If you cast them together, you MUST throw them together. Also note that your incantations HAVE to be intelligible...mumbled spells may backfire!

There was a question as to where your leg ends and your torso begins. Your leg ends at your underwear line (assuming you are wearing mens briefs...use your imagination). Your arm begins where your shoulder bone ends.

I have also noticed some wizards who sit inside a circle of protection and charge ball spells, they then sit inside the circle of protection waiting for someone to walk by and they jump out and throw it at you. The rules state that you may cast no other magic while inside a circle of protection. You CAN cast verbal magic at others while in the circle. If you can bring someone else into the circle and heal them.

Barbarians should note that the rules do not state that you have to stay still while healing yourself, you only have to actively eat herbs. This means that you can even defend yourself while healing!

Another important point. At the last Allthing, the populace voted to outlaw flat bladed weapons by an overwhelming margin. I have noticed that the local defenders don't seem to be enforcing this rule at all! Please try to make this rule work. Those of you who are ROYALTY should set an example, instead of ignoring the Allthing. I realize that some of the more well made weapons are flat bladed, but also some of the more dangerous weapons are flat bladed. The ruling is that a weapon must be 2" in diameter.

We also voted that spear hafts should be padded. Please make sure you add some padding to the hafts of your spears.

Warriors should note that the rulebook doesn't specify a minimum or maximum length for a javelin. The minimum length is two feet (smaller than that is a dart and can only be used by assassins). The maximum length is four feet (longer is a spear). You should include either fins or a tail on your javelins to make them fly straight. Being hit by the side of a javelin can hurt.

Armor wearing classes are also reminded that the sixth edition prohibits the stacking of armor. You should always take the higher armor value of the pieces you are wearing. Also keep in mind that you must average the armor value for mixed pieces (always rounding down, not up!) If you have studded leather with studs only on the front, it is STILL only 1 point armor! Also belts under three inches in width DO NOT count as armor. Knights and squires should especially note this.

Please feel free to contact me regarding this information or to ask any other questions at 512-445-7392 (email: kerryhav@aol.com) or snailmail: 2607-B Reeves Cr, Austin, TX 78741

Yours in the dream,

COUNT SQUIRE FNORD DE FANTHING
Guildmaster of Reeves, Celestial Kingdom

P.S. PLEASE NOTE THAT I will be producing an extensive list of clarifications for Spring War. If you want to have a say in this issue, contact me in writing, or on the net. Spot clarifications on the field aren't usually remembered long enough to write them down.

DIRECTORY OF CONTACTS IN THE CELESTIAL KINGDOM

CELESTIAL EMPIRE

Emperor Miawara Asahi
c/o Matt Griffith
7912 Keneshaw
Austin, Tx. 78745
(512)444-7409

Prime Minister Rufus Grimwulff
c/o Todd Barr
1604B Ravey St.
Austin, Tx. 78704
(512)707-2275

DUCHY OF BIFOST

Duke INAGG N'Feasant
c/o James Googins
700 Smokey MTN. Dr. #204
Kerrville, Tx. 78028
(210)895-1651

Chancellor Arion Reinquist
c/o Mark Pickett
H.C. Box 2609
Boerne, Tx. 78006
(210)537-5112

DUCHY OF DRAKENROC

Chancellor Notandra
c/o Andra Starr
101 Glen Oak Lane
Leander, Tx. 78641
(512)259-5027

ArchDishop Dunbar
c/o Bart Starr
101 Glen Oak Lane
Leander, Tx. 78641
(512)259-5093

DUCHY OF MORDENGARD

Duke Crimson
c/o Steve Ellis
601 Old Jersey
College Station, Tx. 77840
(409)693-8360

Chancellor Thanatos Light
c/o Scott Horne

() -

DUCHY OF TIRANA

Duchess Tinuviel
c/o Kat Stamford
7912 Keneshaw
Austin, Tx. 78745
(512)445-5734

Chancellor KeShe
c/o Irlan Keys
511 Ramble
Austin, Tx. 78745
(512)447-7413

DUCHY OF TORI-MAR

Duke Dirk Thunderblade
c/o Will Carmona
824 Fairfield #315
Austin, Tx. 78758
(512)453-0518

Chancellor Asylus Cotta
c/o Chris Adkins
2317 S. Pleasant Valley #720
Austin, Tx. 787__
(512) -

DUCHY OF TURRIS LUNAE

Duke Rook
c/o Dale Shanklin
21455 W. IH 10
San Antonio, Tx. 78254
(210)698-5509

Chancellor Anarchist
c/o Richard Shanklin

San Antonio, Tx. _____
(210) -

Barony of Dragonshaven
 Baron Beloch MacMartin
 c/o Dub Martin
 1500 Mohican Trail
 Harker Heights, Tx. 76543
 (817)698-6926

Seneshal Katar Longbow
 c/o _____

 (____)____-____

Barony of Talonsfield
 Baroness Leithia MacLaine
 c/o Stelffie McCormick
 Rt. 2, Box 2398
 Cedar Creek, Tx. 78612
 (512)303-1050

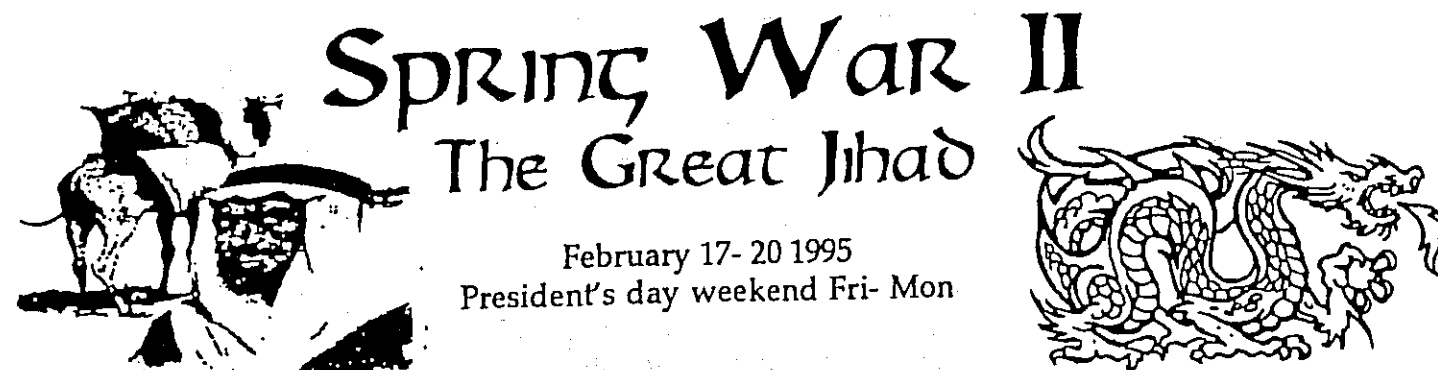
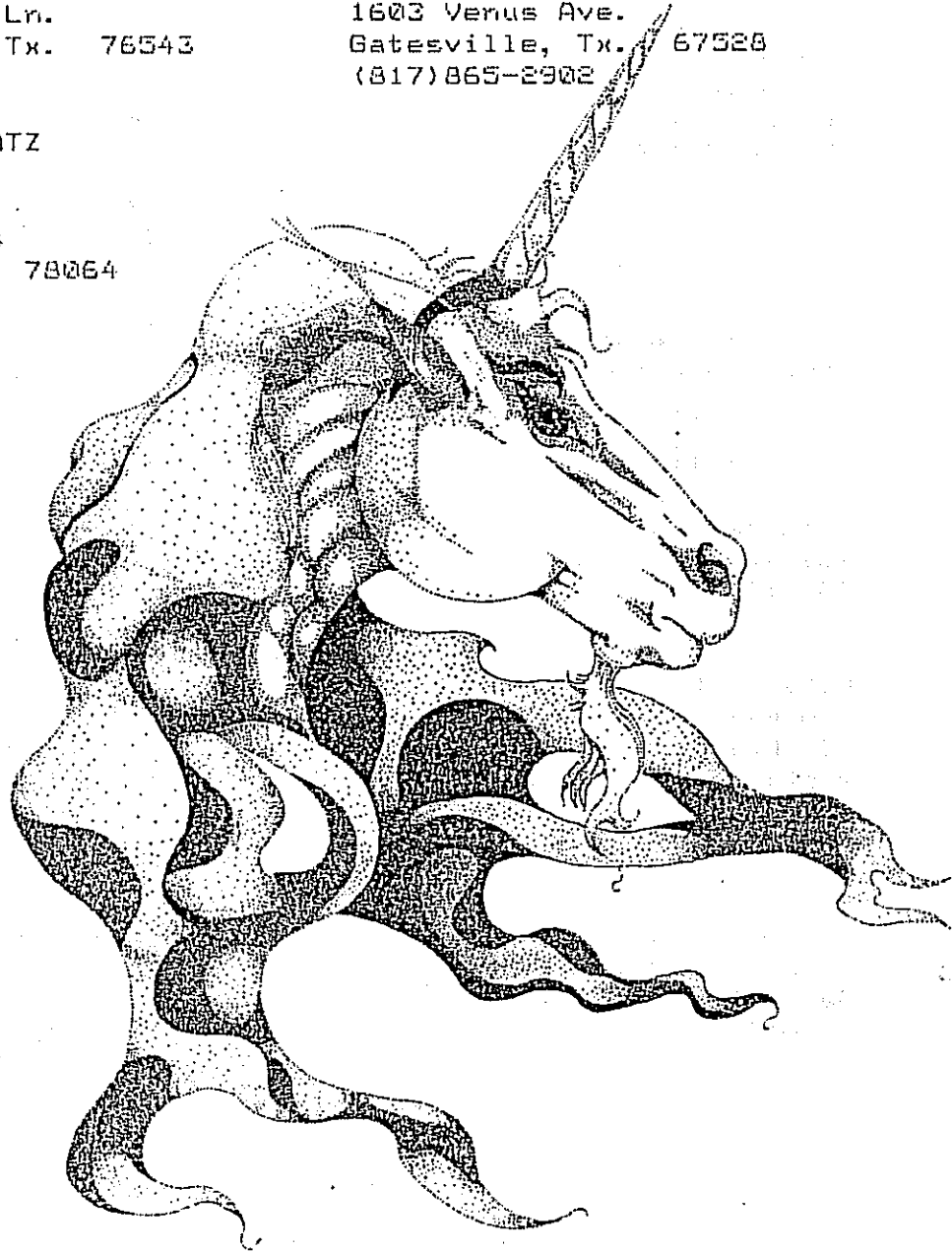
Seneshal Arcyias Atieidies
 c/o Paul Ford

 Page, Tx. _____
 (512)321-6403

Vale of the Unicorns
 Sheriff Torrin
 c/o Sheldon Hirschmann
 205 E. Cardinal Ln.
 Harker Heights, Tx. 76543
 (817)699-1984

Shire of the Crossroads
 Morgan MacMurdish
 c/o Morgan MacMurray
 1603 Venus Ave.
 Gatesville, Tx. 76728
 (817)865-2902

Shire of Keinplatz
 Sheriff Valas
 c/o Matt Sisk
 403 High Meadows
 Pleasanton, Tx. 78064
 (210)281-5112



The Saracens led By Sir Cabal are waging a Jihad at Burnet County Fairgrounds. Squire Balinor will lead the valiant defense of the site. Everyone is invited to help repel the Saracen horde. Olympiad VI, a Juggling tourney, a women's tourney, and other attractions will also be available. There is a \$5 all inclusive fee for this event, regardless of whether you want to eat feast or not (no checks). Visiting Kingdom royalty will be admitted for free, as long as reservations are made by Jan 30. Those not making reservations will be required to pay at the gate. A menu will be available for diabetics, call the Feastocrat by Jan 30 with any special dietary requirements. We are looking for water bearers, certified first-aid volunteers, and reeves for the War. Vendors interested in the Merchants' Row need to contact Sir Pebyr. Sir Pebyr will also be in charge of security. The Autocrats reserve the right to throw anyone off the site. Hot showers and a heated sleeping area are available if needed.

Co-Autocrat
 Squire Ta'shi-iak
 Brian Hart
 935 Utopia Lane
 San Antonio, Tx 78223
 210-333-8809
 Leave Message for Brian

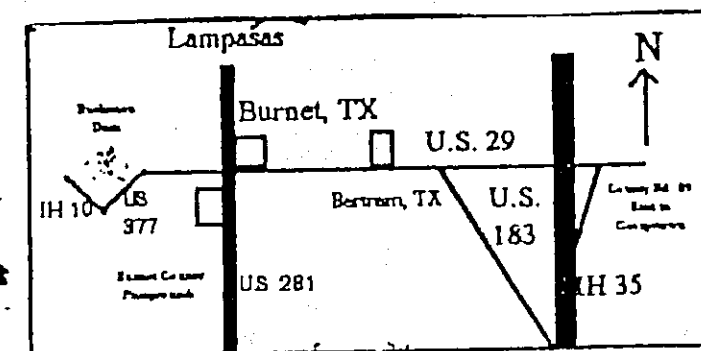
Co-Autocrat(for Reservations)
 Prince Perimone
 Russell Richardson
 1306 Belmont Pkwy
 Austin, Tx 78703
 512-482-0925

Saracen General
 Duke Sir Cabal
 Dave Demarrs
 10805 N. Central #1255
 Dallas, Tx 75231

Feastocrat
 Duke Sir Rufus
 Rufus T. Barr
 1604B Ravey St.
 Austin, Tx 78704
 512-707-2275

Security & Merchants
 Duke Sir Pebyr
 David Seguin
 San Antonio, Tx
 210-561-7776

First-aid & Reeves
 Proconsul Sir Tiberius
 Gary Augustein
 Austin, Tx
 512-338-0883



Olympiad VI

February 17-20th, 1995
Run By Baroness Vera Chrenof

Scoring and Rules

(scores will be from 0.0 to 4.0)

To win the title of Overall Olympian: The title of Olympian this year will go to someone who shows talent and skills in Both the Arts and Fighting. To run for Overall Olympian you need to enter 15 or more events. Five of the fifteen must be in the War events. You must enter one bardic, one art, one science, one garbing, and one writing, totaling five Arts and Sciences events. You must enter at least five other events of your own choosing.

All things entered will receive points. The points will be added up per person, except those scored under 2.0, to get each person's score. The person with the highest score and who fulfilled all previous criteria will get the title of Olympian. If there are enough entries in the multiple categories they will be split.

To win the title of War Olympian: This title will go out to the person who shows the most prowess in the war events. To run for war Olympian you must enter all war events. The points earned per person by placement in each war event will be added up. The person with highest amount of points wins. For those who have to leave before all war events are finished will still be given the basic 2 points to their score as if they had entered but not placed.

To win the title of Arts Olympian: This title will be given to the person who shows the most skill in the Arts and Sciences. To run for Art Olympian you must enter at least ten arts and sciences events with at least one in bardic, one in art, one in garbing, one in science, and one in writing. The scores over 3.0 per person will be added up to get a score. The person with the highest score get the title of Art Olympian.



For Questions or just general grousing
Baroness Vera
C/O Beth Sequin
12200 Interstate 10 W. #512
San Antonio, Texas 78230
1-210-561-7776



Arts

Bardic (entertainment)

Musical: Singing
Instrumental

Non-musical: Dance

Juggling/Acrobatic

Storytelling/Comedy

Art (judged on quality, artistic value, & Amtgard period)

2-D art

3-D art

Cooking/Brewing

Devices/Favors

Sciences

Weapon Construction

Active/Passive construction

Armor Construction

Shield Construction

Writing

Garbing (judged on detail)

Court

Monster/Special Purpose

Battlefield

Needlepoint/Accessories

Please submit all writing entries as typed, double-spaced pages with 5 copies enclosed in a page protector. DO NOT submit originals as there may be comments written on them! Word quantities are suggestions. Go over them at your own risk. All entries are to be postmarked one month prior to this event. That date is January 17th, 1995. This is so that the entries can be judged two weeks prior to the event. Late entries will lose one point off their total score. All items will be judged on Amtgard period, on entertainment value, and information value.

Prose (500 words or 2 1/2 pages)
(Fiction, Persona History, stories)

Poetry (200 words or 1 page)

Informative (800 words or 5 pages)

Run by Sir Zephram McLaren
c/o Curtis Wade
11909 Buckingham Rd.
Austin, Texas 78759
512-918-0031

WAR

Single Sword
Two Man Teams
Archery

Double Dagger
Sword and Shield

Staff
Shield and Flail

Florentine
Sword a and Dagger

Magic and Sword - magic user armed with three lighting bolts and one Warrior.
Random Weapons - random choices will be pulled randomly out of a bag.
Juggling Tournament

FEAST OF FOOLS MARCH 18, 1995 KERRVILLE TEXAS

A MEDIEVAL FAIR AND BANQUET ON THE BANK OF THE GUADALUPE RIVER AT THE HILL COUNTRY ARTS FOUNDATION

FUND RAISER TO BENEFIT:

HILL COUNTRY PROFESSIONAL CHEFS ASSOCIATION
HILL COUNTRY ARTS FOUNDATION
AMTGARD

They invite you to participate in a Medieval Fantasy Festival

DRINKS	TOURNEY	ROMANCE	MELEES
FOOD	GAMES	MUSIC	BOOTHS

Come and display your talents and crafts along with other Gentle Medieval Societies

Musicians

Bards
Knights
Fools
Dancers
Acrobats

FOR MORE
INFORMATION
CALL STEVE
WIDENER AT:
(210) 896-7676

R.S.V.P. BY
JANUARY
18th, 1995

Jugglers

Artists
Tents
Banners
Booth Keepers
Courtly Ceremony

Greetings' nobles and peasants!

Believe it or not, Canturbury Faire is actually closer than it seems. The actual date of the fair is on April 8 and 9, but preparation must begin now. In order to even be associated with Amtgard, all of our people MUST be in FULL GARB. Head to ankles. (I realize period shoes can be hard to come by) Blue jeans and t-shirts are not acceptable. It is preferable that the cyclist pants many like to wear be worn with breeches. (Period shorts) To fight, combatants must be in groups of 4. Three of these are warriors and the last is a banner bearer. The entire force must be wearing tabards to match the banner. Fighting companies from around the Empire are welcome to come show off your colors. Combat will go as such: two groups will fight in the ring. The winner will remain with the loser's banner bearer behind them. As one team wins combat more, they will accrue banner bearers. This will go on for our demo time. At no other time will there be any fighting in or out of the ring! At the booth, there will be tables set up showing off our best work in all arts and sciences. Feel free to bring up to two of your best items to leave on the tables all weekend to show off and boost your ego. Also, at the booth, I want one person making armor (preferably metal) and one person doing some sort of sewing. These people can switch at intervals with new people doing similar things. This is an excellent time to get that project done that you haven't had time for. These people will each have a chair and workspace. If you want to work on a project at the booth and answer peoples questions about Amtgard and make all of us look good call me.

Yours in Service,
Conte' du Brionne'
(Chris Glover)
441-4476

Crown Qualifications

On March 19, the 10th Monarch & Regent/Consort will be chosen (OK! OK! 9th Monarch if you don't count Michael twice.) Registration will begin at Noon and the fighting and A&S events will commence at 1 P.M. Somebody will give the Reeves' and Corpora exams. If you are running for Monarch, Royal Regent, or Champion you must submit a letter of intent to PM Rufus by February 19 (Spring War/Olympiad Sunday). Scoring for the Arts & Sciences will be on a 0-to-5 scale. The winner of the cultural tourney must enter 7 events and have the highest average score out of his/her 7 best entries. War points will be awarded by event; 5 pts. for 1st, 4 for 2nd, 3 for 3rd, 2 for 4th, and 1 for 5th. Bishop Dunbar will preside over these events. The winner of the war tourney will have amassed the greatest # of war points.

On to the juicy part! To qualify for Monarch, one must score an average of 3.5 in their best 7 A&S events, pass the Reeves' and Corpora tests (75%), and participate in 4 war events. To qualify for Regent, one must score an average of 4.0 in their best 7 A&S events and pass the Corpora test. The next Champion must pass the Reeves' test and score at least a 3.5 both in weapon and shield construction.

The War Events are:

Sword and Shield	2-Person Team (Sh. Swd. & Shield/8' Spear)	Single Sword
Magic Bolt	Sword & Dagger	Archery
		Dbl. Dagger (Time Perm.)

The Arts and Sciences Events are:

Fiction	Musical Perf.	3-D Art	Weapon Constr.	Act./Pass. Constr.
Non-Fict.	Non-Mus. Perf.	Cooking	Shield Constr.	Court Garb
Poetry	2-D Art	Rose	Armor Constr.	Fighting Garb

Please have a heart, people! No more than 2 writing events per person per category. I must receive them by March 5. Please mail them to 11909 Buckingham Rd., Austin, 78759 (c/o Curtis Wade). If you have any questions (no obscene calls in the middle of the night, please!), please call (512)918-0031 before 11 P.M. Entries in all events can be no more than 6 months old (since completion).

To get there, take Hwy. 290W to Hwy. 16 (switch in Fredericksburg). Go South to Kerrville. (San Antonio folks can tune in at this point) get to I-10 and head West, then take the Ingram exit (taking a left over the highway). After you've cleared the hwy, make a rt. on Lois (no Lois Lane jokes, please) and go 1-1/2 blocks. The park will be on your left.

When you get there, please register at the tables. I'll try to have the CK battle banner up to make us easy to find. This should be a great event, so bring out your best work and be ready to fight your cojones off!

Go in peace in service of the Dream!

Zephram

The Celestial Empire presents: The Month of Crown

The month of March should prove to keep all local Amtgard far too busy than they want to be.

Sat	Sun
Mar 11 Feast of Fools - Bifost	Mar 12 Crown Qualifications - Bifost (Kerrville)
Mar 18 Crown Coronation - Burnet County Fairgrounds	Mar 19
Apr 1 Kingdom Raid on Clhul	Apr 2
Apr 8 Canterbury Faire - Austin	Apr 9
Apr 15	Apr 16 Weaponmaster - Walnut Creek Park Tentative

Kerrville's Feast of Fools is their first try at a festival of renaissance recreation. Conveniently, for us, Imperial Qualifications will be the next day.

To run for King (or Emperor, your choice), Regent, or Champion you must give written intent to P.M. Rufus by February 19th. To qualify for King you must pass a Reeve and Corpora test with 75%. Also, you must score at least a 3.5 average (Scale of 0 to 5) in seven (7) different arts and science event, and participate in the tournament. To qualify for Regent you must pass a Corpora Test, and score at least a 4.0 average in seven (7) different arts and science events. To qualify for Champion you must pass a Reeves Test and score a 3.5 in Weapon Construction and Shield Construction. Intentions have been given by Tokugawa Basha (Vasha) and Arion Rienquist for King (Queen); Kendra Catriona Grimwulff and Balinor Darkwolf for Regent; and Fnord Farthing the VMA for Champion.

Qualifications will begin (hopefully) at 12:00 in Bifost, and cultural entries will be accepted until 2:00. Entries from Olympiad from Feb. 19 will be accepted. Items entered at any other Kingdom or larger event are disqualified. Items made previously to Sept. 19, 1994 are also disqualified.

To get to Bifost coming east on I.H. 10, use exit 505 and take a left into town. Drive about two miles on that road which becomes Harper Street. Take a right on Lois and drive two blocks to the park on the left hand side of the road.

Members whom the Empire has record of previous dues payment may send proxies for the election in their place with their local Governor (Baron/Duke) or Chancellor/Seneschal. Proxies will ONLY be accepted by these.

Celebrating the results of the election, Coronation will be at the Burnet County Fairgrounds with juggling and a battle to put down the rebel, Ja-shi-lak, for daring to call the Emperor a rat! Support Emperor Miawara and bring honor to your company. The Lions will be providing a feast of breads, cheeses, fruits, and sweetmeats. Revel til dawn with music dancing and merriment.

All events, mundane law will be strictly enforced. Any law breakers risk being removed from the event or being arrested by local authorities.

THE MONSTERS THAT TIME FORGOT

As EX-Deputy Guildmaster of Monsters and as Prime Minister, I'm writing this article to clear up some inaccuracies in the Unofficial "Celestial Kingdom Monster Supplement to the Dor Un-Avathar". This Unofficial supplement was printed and distributed by Danshaku-fujin Tokugawa Basha (Vasha), Guildmistress of Monsters, without approval of the Guild Of Monsters, the Emperor, or the Prime Minister. By the way, membership in the Guild of Monsters is limited to those who have signed in and played (in the appropriate garb) monster for 12 or more weeks credit (only 2 credits allowed per month).

In June 1994 (Hulka's Midreign), the Guild past 24 new Monsters and made some clarifications to some older monsters. The clarifications are printed on Page 1 of the Supplement.

20 of the new monsters were printed in the Supplement, these being:

Baalrog	Faerie Folk	Uruk Hai (Great Orcs)
Daemon, Regular	Frogmen, Swamp	Water (Ice) Elemental
Daemon, Spike	Giant, Cloud	WereCat, Large
Dark Elf	Oni Mage	WereCat, Small
Dwarf	Scorpion, Giant	WereRat
Elf	Skeleton Dragon	WereWolf Lord/Lady
	Skeleton Warrior	

The other 4 new monsters that were passed and "Forgotten" have writeups at the end of this article. These 4 are:

Avatar	MiniDrake	WereFox
	Gargoyle	

And yes, there is a Gargoyle in the Supplement, but it is not the official one.

For the following Unofficial Monsters, I recommend that they only be used for play testing and then only under severe supervision for Game Balance:

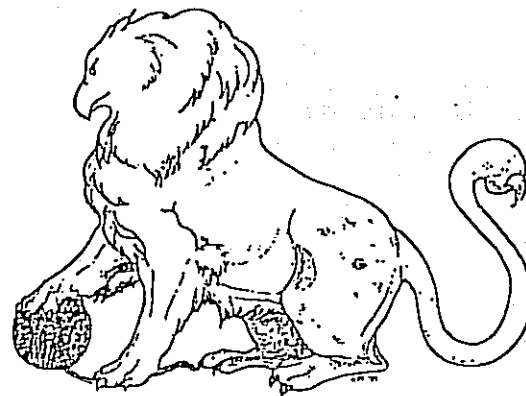
Beholder	Goblin	Mermaid/Merman
Centipede, Giant	Goblin, Pop	Pegasus
Chimera	Harpy	Satyr
Gargoyle	Hellhound	Sprite
Genie	Humonculus	WereBear
	Kobold	

And finally, these last 4 should not be used because of game imbalance:

Dark Elf Necromancer	Sucubus/Incubus
Shinma	Yuki-onna (Snowwoman)

On playing Monsters, these Rules (especially Garb) should be strictly adhered to:

MONSTERS

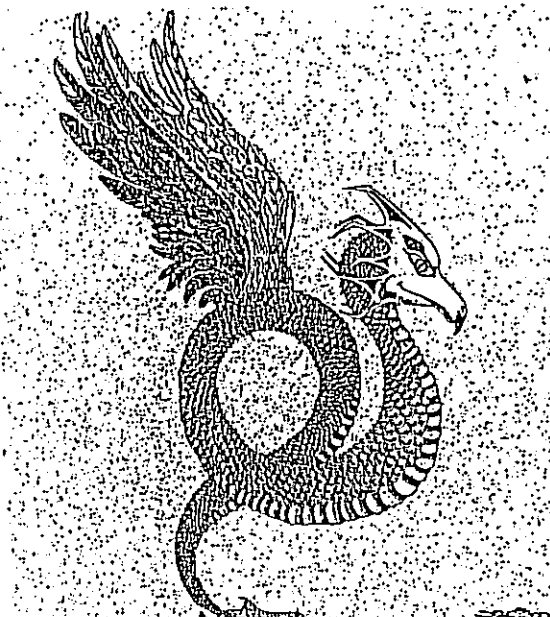


MONSTERS

Special quests and scenarios may involve the use of monsters. Many have magic or magic-like abilities. Monster types that have been played on the battlefield range from dragons to dryads, from ghosts to hollis to vampires and werewolves, and so on. As they are not a regular class, the specific rules on monsters are included in a separate monster handbook. Restrictions on the class include the following:

- 1) May only be played in special games or with the permission of the Monarch, Prime Minister, and Guildmaster of Monsters.
- 2) Monsters may not unbalance a ballgame and must show a willingness to play in character. Neutral monsters must stay neutral.
- 3) Garb must be distinctive and typify the monster played.
- 4) No more than one monster per 10 people.
- 5) No one may play a monster more than twice per month.
- 6) Monsters may not be combined with other classes (i.e. no giants playing 6th level scouts, etc.). Monsters are a class, not a persona race.
- 7) Monsters may not be played in intergroup games except by agreement of all monarchs involved.
- 8) The rulebook supersedes all monster supplements and handbooks in cases of disputes.
- 9) Monsters in innate armor may not add other forms of armor unless specified for that monster type.

Final note - The minimum criteria for Master of Monsters is exactly the same as for any of the other Fighting Guilds (ignore #8 on page 2 of the Supplement - See section 4.5 of the Corpora - Masters of the Fighting Guilds).



Sir Rufus the Grimwulff
Master of Monsters
Prime Minister of the
Celestial Kingdom

AVATAR

A armor: 3 points, and up to three additional points may be worn. May use shields.

A attacks: Any one-handed weapon (does Red weapon damage).

A abilities:

- 1) Avatars can only be hit by magic and magical weapons, and these will do normal damage (all attacks, including white weapons only do 1pt. damage). All other attacks will bounce off harmlessly.
- 2) Avatars have a natural Protection from Death (immune to Touch of Death, Curse, Killing Grounds, Mutual Destruction, Finger of Death, Doomsday, & Quivering Palm.) and are immune to poison.
- 3) Any weapon used by an Avatar is considered magical for purposes of striking beings hurt only by magical weapons.
- 4) Avatars can cast the following spells (2/life):

-Heal	-Cure Poison
-Mend	-Cure Disease
-Teleport	-Call Lightning
-Protect	-Pyrotechnics
-Dispel Magic	-Resurrect
- 5) Can cast Extension (1/life) and Lightning Bolt (1 bolt/Unlimited)
- 6) By their very nature, an Avatar cannot be subdued, nor can they be stunned (magically or otherwise). They can still be held by an Iceball, Entangle, Petrify, and Flesh to Stone.
- 7) An Avatar can represent many different types of gods and forces; therefore, no two will ever be precisely alike. To reflect this, an Avatar may have one specialized power, determined under the following guidelines:
 - If it is a spell, the Avatar can cast it once per life.
 - Immunities and defensive powers are permanent.
 - A power that effects the Avatar's attacks (such as a white weapon), is decided on a case by case basis, determined by the quest designer.

A description: Avatars are the physical embodiment of the gods, and as such, acting out that deity's will. They can therefore be found in numerous circumstances. Avatars never recognize man-made titles (such as Lord/Lady, Master, Monarch or Prime Minister), but recognize only religious hierarchal titles (Canon, High Priest, ect.). These beings may only be played in special scenarios.

A vulnerabilities: none

A lives: 2

A levels: These special beings do not have levels; they simply are.

MINIDRAKE

- Armor:** 2 points invulnerability.
- Attacks:** 2 daggers (claws) or dagger and flail (bite and tail)
- Abilities:**
- 1) Sleep stinger in tail (flail) - does no physical damage, must say "sleep" before strike (barbarians are immune).
 - 2) Fly (unlimited) - "I take flight" x3.
 - 3) Hide (unlimited) - "Let my surroundings hide me" x2 - can't be found or harmed.
 - 4) Messenger (unlimited) - "Safe passage unto me" x10 self only, as per spell.
 - 5) Breath weapons at higher levels - 3rd level Entangle Ball (unlimited) - 6th level Fireball (1/life BELCH).
 - 6) Immune to Lighting, Ice, and Entangle.
 - 7) Transfer immunities to one person while in contact with them.

Description: These mischevious little beast are always flitting about looking to antagonize anyone. On occasion they choose a companion to annoy (I mean accompany) till they find something better to do. They look like minature dragons (thus the name)

Vulnerabilities: Sweets or food.

Lives: 3

Levels:

- 1st - Hide (3/life)
- 2nd - Mend own armor (1/game)
- 3rd - Transfer immunities while in contact
Breath Weapon - Entangle Ball
- 4th - Hide (unlimited)
- 5th - Tail becomes "Bludgeoned" (2pt. weapon)
- 6th - Breath Weapon - Fireball (1/life BELCH)

OGRE

Armor: 2 points natural, plus additional armor worn.

Attacks: 2 fists (2 maces/red weapons)

Abilities:

- 1) Barbarian immunities.
- 2) Scare (2/life) - say "I make thee afraid" x3. The victim of this ability will remain at a great distance from the ogre, and cannot attack the ogre for a 1000 count (once a person has been scared he may not be scared again by that ogre for remainder of battlegame).
- 3) Loves the taste of elven and human flesh, and will attack them first over any other opponents.
- 4) Berzerk (as per Barbarian).

Description: Ogres are huge, marauding brutes with the intelligence of a table leg. They are irrepressible bullies, but will not shy away from larger opponents. Ogres have a extreme distrust of magic, and will shy away from opponents that use it (evidence as to why the Oni Mages so easily rule over these morons). Ogres skin color that can be found in all varieties of humanity, but hair color is always dark (including dark green).

Vulnerabilities: Afraid of magic.

Lives: 3

Levels:

- 1st - Scare (2/life)
- 2nd - Additional life (total of 4)
- 3rd - +1 point of natural armor (total of 3)
- 4th - +1 point of natural armor (total of 4)
- 5th - Additional life (total of 5)
- 6th - Berzerk on last life

WEREFox

- Armor:** None, may use small shield if not using claws.
- Attacks:** 2 daggers (claws, count as red weapons), or use any melee weapon under 5' (no missile/projectile or red weapons) instead of its claws.
- Abilities:**
- 1) Immune to poison
 - 2) "Tracking" - may ask one question about a specific game effect. Reeves, dead people, neutral monsters, and mundanes may be questioned and if in the game, must answer to the best of their abilities. This is not a magical ability and is unaffected by magic. Also, this will grant werefoxes total immunity to all assassins snares and traps.
 - 3) "Escape" - Werefox chants "Escape" for a twenty count no one within 20 feet may strike or attack him. Werefox may not attack or approach within 20' of a base or game item.
 - 4) Immune to Entangle/Hold (this includes Scout's Entangle).
 - 5) "Charm Person" (1/life), range 20', short poem (15-20 words) as per bard spell.
 - 6) "Circle of Protection" (1/life) as per Wizard spell.
- Description:** Werefoxes are humans with the ability to transform into a fox/man hybrid. Although distantly related to werewolves, werefoxes are less aggressive, generally resorting to flight (as opposed to fighting). If physical combat is unavoidable werefoxes use their great speed and cunning to try and stay one step ahead of their enemies. While werefox lycanthropy is transmitted via their bite, werefoxes will only infect willing subjects. There are no lesser or Lord/Lady Werefoxes. All of these creatures, from the time of infection, are roughly equal power and potential. Although being of a neutral disposition, werefoxes would chose to side with the more benign side of a dispute, if such a choice was forced upon them.
- Vulnerabilities:** Magical/silver weapons ^{and} most magic.
- Lives:** 4 (more at higher levels)
- Levels:**
- 1st - Escape (3/life)
 - 2nd - Heal Self (1/life)
 - 3rd - Extra life (total of 5)
Immunity to Entangle
 - 4th - Charm Person (3/life)
 - 5th - Extra life (total of 6)
 - 6th - Circle of Protection (1/life)

KNIGHTHOOD IN THE CELESTIAL KINGDOM

"The Monarch may knight people into any of the four orders. Although not required, candidates for knighthood should have achieved the criteria listed and have the approval of a majority of the Knights of that Order. Note that the achievement of criteria set forth does not automatically grant Knighthood. Also note that the traditional virtues will go a long way towards achieving the white belt." (Section 4.11 of the Corpora)

"It is unfortunate that so many believe a white belt will elevate them past their own foibles and fears." (Section 4.1 of the Corpora).

Having the recommended criteria (this is set forward in Section 4.12 of the Corpora) is fine and good, but that isn't what makes a Knight, it is what makes a Master of the Order. Attitude and Honor are two of the most looked for qualities in a Knight candidate, and are the qualities that are the hardest to measure. Whining, backstabbing (and I don't mean like an assassin), excessive egotism, and bitching are flaws in the traditional virtues and attitudes. Some egotism can be expected from all Knights, for it goes with their pride in what they have accomplished. This should not be confused with just being egotistical. Chivalry is also well and good, (unfortunately the later Medieval Europeans confused and combined chivalry, chauvanism, and something called fairness which didn't exist in some cultures). Each of our knights has their own Code of Conduct, a combination of attitude, honor, and chivalry that they fight and live by. If it is a viable code and is closely followed, then the knight should be worthy of respect. Wearing a white belt DOES NOT automatically earn a knight RESPECT, although some knights do act like it does. It is the way they act, what they do for others or the group: i.e. service to the club, arts and sciences, or fighting prowess.

Would you respect a knight that is constantly whining or backstabbing someone? I didn't think so!!!

Each of our Knights have their strengths and their weaknesses, but all of the current Celestial Kingdom Knights HAVE EARNED their belts.

As far as Knightings in the Celestial Kingdom goes, the Monarch can knight anyone into any of the categories. It is recommended that the candidate meet the required minimum criteria. That the candidate have the approval of the majority of the Knights (Corpora variation - all of them, not just the Knights of that Order) and recommended to the Monarch, and that the candidate shows the appropriate Knightly attitudes (bitching, whining, backstabbing, etc. ain't them). So to reassure those that disagree with a candidate for Knighthood, know that they have the approval of the Monarch and usually over half of the Knights of the Kingdom before they receive that little white belt.

The following is a list of notes on Knights of the Celestial Kingdom and the four Orders. The Celestial Kingdom has had a total of 20 Knightings since its beginning in 1989. There has been 3 Knights that have come into the Kingdom with their belts (Sir Theo/Knight of the Flame/Burning Lands, Sir Zircon/Knight of

the Crown/Mystic Seas, and Sir Tholden/Knight of the Flame and Sword/Barad-Duin Amtgard). Seven of our Knights (Pebyr, Koranda, Calvin, Rufus, Zephram, Tiberius, and Tholden) were from the old Grand Duchy of Barad-Duin (Amtgard pre-1990). Sir Arioch resides in the Kingdom of the Emerald Hills, (we are so sorry about that). Sir Narsya and Sir Koranada are inactive, (and we miss them), but are still considered members and still put in an occasional appearance. Sir Nightlynx is on a sabbatical and will return soon. Sir Calvin is a member of splinter group independent of the Celestial Kingdom. In the Celestial Kingdom there are currently 15 Knights with 22 belts between them:

Knights of the Crown = 7
 Knights of the Flame = 3
 Knights of the Serpent = 7
 Knights of the Sword = 5

Knights of the Crown

1) All have Placed overall in Crown Qualifications in somepart of the quals. (Tourney, Arts, Sciences, Garbing, Bardic, or Overall).

2) Average length of time to get Knight of the Crown in the Celestial Kingdom is 3.75 years.

Knights of the Flame

1) All have served in at least 1 Kingdom Level Office (Kingdom/Ducal/Baronial Monarch, Kingdom/Ducal/Baronial Prime Minister, Kingdom/Ducal Consort/Regent, Kingdom/Ducal Champion)

2) All have served (repeatedly) in the other Kingdom offices (Kingdom Guildmasters, Court Positions, Etc...).

3) All have Autocrated at least 1 major Kingdom event (tourney, Feast, Quest, Publication, Coronation or Midreign, or War).

Knights of the Serpent

1) All are Masters in their fields (Dragon or Owl) and have won multiple major cultural events (Crown qualifications, Olympiad, etc.).

2) All make their own garb or armor.

3) All have served as Arts and Sciences Guildmasters (multiple terms).

4) Most have placed in garbing contests.

5) 67% have placed in 2D art competitions.

6) 83% have placed in writing events.

7) 67% have placed in science events.

Knights of the Sword

1) 75% have won Weaponsmaster (the other 25% have all placed high in Weaponsmaster).

2) 75% have won more events than anyone else (besides Warlord).

3) All have been in one or more of the following Kingdom Offices; Champion, Consort/Regent Defender, or Captain of the Guard.

4) All have won at least 1 Major Kingdom tourney (Crown Champion, Weaponsmaster, or Olympiad).

5) All have both titles of Defender and Weaponsmaster.

Name of Knight	Belts	Date Started	Date Received	Knighted By
Sir Theodrick BlackFlame c/o J.D. Wade 922 Hillcrest Ave. Kerrville, Tx. 78028 (210)896-2261	Flame Crown Sword	4/84	4/87 8/91 2/92	Oramithris Narsya Narsya
Sir Michael Hammer of God c/o Will Jordan 21455 W. IH 10 San Antonio, Tx. 78254 (210)698-5589	Crown Sword	1/89	8/90 2/92	Theo Arioch
Sir Pebyr Ap'Cucorin c/o David Seguin 12200 W. IH 10 San Antonio, Tx. 78230 (210)561-7776	Serpent Crown	4/85	8/91 8/92	Theo Michael
Sir Tomadachi Koranada c/o Chuck Langbehn 614 Cassidy Crt. Travis AFB., Ca. 94535 (707)437-9411	Serpent	3/89	11/91	Narsya
Sir Narsyasura Vasuadeva c/o Conrad Davis San Antonio, Tx. _____ (210)____-____	Crown	___/___	2/92	Arioch
Sir IMAGG N'Feasant c/o James Goopins 708 Smokey Mtn. Dr. #204 Kerrville, Tx. 78028 (210)895-1651	Sword	1/89	2/92	Arioch
Sir Calvin MacDruin c/o James Robson San Marcos, Tx. _____ (512)353-8799	Flame	3/88	5/92	Arioch
Sir Arioch c/o Kelly Wright Dallas, Tx. _____ (____)____-____	Crown	___/___	8/92	Rufus
Sir Chad'do c/o Isaac Garcia 3815 Southport San Antonio, Tx. 78223 (210)337-6933	Sword	___/___	8/92	Rufus

Sir Zircon c/o Scott Gleeson 211 W. French #123 San Antonio, Tx. 78212 (210)735-6663	Crown	5/50	8/52	Snakeeyes
Sir Rufus the Grimwulff c/o Todd Barr 1604B Ravey St. Austin, Tx. 78704 (512)707-2275	Flame Serpent	3/88	2/93 9/94	Pebyr Miawara
Sir Zephram c/o Curtis Wade 11909 Buckingham Rd. Austin, Tx. 78759 (512)918-0031	Serpent Crown	6/88	7/93 2/94	Pebyr Michael
Sir Nightlynx c/o Ken Edelstein 2304 Leon #D Austin, Tx. 78705 (512)469-0460	Serpent	8/90	2/94	Michael
Sir Tiberius Augustus c/o Gary Augenstein 8552 N. Lamar #2121 Austin, Tx. 78753 (512)339-0893	Flame	5/86	6/94	Hulka
Sir Martel c/o Ben Gephart 2402 Harrowden Dr. Austin, Tx. 78727 (512)244-7809	Serpent	___/___	9/94	Hulka
Sir Hulka of Allender c/o Carl Bodley 1525 Palm Valley #1406 Round Rock, Tx. 78664 (512)255-8418	Crown	8/91	9/94	Miawara
Sir Tholden von Bazilius c/o Ray Dunn 1215 S. Meadows Austin, Tx. 78758 (512)836-3685	Sword Flame	5/86	6/90 6/90	Donor Donor

P.S. - Knighthood is NOT the final goal in Amtgard, it is just another "cookie" while "Living the Dream" and having FUN (these are the goals to strive for in Amtgard).
(Corum, Thanks for the reminder, hope you didn't mind the way I said it. Rufus)

02/05/95

... and as the last vestiges of empire crumble...
The Drums of War call for...

...*Rex Celestium*...

The Drums of War are calling for...

...*Lord Arion Reinquist*...

Citizens of this Celestial Kingdom, Greatest of all Amtgard lands, harken to me...

... Unlike many of my messages, this is an attempt to be brief and to the point.

My name is Lord Arion Reinquist and above all, I SERVE the Dream of Amtgard. Over the years, many of you campaign veterans have become disenchanted with the petty schemers and boot-licking toadies that have permeated the political structure of this land like so many worms in moldy bread. I carry with me the attitude and means to rip the political machine away from these schemers and toadies and make it do what it is supposed to - SERVE THE PEOPLE!

At the Spring War event, I will provide handbills detailing how I will accomplish an ambitious list of goals which will leave this Kingdom stronger than it has ever been. To accomplish these goals I am forming one of the most diverse coalitions of talent that this Kingdom has ever fielded. These People include both hardened adventurers and novice travelers alike from all corners of our Kingdom, from a score of diverse house-holds and a half-dozen varied battle companies.

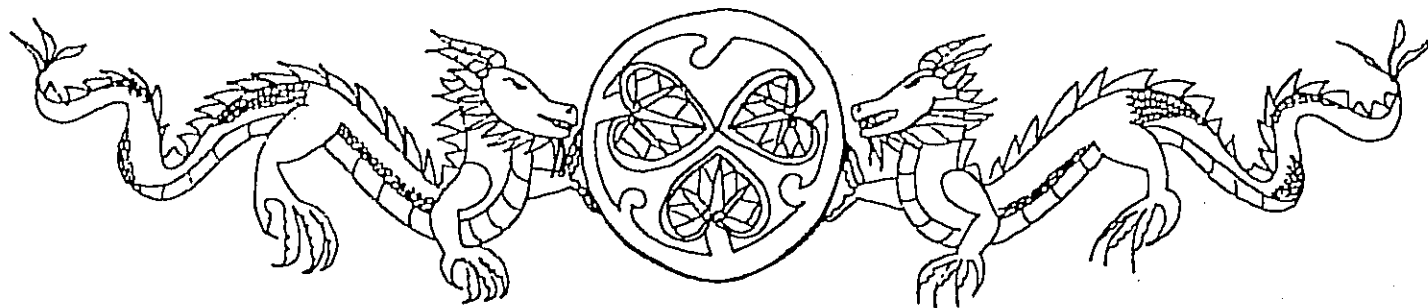
For you, Celestial Kingdom, WE will accomplish the following goals:

- * Improve inner-Kingdom Communication to avoid that "left out" feeling of those adventuring in the hinterlands.
- * Provide Documented Clarifications of those "rules of thumb" that many provinces play by but do not know the actual source of.
- * Provide no fewer than Four Major War Activities located in each corner of this Kingdom - target participation group size is 100 - 300 per event!
- * Provide coordinated transportation scheduling for travel to Clan; i.e. hooking up people with gold but no horses with people with horses and no gold...
- * Providing appropriate recognition for deeds and services provided to this and all Kingdoms of Amtgard - without "political strings attached"
- * Encourage Cultural Growth of the Arts and Sciences by solicitation and recognition of Armorers, Weavers, Bards, Smiths...

From you, We need your support. Put aside personal and political squabbles and cast your ballot for myself and those associated with our cause. Provide your wisest advice and put forth your best efforts to help make these goals become reality.

in service,

Lord Arion Reinquist,
the Darkwolf



東京
如火
不動
如山

千文
如風
徐如林
假

Greetings! I am Danshaku-fujin (Baroness) Tokugawa Basha(Vasha). The turn out for me at the last Qualifications heartened me so I have decided to announce my intent to run for Queen again. As many of you know, I have been active in the Celestial Kingdom in various capacities, in various Duchies/Baronies for over five years and of late am from Drakenroc. You may have read my stories/articles, seen my artwork, seen me play monsters at quests, or heard various malicious rumors, but you may not know the real me or my opinions, so I write this to enlighten you with the few word allowed. I do want to be your first Queen as well as achieve many things during my reign, particularly the dissemination of information so all know what is going on, when, and how.

During my reign, I hope to reintroduce honesty and a sense of fair play. I will encourage all lands to bring reeves to participate in all games, especially at Kingdom level, in order to assist old and new players with rule changes and to ensure that the field of battle is no longer tarnished. I will enforce the reeves' power to call hits or pull players as well as interpreting game/spell effects. We also need to bring back chivalry and the Knights need to set the example. The behaviour of some Knights make the rest look bad. The image of Knights needs to improve so those who strive for Knighthood do so for other reasons than to play paladin/antipaladin. Knights are in service to the Crown, by the Crown. Our Circle of Steel must also get more involved at these times of wars with various groups. They need to set up visits with various local groups to teach them teamwork and tactics - not leaving magic users alone or acting as individuals rather than as a team. This is good only for scouts and assassins, who need the freedom by being alone, but the best combat teams fight together. United we stand. Put egos aside and enjoy the game.

We need to see more people in garb, even a simple t-tunic. Now, not everyone can afford garb, but we have many people who can loan or donate garb for newbies and those less fortunate. I would like to set up a permanent position in our Kingdom like the SCA 'Gold Key' who would sign out and in all loaner garb and weapons at Kingdom events. I would like for reeves to enforce the 'Peasant Rule' to encourage everyone to garb and gear themselves. I, myself, have loaned out garb and weapons. Please do not exploit newbies by charging high prices for weapons or garb. Teach them, loan or donate to the newbies.

For Coronation I would like to see a Kingdom juggling tourneyment with one team with one reeve per local group. If they don't bring a reeve to represent their honor, they cannot participate. If the team of reeves see excessive ego or rhinohiding, three of the reeves can remove that player from the Tourney. The team cannot replace that player, only an injury can they do that. If it's the Quick, they forfeit the Tourney, so pick your players wisely.

Let's keep the spirit of the game alive. Let's not let pride and ego get in the way of the fun. Pride has historically destroyed many a Kingdom. Petty bickering has, in Amtgard, destroyed many local groups. I will not allow the Celestial Kingdom fall prey to this. A Kingdom should be united. We must support our elected Monarchs, regardless who they are, or we will slowly decay to nothing and the spirit of the game will die.

Your's in service,

Danshaku-fujin Tokugawa Basha(Vasha)

"SWIFT AS THE WIND, SILENT AS THE FOREST, FIERCE AS A FIRE, STEADY AS A MOUNTAIN"

Populace of this Celestial Kingdom, I bid thee Greetings and Salutations!

We are on the eve of a great time... A time of change for the better...

I am Baron Balinor Darkwolf and I am asking for your support in electing me as next Prince Regent of the Celestial Kingdom

On travelling this land I have often heard my detractors (usually behind my back) say "...Just what does he know about Culturals?" I can honestly answer - as much or more than most people do. Why is this, you ask?

Let me tell you, what these detractors do not like to admit is that I have over Nine Years experience in Amtgard.

I began adventuring in the lands that gave birth to Amtgard - The Burning Lands. Side by side with cultural giants such as Sir Aramithris and my own Knight, Sir Talinor, I learned the art of weapons construction. All around me were outstanding examples of people living the dream - the music, the garb, the stories...

My true strengths, however, are in Service. I have helped with several cultural events, feasts, and fighting events. The one for which I am most remembered is The War of the Potato Farmers, also known as Spring War I for which I received this Kingdoms Highest Award - The Order of the Golden Dragon.

Outstanding service and commitment beyond that displayed by any others, is the criteria for which the Golden Dragon is bestowed. Mine was only the second ever bestowed in this Kingdom.

On the past, you have been served by cultural prima donnas in the role of Consort/Regent. Now look at their dismal performance in promoting cultural growth within our Kingdom.

Let me bring true Service and Commitment to the Office of Prince Regent and I will show you promotion of our Kingdoms cultural talents!

Together with Lord Arion Reinquist, who is running for Monarch, and diverse others, I have planned out several regional cultural fairs for our kingdom. Some will coincide with The regional large-scale battles which we have planned. Others will be smaller affairs which will be no-less well publicized and recognized.

Arion and I truly want to serve this Kingdom in a way that the "Star Chamber" of Elitists have failed to. We have been coordinating calendars and developing event formats for months, once or twice a month we spend entire weekends working together so that it can all come together smoothly later on. Our commitment now shows that we understand & take seriously the offices for which we are running. Look at those against whom we are running - do they understand? Can they commit? *I do and I can.*

Later is almost here - We are doing our part. Please do yours and cast your ballot for Baron Balinor Darkwolf as Prince Regent.

ever in service,

Baron Balinor Darkwolf

Baron Balinor Darkwolf

Amtgard, The Celestial Kingdom

General Waiver and Informed Consent to Participate in all Amtgard Events & Functions

Please print all information and turn in to the Prime Minister, Chancellor or Seneschal before you participate in your first event.

Mundane (real) Name _____
 Personna Name _____
 Address _____
 City _____ State _____ Zip _____
 Farspeaker (Phone) Number (____) _____

Your date of birth _____

I agree to release and hold harmless Amtgard-The Celestial Kingdom, Amtgard splinter group chapters, and all members of all Amtgard Chapters from and against all claims, demands, and actions in respect to damage to my person or my property arising in connection with my participation in Amtgard functions. Furthermore, I accept and understand that neither Amtgard or any Amtgard members is responsible for any injuries received or given at any Amtgard function. I further understand that, as with any physical sport, participation in Amtgard is not without an element of risk.

I also authorize by my signature herein permission for medical treatment by professional means, if necessary, and I am unable to answer for myself.

Note: Anyone under the age of 14 must have a parent or guardian present whenever they are participating in one of the fighting activities, and may only participate in fighting activities with the permission of the Monarch or Guildmaster of Raevax.

Signature of Participant _____ Date _____

Signature of Parent or Guardian (If Participant is under 18 years old) _____

Emergency Contacts (List two)

Name: _____ Phone:(H) _____ (W) _____
 Name: _____ Phone:(H) _____ (W) _____

Local groups keep one copy of this waiver on file and forward one copy to the Prime Minister.

Hi ! My name is

Kendra Catriona Kerr
 Lady of House Grimwulff

I am running for

PRINCESS REGENT

PLEASE VOTE FOR ME

I AM ABLE TO DO MANY THINGS AT ONCE (JUST ASK ANYONE WHO HAS HAD A CHILD - YOU HAVE TO BE ABLE TO KEEP TRACK OF MANY THINGS WITH A CHILD AROUND!)

I LOVE THE ARTS AND WOULD ENJOY A MORE ACTIVE PART IN THIS DREAM WE ALL SHARE

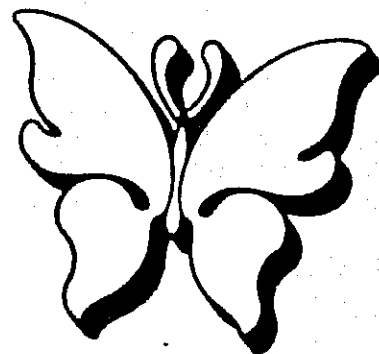
I DO HAVE EXPERIENCE IN THE ARTS FROM TIME (DONE) IN THE SCA, AS WELL AS HAVING 'ASSISTED' IN SEVERAL FEASTS IN BOTH SCA AND AMTGARD

I HAVE JUDGED IN MANY CULTURAL QUALIFICATIONS IN AMTGARD (OLYMPIAD AT CLAN, AT LEAST TWO CROWN QUALIFICATIONS, ETC...)

I CAN EVEN DEAL WITH FOOD FIGHTS !!! (JUST ASK ANYONE WHO HAS A CHILD ...)

AFTER ALL

AMTGARD IS A CHILD'S GAME !!! (JUST ASK ANYONE IN THE SCA ...) AND WE ARE ALL CHILDREN AT HEART (JUST ASK ANYONE ... ESPECIALLY RUFUS)



Greatings Imperial citizens and fellow Amtgardians;

So much to say I don't know where to start. Let me catch up. Thanks to all who voted for me and/or have supported me since. Forgive me if I haven't personally visited your park yet. I'm a little behind.

With the coming election the question of payed membership will be again due to be an issue. If you've given dues to your local chancelor and it hasn't gotten to the Imperial treasury along with your name, phone number, and mailing address, you are NOT an official payed member! Make sure your local government is doing it's job.

At midreign you may have recieved the latest monster suppliment from Guildmistress Vasha entitled "The Celestial Kingdom Monster Suppliment to the Dar-Un-Avather". Let me correct this immediately. Though these monsters were gathered from across the Empire, the ones therein were chosen by Vasha. Neither the guildmaster of reeves nor I were consulted. The suppliment is not an offical publication and the Empire will not fund reproduction for public use. Until now local groups have been fairly free to pick and choose what monsters they want to use. I intend to support and defend this freedom in the future. If your group chooses to use Vasha's new suppliment then more power to you. Just know that you're free to use any monster suppliment your group allows. Just get an O.K. from whoever's running the battle game.

Not long ago King Ivar outlawed vampires within the Burning Lands. Since then undead fleeing justice have taken up residence here among us. Therefore I have followed suit and one-uped Ivar and outlawed all undead in my empire. Vampires and their undead minions are a parasite on our society. They feed on the inocent and instill fear and paranoia in the populous. I have commissioned the Holy Brotherhood of the Chosen bla-bla-bla-somethin-somethin Inquisitors of Bob to weed out every maggot infested undead in the Empire and rouse every citizen out of their private homes! (Fr. Thomas please forgive me. I trust you will give your full assistance.) Coincidentally, the Zombie King of Emerald Hills may already have declaired war on me personally. He, he! A worm feast with such a sense of humor!

Don't allow this to make you think you can't play an undead monster. Consider this a roleplaying opportunity. If your persona is undead, now you have something to hide...or else.

Sorry this letter is so long. All in the spirit of the Dream.

Emperor Miawara Asahi



ACTIVE/CONTRIBUTING/DUES PAID MEMBERS OF THE CELESTIAL KINGDOM

TORI-MAR		MORDENGARD	
Chris Adkins	10/10/95	Chuck Bailey	03/01/95
Todd Barr	01/01/15*	Mieka Billings	00/05/96
Wallace Cady	02/14/95	John Conway	03/01/96
Lisa Carmona	07/13/95	Michael Conway	03/01/96
Will Carmona	06/17/95	Lance Coppinger	00/05/96
Patric Davidson	02/14/90	James Davis	03/01/95
Sam Denton	10/23/95	Steve Ellis	09/05/95
Aaron Greenburg	09/25/95	Craig Ferguson	00/05/96
Jay Hammers	04/09/95	Jack McClure	00/05/96
Wendell Johnson	05/28/95	Frank Parker	10/05/95
Lara Mahoney	02/14/95	Ryan Passarelli	03/01/95
Victoria Morin	04/10/95	Robert Pickering	05/01/95
Erich Ragsdale	04/09/95	Russ Root	03/05/96
Russel Richardson	08/06/95		
Curtis Wade	06/17/95	DRAGONS HAVEN	
Donna Wade	06/17/95	Janet Julien	00/00/95
DRAKENROC		TIRANA	
Ray Dunn	12/16/96	Chris Glover	06/01/95
Chris Hall	03/01/95	Franchesca Havas	01/01/15*
Raye Kofoed	07/05/95	Kerry Havas	01/01/15*
John Lahmone	03/01/95	Kenneth Keyes	06/01/95
Clinton Pfister	03/01/95	William Winnie	03/10/95
Michael Ratliff	03/01/95		
Audres Starr	03/01/95	TURRIS LUNAE	
Bart Starr	03/01/95	April Bremner	09/06/97
Bartric Starr	03/01/95	Dwight Dankworth	03/06/95
Bea Starr	03/01/95	Will Jordan	12/06/97
John Starr	03/01/95	Chris Love	01/01/15*
Meredith Starr	03/01/95	Sam Robinson	05/04/04

* = In order to file for Non-Profit status under the IRS Section 501(c)(7), we will no longer be able to have more than 1 type of dues paid member (no more life term memberships, these will be temporarily prorated to January 01, 2015 = \$200.00 until decided upon). Simple, you are either a Dues paid Member or you are not. This is why the "Amtgard, Handbook on the Rules Of Play" states that dues are "6 dollars every 6 months".

Prime Ministers Note - If you are Dues Paid and your name is not on this list (your local leaders may not have got me any updated records yet), please talk to your local Sherriff/Baron/Duke or Seneshal/Chancellor to have them contact me.

CALENDER OF EVENTS

Prime Ministers Note - Unfortunately I have NOT been informed of any Local Level Events that are planned. In fact, this is all I know.

Date	Event	Site
January 21st	P.M. to Talonsfield	Bastrop
22nd	P.M. to Mordengard	College Station
29th		
February 5th	Tiger Quest	Austin
11th	B.O.D. Meeting	Austin
12th	P.M. to Tori-Mar	Austin
17th-20th	Spring War/Olympiad	Burnet
26th		
March 5th		
11th	B.O.D. Meeting	Austin
12th		
18th	Feast of Fools	Kerrville
19th	Crown Qualification	Kerrville
25th-26th	Kingdom Allthing/Coronation	Burnet
April 2nd	Daylights Savings Time	
8th- 9th	Cantebury Faire	Austin
16th	Easter Sunday	
23rd	Kingdom Weaponsmaster	????????????????
30th		
May 7th		
14th	Mother's Day	
21st		
27th-29th	Memorial Day Weekend	
June 4th		
11th		
18th	Father's Day	
25th		
July 2nd		
9th		
16th		
19th-23rd	Tentative Date for Clan XI	Cloudcroft, N.M.
30th		

