

THE STAR

Volume 2, 1993

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The editor wishes to thank all those who helped compile this publication, especially Krystin ag Oberstoesser (the assistant editor), Princess Franchesca, and Duke Fnord (whose home and printing press have been invaluable in this endeavor). Lastly, I wish to offer my sincerest gratitude to all of the contributors of this work who help keep the Dream alive.

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A LETTER FROM THE KING!!!

GREETINGS UNTO THE POPULACE OF THE CELESTIAL KINGDOM

Well, it has been a grand ride, and I am ready to step down and earn some rest. I know I have bitched a little (right!), but I would still do it again. For I firmly believe that it is the King's job to be miserable, so that the Kingdom can be happy. The best way I can describe being King, would be to say that it is the difference between being asked for advice and having to give it.

I would like to thank some of the people who were a major help in this reign. To Princess Regent Franchesca, without whose help this reign would not have been as effective. To her husband Fnord for all the printing/copying work he did for the Kingdom. To Sir Michael for saving my ass too many times. To my squire Meracles for fetching and carrying and listening to my bitching and bad jokes. To Sir Rufus for his help with the Mid-reign. To Sir Theo for running the Coronation. To Sir Zephram for his work as Prime Minister. Last, but not least, I would like to thank my wife, Baroness Vera, for being there and understanding my need to subject myself and her to this.

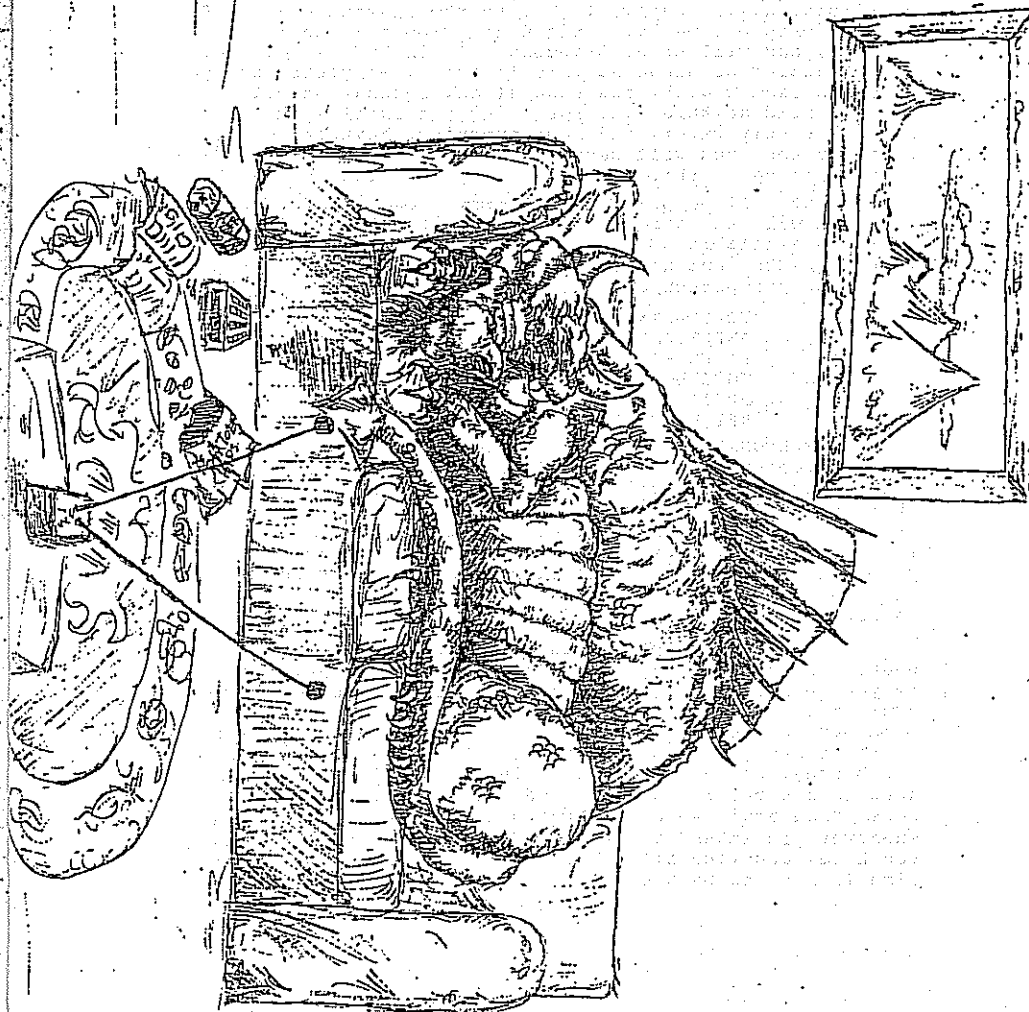
This is an odd letter in that by the time you see this, it would be a little too late to kick me out of office if you were so inclined. That is not to say that I expect it, but I am the type of person who would think of that. In that light, I would like to point out a few things. I would like to see Thera and Thori-Mar get along a little better. Whether they mean to or not, Thori-Mar is coming off as being condescending to Thera, and that would piss off anyone. Also, this Kingdom was originally envisioned as a confederation of monarchies, bending together for mutual support, under one King. This means that each group has alot of independence but still must be able to play together. We need to travel to each other's lands. When is the last time you drove to another Barry or Dury? It is not that expensive. Surely, I am not the only one who can afford two or three dollars for gas.

Also, I would like to see better communication and respect flowing both ways between each group and the Kingdom. I got screwed up at least once this reign because people assumed that I knew about a change in power in one of our monarchies. Get your addresses up-to-date with the Kingdom, because that will help you get your newsletter. The addresses we have are so out-of-date that it's ridiculous. Remember that the Kingdom is there to help, so don't hinder it by not helping it understand what you need.

One last thing before I go, I have tried to help this Kingdom grow and become more of a Kingdom. I don't know how well we and Franchesca succeeded, but we tried. Remember that there is life outside of Amtgard and don't let it rule your life so that everything becomes of deadly importance. Our primary concern should be to have fun, because this is still a game. Sometimes, I think we forget this.

Yours in Service

News



3

CELESTIAL KINGDOM CORONATION VI

Greetings unto the people of Amtgard. The fighting company ANNIHALUS proudly present coronation VI of the celestial kingdom. The event will be held in the barony of Bifost, a.k.a. Kerrville, Tx.; on the weekend of Aug. 28, and 29. Battle games will begin at 10:00 a.m. on Sat. morning, and will be at Stonehenge II in Hunt, Tx.; There is no seating or shade at this location, so please bring your own lawn chairs, and sunbrellas. Coronation will also be held at this site following the battle games. We will supply water, and some munchies. Anything else that you need you will have to supply. Unfortunately there is no camping at this site, but there is also no site fee.

Feast will be held in the Kerrville trail park club room. We will begin serving promptly at 8:30p.m. There are 80 seats available so please phone in reservations to (210) 896-2261 and ask for J.D., or Mellisa. Feast will cost 6.50 per person and the tentative menu is as follows

TERIYAKI CHICKEN
SWEET AND SOUR GREEN BEANS
BAKED POTATO
TOSSED GREEN SALAD
BREAD
KEY LIME PIE

NO PERSONAL CHECKS WILL BE ACCEPTED! And please bring your own feasting gear. There will also be a revel following feast. For the protection of those who intend to drink there will be a key master on hand! A key master is a sober, trustworthy person who will collect the keys of all who intend to drink. If you refuse, but still intend to drink you will be asked to leave! Your keys will be returned when you can convince the key master you are sober enough to drive, or if you have a designated driver.

At the last camping event held here there were several people who did not pay, therefore this time where you sleep is your own responsibility. There is some camping at the trailer park at 5.00 per lot. Those who stay at the trailer park have use of all facilities which include hot showers. There is limited crash space available with members of our barony, and we have hotels in every price range. We also have several K.O.A.'s, and there is always the state park. Once again we strongly suggest trying to make reservations wherever you intend to stay!!! We look forward to seeing you here, and like all other events held in Bifost, a good time is sure to be had by all!

Unto the Populate of The Celestial Kingdom

Greetings,

I write these words of farewell and thanks to you for voting me into this office. It has been enjoyable and painful. No matter where your Princess went pain always managed to find her. I took great pride in representing you, showing you off, and defending you. Defending you is the subject of this portion of the letter. At Tenth Year Celebration I had to defend the reputation of our Kingdom. Several members of the Bifost group of Annihalus represented themselves as gay-bashers. The incident escalated to the point of two fighting companies warring with the Bifost group. The situation was dealt with and a member of my guard who was directly involved was fired. For the rest of the event the King fell extremely ill and I had to defend the Kingdom's position on tolerance.

This type of behavior will not be tolerated. We are an open minded group. Such discrimination tactics are against the mundane law and will cause us to lose our non-profit status.

This is a fun group. We have many opportunities to do good. This is the kind of "crap", (pardon my language), that causes new people to avoid us, old ones to leave us and others to escalate into unrelated problems that really don't exist.

Arts and Sciences are my forte. I am happy to report that 90% of my Guild masters worked very hard at their jobs. I thank them all. I would like to especially thank the following people: The Barony of Tirana for showing me the real Dream, the King for trying to keep everybody happy, the Prime for training and support, Baroness Melinda for the child within her, the Royal archers, my ladies in waiting for really working: Kendra, and Steffie, Jade for her healing nature, my guard for actually guarding me: Jingles, Roo, Mordrid, Felonius, and of course my new husband Duke Fnord Farthing the 6th who laid down his life over and over for me.

Alas, I am suffering from burn out and will want, sometimes, to be alone with my new husband. Please do not take it personally if I cut your phone call short or don't want to talk too long if you are here in my home for research in the library. I need recuperation time before I can tackle a new job offered to me by King Aramithurus. He has asked me to run next year's Olympiad. The majority up north wants to see it run at Clan for the last time then to get it moving from group to group. There are others that feel it should be moved around to different locations beginning this year. Let me know your feelings as I will be negotiating the location with the King after I step down.

With this note then I bid you all a loving farewell and hope you will remember this reign with fondness.

In memory of the Dream

Princess Regent Franchesca d'Pisa bell note dulce vita Vecchio Havas Grande Corleone

P.S. We Knighted Earl Zephram at Clan. At the Kingdom Arts and Sciences Collegium the following people placed: War Events: 1st - Lord Duran, 2nd - Yet, 3rd - Hulka, 4th tie - Shadow & Corum. Cultural: 1st - Krysten, 2nd - Grace Dunbar, 3rd - Tron Dunbar, 4th - Father Dunbar. Garb: 1st Auntie Louise, 2nd - Grace Dunbar. Awards given: Owls: Tron's 1st, Garbers: Grace Dunbar, Auntie Louise, Dragons: Krysten's 1st, Grace Dunbar's 1st, Father Dunbar's 1st, Citaiton of Lancelot: Dirk Thunderblade, Dove: Crispin's 2nd.

Results of Allthing held June 17, 1993

The following additions and revisions were approved by general Allthing on June 17 at the Tourney of the Bear.

- 1.17) (Monarch) Will be eligible for the title of Duke/Duchess at end of completed term.
- 1.17a) (Monarch) Will be eligible for Knighthood of the Crown at end of completed term.
- 1.22) (Princess/Prince Regent/Consort) may bestow..Dragon, Lion, Owl, Rose, and Garber Credits.
- 4.121c) Knights of the Crown: Requirements for eligibility: Completed term as 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 and meeting the specs made by the autocrat of the tourney shall be eligible for election. The winner of the election (who received the highest number of votes) shall attain the position for six 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 orders:
 - (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(ess) at end of full 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 2 consecutive terms.
- 8.2) Ducal Regent/Consort
 - 8.21) Every Duke/Duchess must have a Regent/Consort.
 - 8.22) May bestow (through the 7th):Dragon, Garber, Rose.
 - 8.24) Shall assist the Kingdom & Principal Regent/Consort with the College of Arts & Sciences and head the ducal-level College.
 - 8.25) May create new honors/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 end of full term.
 - 8.28) Shall forfeit the position if (s)he misses 6 consecutive weeks or 12 weeks total from his/her lands in his/her term.
 - 8.29) Shall be elected from those vying for the position who qualified.
- 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.
 - 8.331) Maintenance of complete and accurate records of ducal treasury, including income and expenditures;
 - 8.332) Maintain accurate records on contributing status of local members.
 - 8.34) Maintain accurate records of attendance, awards, and other member info.
 - 8.35) Assist the Prime Minister in supplying the contributing populace with rulebooks and newsletters.
 - 8.36) Will be eligible for the title of Lord/Lady at end of full term.
 - 8.37) Will be replaced if (s)he misses 8 weeks total from his/her lands.
 - 8.38) Regularly will provide (on request) records to General or Prime Minister.

8.4) Ducal Defender

- 8.41) Will have won the ducal War Tourney, will have attended six or more weeks in the last three 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-and-found for the Duchy and shall ensure that event and battle game sites in his/her Duchy are reasonably litter-free at end-of-day (with Champion's help at Kingdom events).
- 8.43) Shall periodically check weapons & armor for safety & legality.
- 8.44) Shall organize battle games in the absence of predetermined scenarios.
- 8.45) Shall be the defender of the Coronet.
- 8.46) Will be eligible to be pro-tem Duke/Duchess should the latter office become vacant.
- 8.47) Shall be replaced after missing 4 weeks in-a-row or 12 weeks total during term.
- 10.1) Baron(ess)
 - 10.11) See 8.11; substitute Baron(ess) for Duke/Duchess.
 - 10.12) Shall preside over and conduct all baronial ceremonies/functions.
 - 10.13) See 8.13.
 - 10.14) May bestow up to the fourth of these orders for a given person: Warrior, Rose, Owl, Garber Credit; unlimited Doves, Bokens, & Stags.
 - 10.15) Will be eligible for the title of Baronet at end of full term.
 - 10.16) Shall forfeit office after missing four weeks in-a-row or twelve weeks total from his/her lands during his/her reign.
 - 10.17) May not hold the position more than two consecutive terms.
- 10.2) Seneschal
 - 10.21) Shall be elected by simple plurality on the same day as the Baron(ess).
 - 10.23) 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.

Measure: That Xavier Romanoff's records, titles, and awards be stripped and bereft of him.

Results of Allthing held January 31, 1993

Morgorach (now defunct), Tori-Mar, & Tirana have formed a Principality (in anticipation of sovereignty after July 31, 1993) under the Celestial Kingdom.

A new quorum for Allthing has been established so that only 10 representatives (voting) from each Duchy and 5 representatives (voting) from each Barony will be required. (This measure was modified at the June Allthing so that either the old or new quorum will be sufficient to validate an Allthing.)

In the rulebook under "Sphere of Annihilation", the word "destroyed" has been changed to "annihilated".



CHECKING ACCOUNT STATEMENT

ACCOUNT NUMBER: ~~XXXXXXXXXX~~

ITEM COUNT: 1

*You really thought
I'd print that?*AMT GARD THE CELESTIAL KINGDOM
11909 BUCKINGHAM RD
AUSTIN TX 78759STATEMENT DATE
FROM:

TO: 06/25/93

07/26/93

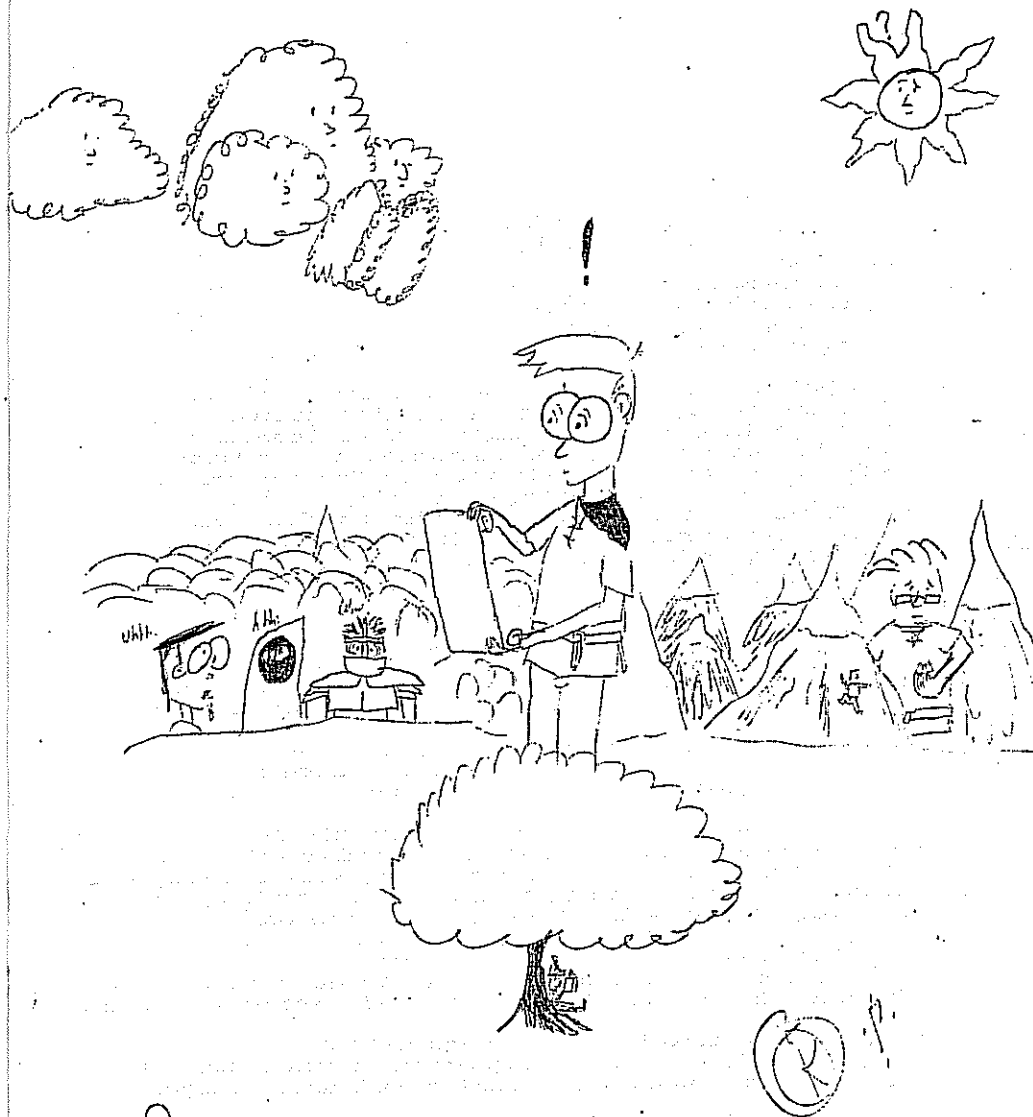
PAGE: 1

ENDING BALANCE PREVIOUS STATEMENT	DEPOSIT AMOUNT	CHECKS/WITHDRAWALS AMOUNT	INTEREST CREDIT	SERVICE CHARGE	ENDING BALANCE
392.76	0.00	59.01		5.00	328.75

DATE	CHECK NO.	DESCRIPTION	WITHDRAWALS	DEPOSITS	DAILY BALANCE
06/25/93	0101	PREVIOUS BALANCE			392.76
06/25/93		CHECK PAID - BALCONES WOODS	45.99		346.77
06/25/93		DELUXE CHECK CHRG/ACC.	10.00		336.77
06/25/93		MONTHLY SERVICE CHARGE	5.00		331.77
06/25/93		ENDING BALANCE			328.75
NUMBER OF DAYS THIS STATEMENT PERIOD = 32					

*Note: Some funds have been kept outside
the account for emergencies etc.
The acct is always available for
royal audit*

AS A RESULT OF A NEW LAW, YOU MAY REQUEST DISCLOSURES CONTAINING TERMS, FEES,
AND ANY INFORMATION FOR YOUR ACCOUNT. CALL 1-800-432-1000 TO RECEIVE ONE.

*Information!*

...ON THE RECOGNITION OF NOBLES IN AMTGARD

by Krystn ag Oberstoesser

One of the most consistent problems in Amtgard courts involves the proper recognition and address of our nobility. While most of our nobles are willing to let pass first-name address, sometimes (especially in a Kingdom court) one will find an individual who insists upon the full and proper address due them.

For the purpose of appeasing such individuals, and to illustrate just how a person earns/is given each title, the following catalog of titles is given. With each title is given the proper address for conversation and a description of what one goes through to receive such a rank.

A) King/Queen (reigning monarch of the Kingdom) - "Your Majesty", "My Lord King", "Sire"
The King/Queen is elected every six months at the Kingdom Qualifications tournament, where (s)he must place highly (av. score of 3.5 - 3.75) in cultural events and enter a preset number of war events. Once elected, this person becomes the highest enforcer of Chopta law in the Realm. (S)he works with the Prime Minister to organize Allthings, organizes Kingdom events, and pretty much anything else that comes up.

For this trouble, the Monarch is ridiculed and criticized and seldom, if ever, receives an honest compliment. Only once in my knowledge has any Monarch sought multiple terms because it's probably the second worst job in Amtgard. Still, somebody has to be stuck with the...er...someone has to do it.

B) Prime Minister - "My Lord Prime Minister", "Your Honor"
The - bar none - worst job in Amtgard. Elected at Kingdom Midreign by popular vote, the PM must keep records for the Kingdom, handle all financial and legal business of the Crown, assist the Monarch in organizing Allthings, events, et al., and when (s)he gets a chance, publish a newsletter on a semi-regular basis. This poor schmuck also has to run the Kingdom elections.

Although PM requires even more work than Monarch, (s)he receives even less credit than the King/Queen. Since the PM is less obvious to the average courtier than is the Monarch, (s)he seldom receives any attention unless something goes wrong.

C) Prince(ss) Consort/Regent - "Your Highness", "My Lord/Lady Prince(ss)"
The Prince(ss) is elected at the same time as the King/Queen, usually by similar standards of qualification. The official duties of this person are to run the Arts/Sciences guilds, and to autocrat the Crown Feast. Unofficially, (s)he aids the Monarch or PM by fielding questions, settling disputes, and representing the Monarch at events (in or out of Kingdom).

D) Duke/Duchess - "Your Grace", "My Lord Duke/Lady Duchess"
This title stands for two separate groups: it refers to the elected monarch of a Duchy (elected by comparable criteria to a King); yet the title is also granted by custom to former Kings/Queens.

Chancellor - "Your Excellency", "My Lord/Lady Chancellor"
The Chancellor is the records-keeper of the Duchy, responsible for financial matters as well. Although not officially ranked as of yet in Kingdom Precedence, in practice (s)he is just below Duke.

Dual Regent/Consort - "My Lord/Lady Regent/Consort", "Your Excellency"
The Regent/Consort is responsible for the Arts & Sciences guilds in the Duchy, as well as the Dual Midreign feast. Like the Chancellor, (s)he is not officially ranked in Kingdom precedence, but in practice is either on par with or just below the Chancellor.

E) Count/Countess, Earl/Earlwyn - "Your Excellency", "My Lord/Lady Earl/Earlwyn/Count(ess)"
A title granted by the Crown, usually to a past Prince(ss) Regent/Consort.

F) Champion - "My Lord Champion"
Usually the winner of the Crown War Journey (unless the Monarch or Regent/Consort won it): The Champion is responsible for the safety of weapons upon the battlefield, runs the Lost and Found, and organizes battle games for Kingdom events (this is more common in Kingdoms like the Golden Plains and the Iron Mountains where only one or two groups exist).

G) Marquis(e) - "Your Excellency", "My Lord/Lady Marquis(e)"
Another Crown appointment for service to the Kingdom (e.g. tenure in royal office or in multiple reigns as Duke or Baron of a group). It has been proposed to grant this title to a descending Prince(ss) of a Principality.

H) Viscount(ess) - "Your Excellency", "My Lord/Lady Viscount(ess)"
A Crown appointment granted to a person who has served both as Champion and Weaponsmaster.

I) Baron(ess) - "Your Excellency", "My Lord/Lady Baron(ess)"
Either a Crown appointment for service (usually as past Duke) or the elected monarch of a Barony.

Seneschal - "My Lord Seneschal"
Records-keeper and handler of financial affairs in a Barony. Although unranked, (s)he may be considered just below the Baron(ess).

Mayor/Sheriff - "Your Honor", "My Lord Mayor/Sheriff"
Records-keeper and de facto leader of a Shire.

J) Baronet - "Your Excellency", "My Lord/Lady Baronet"
Granted as a discretionary title or to a previously elected Baron.

K) Knight - "Sir Knight", "Sir", "Dame"
Earned through continuing discipline in the chivalric code in addition to: 1) past service in royal positions (Order of the Crown); 2) excellence in war skills (Order of the Sword); mastery in artistic/scientific orders (Order of the Serpent); or mastery in a service order (Order of the Flame).

L) Warlord - "Warlord", or don't call him/her anything...just get out of the way!
Earned by attaining ten Orders of the Warrior.

M) Lord/Lady - "My Lord/Lady" (not to be confused with m'lord or m'lady, which is anyone's due)
"Your Lordship/Ladyship"
Granted by the Monarch by discretion or tenure for an office such as Chancellor or dual Regent.

N) Defender - "Defender"
Title given a former Champion on occasion (as we don't have former Champions very often anymore).

If all of this gives you problems, the formula "My Lord/Lady (rank)" is acceptable for elected and tenured nobles. If you really have problems figuring all of this out, please don't be afraid to ask someone.

By using a few of these titles, not only will you give someone an ego boost, you will also help make the atmosphere a little more authentic.

Good luck and HAPPY COURTING!!!

RULEBOOK REVISIONS- 5TH EDITION (THRU 6/6/93)

Below are all the revisions and clarifications compiled thus far in the project of updating the 5th edition handbook. Alterations are minimal, with all listings being additions to existing text unless specified as changes, deletions, or in parentheses. As promised, this is basically just a cleaning up of the major 5th edition problems. I'm not interested in politics or vested interests, but I will listen to ideas on anything I may have missed. Time is short, so get back to me.

-Aramithris, Rex IV

page 1- (cover) *remove "The Burning Lands".

page 2-

*add 1993 copyright and 6th edition handbook.

*eliminate all references to officers and guildmasters.

*Add: Thanks and credit to all the following for their help in updating and clarifying for the 6th edition rulebook- Kingdom of Burning Lands Board of Directors, Kingdom of the Iron Mountains rules committee; individuals- Astrean, Gilos, Gwynne, Ladyhawke, Moss, Rift, Talinor, Terarin, Thorn, and everyone else in the populace for their ideas and suggestions.

page 3-

*(and on following pages): omit all mention of the Burning Lands, and omit references of "Kingdom" officers.

*(and on all following pages) change "Crown" to "Monarch".

*Dues are \$6 every 6 months payable to the prime minister of the group to which the member belongs.

*Add: Further notes- There are other Amtgard publications of importance:

A. Corpora of Amtgard bylaws- group criteria, Amtgard government structure, awards and honors, etc. Important for all groups, essential for medium/large groups.

B. The Amtgard contract- legal agreement that all groups must sign with the Amtgard, Kingdom of the Burning Lands Board of Directors. (Basically it ensures that groups will abide by Amtgard rules and bylaws).

C. Other publication of note (but which are not mandatory) include Amtgard supplements (garb making, weapon construction, etc.), various incarnations of the monster handbook, newsletters, etc.

page 4-

*update contents and arts credits when a final form is printed.

page 5-

*"... everyone must be medieval or ancient era and/or swords and sorcery related."

*"You may register the device with the guildmaster of heraldry and the prime minister."

*"Special events- quests, feasts, demos, trip, revels, fairs workshops, and other 'games', etc."

page 6-

*remove "suggested maximum of 7" for assassin-weapons.

page 7-

*Antipaladins steal a life by stating "I take your life" and placing their hand over the dead person's heart.

*"one poisoned melee weapon once per game."

page 8-

*Remove all references to separate variations of barbarian subclasses and combine all barbarian abilities, garb, etc. into one united class (keep the best abilities, i.e.- large shield, 2 pt. armor, etc.).

page 9-

*add to fight after death: Note- physical and/or dangerous contact is still not allowed. May not fight after death if killed by: siege weapons (or monsters' equivalent white weapons), flamewall, firetrap, fireball, call lightning, and sphere of annihilation.

page 10-

*Bard- note that the use of weapons will deduct from the available magic points.

*Druid- magical symbols and devices are encouraged.

*Healer- change "holy" to "magical".

*Paladin- "immunities extend to a 10 ft. radius for one life per game."

page 11-

*Notes: 4) Are still affected by Bardic visit and Bardic voice (noncharm magics only).

page 12-

*weapons: "4 ft. long sword", "any melee axe".

*remove all references to weeks experience.

*change "heal one person" to "one first aid bandage", and change "heal" to "bandage."

*stun and fire arrow are reuseable.

*delete guildmaster bonus? (any opinions of this?- Aramithris).

page 13-

*delete druidic spells?

page 14-

*warrior garb: "no special garb is required, though a tunic or armor must be worn. Battlefield participants without garb can only play a first level warrior (the "peasant rule").

*change "harden shield" to "improve shield".

page 15-

*notes: 4) only one attendance credit may be received on any given single day.

*non-fighting types: 1) reeve, 2) page, 3) color (delete "garber"), 4) arts and sciences guilds- artisans, smiths, garbers, etc.

*Damage and wounds to you:

#add to "arm-": Note- polearms, rocks, and bows do not have hand protectors.

#"feet-": "do not count as a hit, unless used to block blows that would have struck elsewhere (such a jumps, leaps, or kicks)."

#notes: Change 4) to 5), and add- 4) Projectile weapons that strike 'light' still count as hits.

page 16-

*weapon types: add- 7) orange- single edged weapons with only one legal striking edge.

*note: "yellow, red, orange, and white weapons must be marked..."

*remove all references to tribal and nomadic barbarians.

*8) "spears are stabbing only melee weapons..."

*"...Markland, IFGS, and SCA weapons..."

*"...pvc tubing or fiberglass..."

*change "core" to "base".

*"Weapon tips (points, guards, pommels, etc.)..."

page 17-

*"Example of sword construction (a basic design)".

page 20-

*only cuirbouilli, studs/rings, and scales may be added to other armor types to increase value, and they may never added to metal armor.

*note: armor value may never exceed 6, and this includes the use of magical enchantments. Exception- some monsters.

*examples of reductions in armor point value (these are cumulative): non-authentic materials -1, poor workmanship -1, shoddy or artificial appearance -1, stacked armor: highest type.

page 21-

*"A person may only poison one of his edged weapons."

*"The maximum limit for a bow's pull is 35 pounds with a 28" draw."

*"Wooden arrows must be taped along the entire shaft."

*"A longbow is any bow that is 5 1/2 ft.+ high when strung."

*Destroyed items: 2) "...fixed by a mend spell per point of repaired armor. Non armor type enchantments may not be repaired."

page 22-

*"The top of the arrow must have a diameter that is larger than a persons eye socket."

page 23-

*Remove references to peoples' names.

page 25-

*"Stabbing only weapons or stabbing with a slashing weapon may not be used to subdue someone."

*Battlegame rules:

1) Switching classes during a battlegame is not allowed unless specified by the scenarip or by a reeve.

5) There should only be 1 each: wizard, healer, druid, bard to every 10 people on a side.

6) Players who break the rules may be removed from the game by a reeve.

7) Players who frequently break of rules or abuse game etiquette may be removed from play for longer periods of time by the agreement of the monarch, prime minister, and guildmaster of reeves. If at a foreign event, removal may be made by the host monarch or by their own monarch.

*Battlegame restrictions: 7) utilizing unsafe, illegal, or outlawed equipment.

page 26-

*Game etiquette- 6) Do not use rules loopholes or gray areas to derive an advantage on the battlefield.

*"The phoenix is the symbol of Amtgard."

page 27-

*"Happy magic casting!"

page 28-

*The rules of magic:

1. "Magic must be said loudly and clearly enough..."

3. Note that wizard reanimate and lich are enchantments.

4. Thornwall and silence also disappear when their caster dies. People with protection from magic or defend may not be resurrected. Reanimated people do not keep the enchantment they were wearing unless they can wear two enchantments at once.

7. Enchantments must be at least 1" wide and 12" long.

9. Extension is not used up unless the accompanying magic is fully cast.

10. Note: all magic using classes must have a list of which magics they have bought for that game.

11. Delete all references to healer and bard magic.

14. "... (defined as something that would do damage or inhibit the target so that it would take damage, i.e.- sleep, yield, stun, etc.) of any kind. Magic casters must specify which area (torso, arm, or leg) of invulnerability that they destroyed with their verbal magic. Wizard protection is a limited form of invulnerability.

page 29-

21. also: barkskin.
26. Transformed, reincarnated, and diseased players no longer play by their class rules, but by the rules of the monster type that they became.
27. The rulebook, in the case of contradictions, takes precedence over all supplements, manuals, and other rules editions or playtesting experiments.

page 30-

*Magic clarifications:

2. also- enhancement, presence, visit, imdue, and mimic (all are neutrals) may not be dispelled. "... other classes' magic-like (but non-magical) abilities are also not allowed to be dispelled. Druid magics bought via bardic voice may be dispelled.
3. "Liches and wraiths are undead and magical..." Vampires are undead. (and, should they be diseased?- Aramithris).
8. "...to those of an iceball (or healer entangle)."
13. remove references to visit, transform, and reincarnation. Dispel magic will cancel all enchantments on the target.
14. "... Killing grounds ..."
18. Failure to have a list of one's magics renders one incapable of casting magic (exception- some monsters). Failure to wear appropriate class garb also negates the ability to use magic.
19. Magical monster created by spells or enchantments may not be resurrected.
20. Magic may not be cast via a hand holding a weapon or shield.

page 31-

- *Each Amtgard group may use its own relics, though these are not to be used in intergroup battlegames.
- *The sword of flame is also itself impervious to healer entangle.

page 32-

*Magic classes (not wizard class).

- *substitute 'the magic using classes of wizard, druid, healer, and bard' for 'wizard'.
- *The magic classes are collectively referred to as magic users.
- *delete references to flails.
- *substitute 'magic user' level for 'wizard' level.
- *delete all references to wizard level names.
- *substitute for all magic user cost tables:

	cost per 10 points of magic:			
	Bard	Druid	Healer	Wizard
dagger	0	0	0	0
short (3 ft.)	3	2	3	2
long (4 ft.)	4	4	5	4
spear	-	4	-	3
staff	2	2	3	2
hinged	-	-	3	-
shield	3	4	3	-
bow	-	8	-	-

page 33-

- *(and on all following pages): change "battle" to "game".
- *teleport is an enchantment (e).
- *change honor duel cost to 1? (any opinions?- Aramithris).

page 34-

- *delete the section entitled: "wizard magic".

page 35-

- *cancel- substitute 'magic' for 'spell'.
- *enchant shield- L: sphere of annihilation will defeat this.
- *honor duel- substitute 'base' for 'fort'. N: Monks above 2nd level are also immune.
- *delete notes at bottom.

page 36-

- *circle of protection- T: fixed enchantment N: magic casters in these may cast verbal magics at others in circles of protection. Disappears when the caster dies.
- *forcewall- T: fixed enchantment L: caster must remain within 100 ft. N: forcewalls block verbal magics. Disappears when the caster dies.
- *hold person- N: monks above 2nd level are immune.
- *mend- L: can't be used on heated or cursed weapons.
- *messenger- N: can't be dispelled.
- *protection from flame- N: negates a fireball's negation of iceball and healer/druid entangle.
- *delete notes at bottom.

page 37-

- *antimagic- T: fixed enchantment N: dispel magic, if cast outside of this enchantment's radius, will dispel it. Disappears when the caster dies.
- *dispel magic- N: will dispel all enchantments on the target. Is useable against most higher level magics. Will dispel protection from magic. L: does not affect- neutral magic, magic already completed, class abilities (see magic clarifications #13).
- *mutual destruction- N: monks above 4th level are immune. Defend or protection from magic will not save a wizard from his own mutual destruction.
- *projectile protection- L: ineffective against magic bolts.
- *touch of death- E: enchantment is discharged once used.
- *yield- N: monks above 2nd level are immune. Other magics still affect the victim.
- *delete notes at bottom.

page 38-

- *severe spirit- N: will kill a lich outright.
- *curse- N: monks above 4th level are immune.
- *doomsday- N: monks above 4th level are immune.
- *protection from magic- L: does not stop flamewall or class magic-like abilities.
- *reanimate- N: person does not retain enchantments carried when killed before (exceptions: 6th level scout, wizard stack).
- *teleport- N: teleport destination should be told to a reeve or teammate.

page 39-

- *sphere of annihilation- E: counts as one hit against invulnerability. N: protection from magic and defend stop this.

page 40-

- *killing grounds- N: defend or protection from magic will not save a wizard from his own killing grounds. Is the only fixed enchantment that can be preplaced.
- *stack- L: may not be combined with other classes' enchantments.
- *transform- N: may be dispelled.

page 41-

- *delete entire page.

page 42-

- *delete additional magic points at 4th level.
- *healer magic:

4th level	type	uses	cost	max.
enhancement	N	1/game	1	1
harden	E	1/game	1	4
touch of death	E	1/game	1	4
severe spirit	S	1/life	2	4

page 43-

- *heal- N: will alter the effects of druid flesh to stone to those of an iceball. Will not fix destroyed enchantments. Will heal one point of barbarian berserk armor on any one area of the body.
- *lost- N: may not be dispelled.
- *mend- E: damaged item or any one point of armor is repaired.

page 44-

- *Banish- M: include vampire. N: may not be dispelled.
- *Bless- E: ... immune to first hit... of any type. L: may not be stacked or simulcast. N: is not a form of armor.
- *cure disease- E: include vampires. delete the word 'back'.
- *entangle- N: as per iceball.

page 45-

- *protect- N: (see the rules of magic #14).
- *resurrect- L: will not turn monsters back to human. Monsters created by spells or enchantments may not be resurrected.
- *stun- N: victims may then be killed, though this is considered to be unhonorable.
- *wounding- N: the healer may be moving while casting this.

page 46-

- *circle of protection- N: as per the wizard fixed enchantment. Disappears when the caster dies.
- *dispel magic- L: see magic clarifications #13 N: will dispel all enchantments on the target. As per the wizard spell.

page 47-

- *delete: first five lines, weeks experience, references to magic points, guild master bonus.
- *5th level- immune to woodland and bardic charm.
- *pass without trace useable twice per game.
- *note: druid inherent level abilities are non-magical in nature.

page 48-

- *delete entire page.

page 49-

- *magic type will be listed before uses (S, E, N, or FE). Note that the following are now fixed enchantments (FE): thornwall, flamewall, silence, and fire trap.
- *cost for entangle is 1.
- *magical arrow is now magical projectile.
- *ambidextrous is now ambidexterity.
- *flesh to stone uses- 1 bolt/U.
- *stone to flesh uses- unlimited, cost is 2.
- *remove all references to weeks of experience.

page 50-

- *cancel- replace 'spell' with 'magic'.
- *cure poison is not a spell.
- *entangle- M: ball is brown.
- *heal- I: change to the same incantation as the healer uses. N: will alter the effects of druid flesh to stone to those of an iceball. See the healer spell of the same name.

page 51-

- *shillelagh- L: "... on metal, non-edged weapons."
- *warp wood- E: "... back to base and replaced."

page 52-

- *barkskin- N: is not a form of invulnerability.
- *Magical Projectile- E: for each level of this enchantment, it will do one more point of damage than normally done by the projectile type. Will destroy a shield with 3 hits if a 5 pt. projectile, will act as a bladesharp red weapon if a 6 pt. projectile, etc. L: monks may still block arrows with no penalties. N: destroyed magical projectiles may be mended.
- *mend- E: may repair one point of armor. N: as per the healer and wizard enchantments.
- *paralyzation- E: effect is similar to a subdual. L: will not work through enchantments that stop magic.
- *thornwall- T: fixed enchantment. L: disappears when the caster dies.

page 53-

- *ambidexterity- change 'spells' to 'magics'.
- *confusion- R: 50 ft. E: 1) delete "go berserk and", 3) Magic casters may not cast magic for a 100 count.
- *extension- N: as per the wizard neutral.
- *plant door- L: "... Druid may not fight with weapons when spell is in effect, and may be affected by verbal magic while he is casting magic.
- *protection from disease- L: no effect versus poison.
- *protection from flame- E: treat flameblade as a normal weapon. Negates fireball's negation of iceball and druid/healer entangle

page 54-

- *call lightning- E: negated by protection from flame.
- *commune- E: "... within a 20 ft. radius." N: same effects as monk sanctuary.
- *flamewall- T: fixed enchantment. L: disappears when the caster dies. Not stopped by protection from magic.
- *silence- T: fixed enchantment. E: "... in the enchantment's radius."
- *shatter- E: may also be repaired by a mend. L: also does not affect enchantments or hardened items.
- *stoneskin- change 'spell' to 'enchantment'. L: The area of stoneskin destroyed by an opponent's verbal magic must be specified by the attacker. (see the rules of magic #14).

page 55-

- *flesh to stone- L: heal spell alters the effects to those of healer/druid entangle.
- *passplant- N: equivalent to teleport.
- *stone to flesh- N: will negate petrify.

page 56-

- *finger of death- L: 5th level monks are immune.
- *fire trap- T: fixed enchantment. L: delete "does not affect paladins or antipaladins." Disappears when the caster dies.
- *Reincarnation- E: "Person now sacrifices 4 lives to play as a monster for one life." N: monster garb must meet required standards. May be dispelled.

page 57-

- *delete everything up to "magic descriptions".
- *magic descriptions: (change descriptions to standard magic format for magics listed on both page 57 and 58)-
 - 1) presence- substitute 'voice' for 'druid magic'. T: neutral I: declare: "Presence" x5.
 - 2) visit- T: neutral I: must perform (music, ballads, jokes, etc.).
 - 3) charm- T: spell I: 20+ words must be spoken N: does not affect druids above 4th level.
 - 4) truth- T: spell I: 20+ words must be spoken.
 - 5) legend- T: spell I: 20+ words must be spoken.
 - 6) delete all of this and substitute: Imdue T: neutral E: allows the bard to purchase 2 magic points (i.e.- not 2 magics) of 1st or 2nd level magic.
 - 7) lore- T: spell I: short poems of 20+ words must be spoken.

page 58-

- 8) emotion control- T: enchantment.
- 9) mimic- T: neutral.
- 10) delete all this and substitute: Voice- T: neutral E: allows the bard to purchase 5 magic points (i.e.- not 5 magics) of druid magic from any level.
- *Other magics added to both pages 57 and 58 (same description as per elsewhere in the rules):
 - 1st level- cancel
 - 2nd level- liplock
 - 3rd level- extension, sleep
 - 4th level- honor duel
 - 5th level- mute, yield
- *MONSTERS-
 - 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 supercedes all monster supplements and handbooks in cases of disputes.
 - 9) Monsters with innate armor may not add other forms of armor unless specified for that monster type.

Literature

The wormhole opened slowly onto the desert, granting admittance to this world from the astral plane of existence. Emerging from it was a large humanoid being, standing nearly 8 feet tall.

As the eerie magical light behind the individual faded, his dark red hair and equally dark tan complexion were revealed. His slanted red eyes scanned the area around him. He was what some called a tigorleum. No one on this world had ever seen one before, and probably had never heard of his kind. The metal sabre and the odd looking metal object in the leather holder put him even more out of place. He had looked out of place in his own world as well, not many of the Magaleum Emperor's samurai used easterner weapons.

"Makes me wonder why they sent me to do this job," reflected the tigorleum. He pulled out a black rectangular object that held a glass plate. His open mouth revealed canines sharper and longer than most races, though not long or sharp enough to cause anybody a problem. They just long enough to make the perceptive person uneasy.

"Shall we see whether the techs invented something safe to use this time?" he mused as he pushed a couple of raised pieces of black material. The tigorleum set the black object on the ground and walked back ten feet as the object started randomly changing colors. The object then blew up, knocking the tigorleum off his feet.

"Thought so," he said blandly as he got up. The techs were users of old magic, which the gnomes called science. The tigorleum didn't trust any of it except the artifacts. Those items made before his homeworld, Kalibos, was plunged into this universe.

"I see that the Shaman-Emperor is still sending his dogs for me." The haughty words came from a disembodied voice, "He must be getting desperate to send a Half-Wolf for me." The voice laughed manically.

"Show yourself false-clansman," challenged the tigorleum, "or are you so afraid of a mongrel's servant." The tigorleum waited, and scanned the area, trusting to a sense most of his kind didn't have.

"You show great strength of will to resist the great pride that forever curses your race," praised the voice, "Most others of your kind would go berserk at an insult such as Half-Wolf. I shall have fun destroying you."

The tigorleum soon found what he was looking for. Quickly preceded towards a spot a little to the right of him.

"How can you see me?!" yelled the voice as the hulking tigorleum came ever closer, "I'm invisible!"

"Yes, but you are not silent." Suddenly a great shape leaped out from in front of the tigorleum.

"So, you can see sound," cried the wolf-like shape. "Your pathetic psionic ability will not help you against the fury of a werewolf of the Darkin clan." The shape leaped at the tigorleum. Water splattered dramatically over the area, telling the bounty hunter that his supply of water would soon run out, because the only source of water near the combatants in this desert were the tigorleum's waterskins.

The tigorleum lifted the wolf when it landed on him and threw

him across his arrival point. "You are no longer of the Darkin clan," he said coldly. "You are of the Nakrid clan now," he said pulling out the odd-looking object from its leather holder. It had a handle made of wood and it had a 6 inch long cylindrical tube sticking out of a center part made of metal. The center part had a wider cylindrical object in it that revolved. The back part of it had a metal object that looked like a hammer. "The clan's special abilities no longer work for you. Now die!"

He pulled the hammer back and squeezed another part of the object back. A loud bang was heard through the air and a slight flare from the tube brightened the night for less than a second. The werewolf howled in pain as the silver projectile burned straight through its leg causing smoke to emanate from the beast. The wolf-like shape changed to appear human.

"*Carsa lonum cusa sonum*," chanted the lycanthrope. Suddenly he was flying off into the distance. The smoke cleared and the tigorleum stood somewhat amazed.

"So much for taking him alive," he mumbled. The tigorleum started tracking the werewolf's now charred scent. He suddenly felt a dull pain in his side. He looked down to see a gash across his midriff. There were three deep slashes. They had to be from the Nikrad's claws when it had leaped upon him. At least he couldn't contract the curse of lycanthropy. It kills demi-humans rather than make them into vicious parodies of true lycanthropes like it does to humans. He could ignore the wound for now, but he had better find an oasis, or he would die from lack of water and blood, lycanthropy or no lycanthropy.

Kormac wasn't like all the other elves, he acted differently. Most elves would treat a half-elf with great disdain, and probably would even leave the half-elf behind when he or she reached an age that they could attempt to fend for themselves. He, however, had left his tribe to care for his half-elven daughter, Izifa, who eventually became a druid. Still he could not totally leave his upbringing behind, so he was still distrustful of all other people. It took a lot to convince him of a person's good intentions. This was one of his biggest weaknesses, though as of yet it had not caused him, or his daughter, any harm.

Kormac had been travelling far since then with his daughter. Recently Kormac and his daughter had arrived at an oasis, that Izifa declared were her guarded lands, something all druids eventually do. He had just left on a scouting foray around the general area. He had gotten caught in a sandstorm that had suddenly sprung up without warning. Being a preserver, a type of wizard that is able to cast spells without destroying the environment, as well as a fighter he could keep the sand and wind away from him. Still he had no idea which way he was going, not even when he had turned around to go the opposite direction. All he could do was hope that he was heading in the right direction.

The tigorleum, Cheng Kai, had been following the Nikrad, a renegade Darkin clansman, wizard's scent for several hours since he had arrived. The lycanthrope's spell had carried him far away from the pursuing tigorleum. The wound he received from the werewolf

was deeper than he had thought, and he lacked some of the herbs he needed to make a dressing.

Cheng Kai noticed some motion under the sand. Before he could react to it, however, a large being sprung out of the ground beneath him. The freakish looking humanoid lifted the tigorleum off his feet with its momentum. As Cheng landed the dune freak tried to claw him. The thing smashed him with one claw, but Cheng dodged the second attack. Cheng slashed out with his sabre across the thing's throat. It staggered a little, seeming to consider Cheng, but then charged the tigorleum. But Cheng was already prepared for the creature and dodged out of the way, slashing it again with his sabre. The creature fell on what must have been its face, shook once and then lay still.

The adrenalin had already started to return to normal from its increased state. With the adrenalin gone from his body Cheng Kai once again noticed the pain he was feeling. He nearly fell over, increasing the adrenalin in his body was useful, but costly in terms of endurance. He caught himself and continued to follow the wizard's scent again, but now he staggered with every step.

Nights later the tigorleum crawled into a demolished oasis. He prayed to all the animal totems in the Mianatu religion that he would at least find herbs to stop the bleeding. Crawling a little further into the oasis he found lots of old broken bones, an arm here and three or four ribs there. All the bones were from a somewhat tall and light boned-humanoid race.

The werewolf's scent was weakened by the smell of the charred plants but it was there. The wizard had definitely been there recently. Cheng was still on the fiend's trail.

He noticed a strange plant near him. It didn't look quite the same as the herb he was looking for, but mixed with some of his other herbs it could form a paste to stop his bleeding. He opened his herb bag and pulled out the herbs of starflower and wyvernweed. Taking the unknown herb he mixed it with the starflower and wyvernweed, mashing them up in bowl forming a paste. He then applied the paste to his wound and pressed down hard with his hand.

The oasis had to have water. He crawled further, with one hand on his wound's dressing, to find it. He smelled the poison only moments before spotting the spring. The wizard had no respect for the environment. In their homeworld of Kalibos a person could be executed for a horrendous act against the totems such as this.

Then he noticed the half-elf. Her arm was bent at an odd angle, and it was obvious that she had some broken ribs. A charred tree was pinning her legs.

She appeared to be druid. She had dark brown hair and a dark complexion like his. The tigorleum marveled at how tall she was. She was still short by his standards, but the half-elves he had seen weren't generally even five foot six inches, much less six foot seven inches. He had been told that elves were taller in this world but only now did he believe it.

He crawled over to see if she was alive, doubting it very much. When he reached her, he was surprised to find out that she was, indeed, alive. He remembered the bones he had found early and

realized that this was the work of one of the wolfwizard's spells: Shatterbone. It called for breaking a bone of the same race and type as you wanted broken on your opponent. The spell was cruel in that it didn't usually kill an opponent, but left them in great pain.

The half-elf gasped something that Cheng could only translate one word of.

"Who?"

He answered in a soft voice. "Cheng Kai." He didn't know enough of the desert world's language to answer with much more.

He tried to concentrate on using another of his psionic abilities, that of lending health. The werewolf would have to wait, right now he had to try to repair some of the damage caused by the fiend. He felt a portion of his life drain into the half-elf's barely alive body.

He discontinued his power and tried to push the tree off her legs. In a few seconds he managed get it off and it subsequently slid downhill stopping near the defiled oasis.

"Rest now little friend," he said in his language. Then the elf appeared and Cheng's adrenalin started flowing again.

Kormac arrived at the oasis he and his daughter, Izifa, arrived in earlier that week to find demolished. He had returned after getting lost in a sandstorm on a hunting foray. He was struck suddenly with streaks of worry and guilt. He approached cautiously and heard a strange voice uttering strange words.

"Mitab omb tamro oget," Kormac automatically assumed that there was a strange spellcaster in the oasis. He burst into the clearing and saw Izifa unconscious with her arm bent into a sickening position. Near her was a large humanoid with dark red hair who sat up at Kormac's entrance. The humanoid had a metal sabre, a rare sight in this world, and an odd looking metal object in a leather holder hanging from the humanoid's belt. Kormac noticed that the thing had a wound it had just recently dressed.

"Good it will be easier to slay it that way," he thought

"Ico res ven?" it questioned Kormac, "Reyal urun kehtok Essui!" Kormac ran toward it bearing his obsidian long sword, yelling at the top of his lungs.

"Get away from my daughter you honorless abomination!" he screamed. The large humanoid reacted with surprising speed for one of his size and apparent bad health. Kormac saw that the thing was a full seven inches taller than his seven foot four. The thing did not continue fighting, but took an odd shaped metal object out of a leather holder. He then pointed it in the air and it made a loud booming noise accompanied with a small burst of fire.

"Again," he said a little shaky with the language, "Who you?" Kormac just stood there, "Sword down."

"I am not going to put my sword down monster, I am Kormac, and I am going to kill you, wand or no wand."

"Kill why?" it asked struggling with the world's common language

"Why?! You've attacked my daughter, and destroyed this oasis!"

The huge thing pointed at Izifa "Me not do." Kormac didn't listen all he could see was an evil humanoid intent on destruction.

"If not you, then who did this!" countered Kormac.
"Nikrad," it said as if that should be enough.
"You lie, fiend. There is no such being as a nakard. Now tell me your name that I may know whom I kill."

"Is Cheng Kai, am tigorleum. Me not do."

"I don't believe you, Shangki. I think you are a defiler, and that you did all this." Kormac knew that the tigorleum as it called it self would probably kill him with the odd looking wand if Kormac made any sudden move. Kormac noticed that the tigorleum's wound had reopened and was bleeding. He marvelled at the things ability to resist pain.

Kormac heard a soft chanting. He noticed it was getting louder toward the end.

"*Atad komir nola cinif snirep*," the tigorleum heard the chant at about the same time. He whirled around ignoring Kormac, realizing that all this destruction was just to distract him and make an ambush possible.

"Nikrad!" he shouted with hate "*Omb ven morsat!*" he pointed the odd looking wand at a charred tree and screamed as his right leg broke beneath him. The wand's invisible shot went wide as the large creature fell. A large broken bone came out of nowhere, followed by a human wizard stepped from behind the tree holding a large arm bone.

"Well, Cheng Kai it seems that you have caught up with me," he said, "You should have just bled to death, it would have been less painful." He repeated the chant and broke the bone in his hands as the tigorleum tried to lift its wand. The tigorleum screamed as his left arm broke. "I thank you elf for distracting him long enough for me to cast my spell, but now I must kill you."

The supposedly human wizard changed shape into a humanoid dog-like form. The dog form limped toward Kormac. The elf wondered a moment at this thing's mastery of his language, and soon remembered about the Tongues spell.

Kormac realized that his sword would be of no use against a creature such as this. He started a chant that was designed to fire a bolt of lightning at the abomination. As he finished his spell he saw it fizzle out as it got close to the shapechanging wizard. He heard what sounded like a laugh from the creature.

"Am protected from such weak spells, fool!" it yelled.

"*Sda ven res mon evisne zil allpa*," yelled the tigorleum as he fired his wand again.

Suddenly there was a loud boom and something struck the monster, which the tigorleum had identified as a nikrad earlier, in the shoulder. The beast screamed as his shoulder emitted smoke from a hole burned in its shoulder.

The nikrad gave a bloodcurdling howl. It changed course towards the fallen tigorleum. Cheng Kai threw his wand towards Kormac yelling "like crossbow!" The tigorleum screamed as the nikrad lifted the much larger tigorleum over his head and hurled him over ten feet away. Kormac heard a sickening thud.

He picked up the wand, Cheng Kai had thrown to him. He realized the tigorleum could have gotten off another shot before the Nikrad reached him, but he had tossed it to Kormac - the same Kormac who had just blamed him for the attack on his daughter and

the oasis.

The Nikrad started limping back toward Kormac. "I'll finish him off later, but first you," it said.

Kormac looked at the odd-shaped wand. "Like crossbow" the tigorleum had said. Kormac had only seen one crossbow in his life, though he saw that this was an accurate description of the device. Except that it was made almost entirely of metal and had no crossbeams or strings, but it had a trigger. Kormac pointed at the nikrad's chest.

"I don't think so nakard," he pulled the wand's trigger another big boom sounded and the nikrad fell backward with a surprised look on its face. As the beast died it slowly shifted back into a human form.

Kormac looked at the nikrad. Then he looked at his daughter and the tigorleum. He hadn't believed the tigorleum earlier. He had distrusted him, and the tigorleum had paid the price. He walked over to check his daughter, she was awake. She had probably seen the whole battle. Her breathing was somewhat strained but strong.

"Father?" she whispered.

"Yes, child, I'm here."

"Help the tigorleum."

"I will, I will"

Kormac used his healing ability on Izifa and moved toward Cheng Kai. The tigorleum was nearly dead. His left arm and right leg were broken by the nikrad's spell. Cheng Kai's other leg was broken from the throw as were some of his ribs. The tigorleum's head had hit a rock, causing his eye to swell shut. The nikrad had caused his right middle finger to be missing the top joint. The elf still didn't completely trust the large being, not even while unconscious, but it had obviously not done anything to him or his daughter. That should have been obvious to Kormac when he had seen the tigorleum, but he was to wrapped up in his own rage. A true enemy would not have fired the wand into the air, he would have shot Kormac. Also, this was a fighter, despite his strange magical wand, and his daughter had been wounded by magic not direct physical force. Had he been thinking rationally, much of this probably could have been avoided.

Kormac would have to learn how to control his rage, it left to many possibilities such as this for his liking. He had been through a lot in his life. He had left his tribe to care for his half-elfen daughter, an act that exiled him from the clan for the span of his life, and he thought he would be able to get through this attempt. He touched the tigorleum to heal him.

The tigorleum woke up for a moment before passing out again, "*Ecrem ven, sciph essui*." A comprehending spell told him that the words meant "Thank you, desert elf."

Towers Fall

As dawn's light shone forth over the tops of the barren mountains its golden radiance alit the field of battle, showing the horrid sites of war. The bodies of both the queens and the baron's armies lay there still and lifeless, yet still the battle raged on. Swords stained red with the blood of fallen men clashed against shields, as cries of pain, sorrow, and victory were heard echoing through the valley.

The baron's army had broken through the outer wall. The city was now in flames. The cries of woman and child pierced the sounds of battle.

In the center of the city stood the palace Selira still untouched by the hand of war. In its highest tower stood a lone figure, the White Queen. She gazed down upon her beloved city, now in ash and ruin. The flames roared louder than any thunder she had ever heard, and the smoke seemed to blanket the whole city in a veil of shadow as if to watch its fate. She stood there gazing out the window, as the desolation and destruction spread. She wondered if somehow she could have prevented all of this or whether it was her fault. Once again the cries of her people pierced her heart like a cold sliver of ice, and a single solemn tear rolled down her face as she turned and walked away.

One Morning

In the morning sun I sit and wait
the light envelops me, flooding the gates

Animals of all kinds answer my call
I am their master, one and all

From the dawn of time I have been the One
I'll never leave until I'm done.

As the sun rises higher and travels the sky
the creatures around me begin to die.

I sit and I weep, it's not what I planned.
Speaking to my subjects, I'm told it's
because of man

What is this being, I don't recall its name
All my animals live in peace, can't he do
the same

With the setting of the sun the land is empty
All my animals are gone, wiped out completely

This thing called man has done this to me
this thing called man will answer to me

I gather my energy and all my power
before the night is thru, all man will cover

My destruction was total, man never had
a chance
I slayed them all, then started to dance

In my wake, fire did break out
consuming the lands, nothing could put it out

In the morning sun I sit and wait
the animals are all gone, there's none to
share my plate

No deer to watch run, no birds to watch fly
as the tears run down my face, I lay down and die.

-NEW

Scottish Faire

As I close my eyes
Like a curtain after a show
A new affair arises
You can smell the sweetness of the grass
As you gaze upon the rolling hills
Ah! It 'tis Spring
In the distance you can see a lively village
The pipes' dreamy music can be heard
Joined in by the cheerful laughter of child
Not far away
Women folk hicker for the weans they pay
Young men play the Scottish games
To be champion of the laird
To live in their fame
The bright colors and smells last all day
When the night fires come
It just washes and fades away
This is a day at the Scottish Faire
Come with me and live a day
The beauty and pageantry are also there.

Forever

Forever joined together.
Forever held apart.
Forever I'll remember.
Forever in my heart.
Forever I will love.
Forever I will die.
Forever in my heart.
Forever I will cry.

The Knight She Loves

*She journeys alone
In the dark
The blackness of night
Does she fear
Yes she fears
What strange events
Can happen
To this maiden
Who she doesn't fear
For her destination
Is a safe one
To the knight she loves*

*The journey is fat
And full of danger
But the risk is worth it
And the danger she can face
For she knows when her journey
To the lands of the south
Far from the lands of her home
Is through and complete
The maiden will know
She is safe and no longer alone
When she looks into the eyes
Of the knight she loves*

Raid at Knight's

Blood and evil flows across the field
Corpses strewn beneath the trees
Women sorrow in the burning homes
Treasures stolen by the foul.

Blood and evil, light and darkness
Man and Orc in death units
A young man lies in pain among the dead
Child forsaken by the gods

"Spices and Gold"
By
Pebyr ap Cucorin

"I'll bring you spices,
And I'll bring you gold,
I'll bring you wealth,
Beyond all that you know,
I'll make the seas,
Run red with their blood,
All for the glory,
Of the woman that I love..."

I was raised a son of Thor,
Reared high to a dream,
Raised on tales of blood and gore,
Soul of the wild north sea,
My father was a trading man,
He traded steel for gold,
He left his heart on a foreign shore,
His life's blood on the snow,

When I came of age,
I took to the sea,
And of my father in fief,
Till I needed a wife,
Or the birth of my seed,
And the keys of my household to keep,

But beauty is cold,
And it burns in your mind,
And it clutches onto your heart,
In the cold of the night,
As you clung to my side,
Oh my love you burn in my heart..."

But the wise spoke for me and my love,
The price of the bride was the deed,
Offered to Ragnar ulfgarsson,
The chieftain's daughter was she,

Two hundred marks is the price of her hand,
And ye've three years to leave and return,
If at the end ye're still lost from my lands,
Then a dragon ship I shall burn..."

So we struck down the sails,
And we took to the oars,
Sailing the ship from its berth,
As the wind and the tides,
Cast our fates to the norms,
Her last words in my heart still burned,

"Please don't go,
In three years I shall die,
That's too long to live without love,
Each night I shall weep,
And sigh in my sleep,
Do you heed the songs of your blood..."

So we sailed the northern road,
Across the ice bound skagerrak,
Down the Russian road to the sea,
But two hundred marks of silver,
Were still quite beyond my grasp,
And miklegarrrd is dearer than your dreams,

So we sailed that Roman lake,
That the caliph called his own,
And we taught that bastard how to cry,
Blood and gold and steel and fire,
Burned the shoreline to the stones,
And the sons of Islam learned to cry,

For three years we traded steel,
Down the blood soaked Moorish coast,
Our hulls were fit to bursting at the sea
In the end we made our passage,
Through the straits and up the coast,
The Frankish lords were quaking in their
dream

"Oh where are you now,
I'm afraid you might die,
You're so far from my arms,
Each night I weep and sigh in my sleep,
Do you cry my name in the dark..."

"I'll bring you spices,
And I'll bring you gold,
I'll bring you wealth,
Beyond all that you know,
I'll make the seas,
Run red with their blood,
All for the glory,
Of the woman that I love..."

Heraldry Competition

WHEN: Celestial Kingdom Coronation,
Monarchs convenience.

CATEGORIES: Highland Lakes
Sister Kingdoms

FORMAT: 8"X 11" Sheet of paper, full color drawing.
Second page with a proper heraldic description.

Winning entries will be heraldically correct, easily recognizable, aesthetically pleasing, and represent the spirit of the Highland Lakes and/or the bond of filial loyalty between Highland Lakes and Celestial Kingdom.

Judging will be performed by all interested monarchs present.

PRIZES: Godlike prestige (if you play your cards right)

AUTOCRAFT: MELINDA MACLAREN (512)918-0031

FLYER