

## BATTLE DAZE

Up to the populace of Dunderco, Floradale, Thile, Timma & Fort Yae.

We invite you all to bring your picnic baskets, directed, soft drinks, and come out for a day of fun and fighting. Our intention is to get as many people out on the field and Nivana for just a regular day of guns. There will be old friends and plenty of fun to be had by all.

### A day of Battle Daze

April 30th, 1995  
12pm till 5pm  
at Walnut Creek park

Battle games scheduled are:  
Magic Storm, Scarp Hunt, and Squire Chase.

# The Star

\$1.00



AMT GARD  
The Celestial Kingdom

THE STAR  
THE NEWSLETTER FOR AMTGARD, THE CELESTIAL KINGDOM  
Volume III, 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:

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

Editor-In-Chief  
Sir Tholden  
c/o Ray Dunn  
1215 S. Meadows  
Austin, Texas 78758  
(512) 836-3685

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LET IT BE KNOWN TO ALL WHOM THESE  
PRESENCE COME THAT THIS IS THE  
COURT OF THE  
CELESTIAL KINGDOM

King Arion Renquist      Regent Squire Balnor  
Prime Minister Sir Rufus  
Knight Champion Squire Ford  
Capt of the Guard Sir Mass      Regent Defender Squire Zapp  
King's Guard      Regent's Guard  
Amor: Sir Mord      Squire Zed  
Elio: Vidar      Amorden  
Klimny: Widow      Squire Jude  
Court Herald      Weaponsmaster  
In Herald      Squire Rock

FIGHTING CLASS GUILDMASTERS

Art/Paladin - Sir Zoon      Monk's - Elio  
Archers - Ulto John      Monsters - Sir Rufus  
Assassins - Raven      Peladins - Sir Michael  
Barbarians - Squire Zed      Reeves - Sir Hilda  
Bards - Covental      Scouts - Natandra  
Buids - Squire Zig Li      Warrior - Squire Zapp  
Riders - Fario      Wizards - Klimny  
Order of Sted - Annus      Belad Grah      Grimoden

ARTS AND SCIENCE GUILDMASTERS

Ambers - Sir Mord      Arts -  
Engineers - Greylin      Gathers - Squire Shant  
Gladiators - Raven      Heraldry - Sir Ches  
Literature - Sir Zephram      Minstrels - Sir Zephram  
Sages - Sir Michael      Smiths - Dunbar  
Theatre - Menades      Water Bearers - Arida

BOARD OF DIRECTORS

Todd Barr - Sir Rufus      Ken/Raves - Ford  
Ray Dunn - Sir Tholden      Will Jordan - Sir Michael  
Gerald Griffin - Cliff      Mark Pickett - Arion Renquist  
Chris Webb - Sir Zephram

# Kingdom

## DIRECTORY OF CONTACTS IN THE CELESTIAL KINGDOM

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Chancellor Asylus Cotta  
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### DUCHY OF TURRIS LUNAE

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21455 W. IH 10  
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Chancellor Anarchist  
c/o Richard Shanklin  
1019 Boling Brook  
San Antonio, Tx. 78245  
(210)575-2134

### DUCHY OF DRAGONS HAVEN

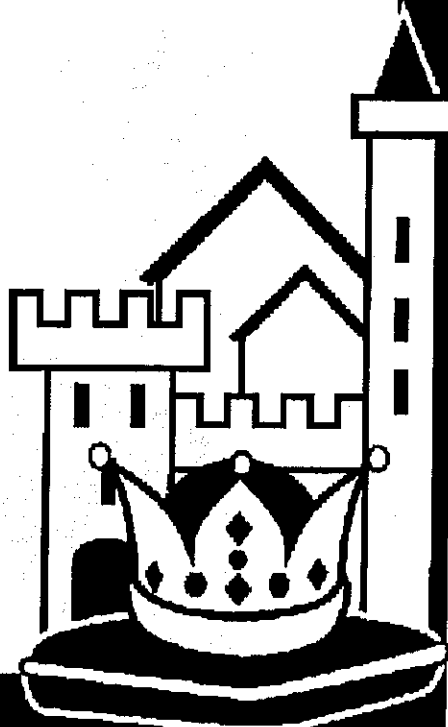
Duke Beloch MacMartin  
c/o Dub Martin  
1500 Mohican Trail  
Harker Heights, Tx. 76543  
(817)698-6926

Chancellor Yoninah  
c/o Jean Smith  
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### BARONY OF TALON FIELD

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(512)303-1050

Seneschal Slayer the Undun  
c/o Josh Greene  
\_\_\_\_\_, Tx. \_\_\_\_\_  
(512)321-6403



## A word or three from the editorial staff

### Greetings and Welcome!

First off, I'd like to thank a far to long list of folks for all their encouragement, help, and articles that went towards this issue of TLo Star. There was, in fact, so any submissions that a few will have to wait until the next issue. This, however, does in no way mean that I'm trying to discourage any works. Just the contrary, the more articles the robust and enjoyable the publication becomes. It's also nice to have material in reserve for future issues.

Next, you may have noticed that definite sections have been implemented in an effort to allow for the easy location of common articles. Some on these sections are permanent fixtures, while others will be used on an "as needed" basis.

### The permanent sections are:

Kingdom - Kingdom news, Kingdom events, Tourney placement and award lists, Financial reports  
City-State - Local events and gatherings  
Guild - News from the Kingdom guilds  
Lifestyles - Garbing, Weapons making, Cooking, Music, Factual or fictional writing with historical facts as the basis  
Literature - Amtgard fictional writings and poetry  
Advertisements, Challenges & Positions Vacant - A classified section  
Calendar - Events dates and locations

### As needed sections are:

National - Amtgard wide news of events and gatherings  
Humor - Factual or fictional writing with humor as the basis (a quick plug here - We are taking submissions for a cartoon strip)  
Editorial - A place to express your opinions  
Techno Wizard - A section on the ever increasing use of computers and the Internet in Amtgard  
Art Gallery - A collection of Amtgard period art  
Day Trip - Fliers for other events of interest such as Ren-Fair

Again, these sections are only a means to organize "TLo Star", not to "pigeon hole" submissions.

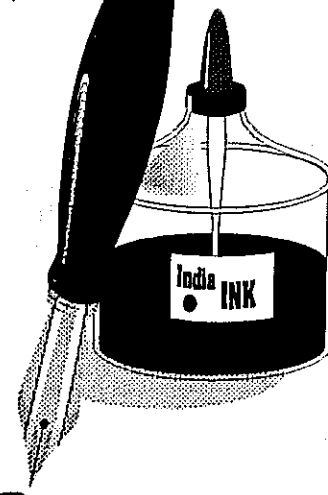
In the area of submission format; If you have a computer any word processing program in DOS or Windows is fine. However, I don't do Mac. Just save your article to a disk (either 5 1/4 or 3 1/2), you don't need to print out the article. If you don't have a computer, then write the submission, LEGIBLY, on paper. Given that the follow still won't do, then have the article laser printed (Dot Matrix submissions will be retyped do to the poor reproduction quality) and placed in a clasped envelope and we'll do are best to cut-and-paste the work in to the issue.

As for artwork; I prefer that submission be copies of original works; given my schedule you may not get an original back for some time, also, this cuts down on the chance of damage occurring to the piece. If you submit originals, then all piece must be inked; penciled pieces do not photocopy well.

A new way of submitting work is to sent it by E-mail. My E-mail address is whiteowl@eden.com all small letters. You can either send articles direct or by attachment.

Thanks again to everyone.

Sir Tholden Von Bazilius  
Editor-In-Chief





# From the Crown

... A lot of words from your Monarch.

\* I was nervous at my first court and forgot to begin with a moment of silence for our brother Sir Dustin who chose to leave this world early last month, let's take one now.

\* For all those who elected this administration (approximately half of all voting!!!) - thank you.

\* We will be hosting a number of kingdom level battlegames and cultural tournaments over the next six months, the first will coincide with the Weaponsmaster tourney held at Walnut Creek park in Austin on April 23, 1995.

\* A number of new guilds will come to life during the next six months in an effort to allow you, the populous to serve and support this great growing kingdom. The following are working guild titles and the needs which they will serve: 1. Chirurgian's Guild - medical first aid, 2. Town Crier's Guild - spread Kingdom news outside provincial leadership channels, 3. Kindergarden - provide child care and foster Avigard arts and sciences skills, 4. Ambassador's Guild - well connected citizens work under direction of the Crown to facilitate solutions to delicate inter-Kingdom situations.

\* Cultural types: strap yourselves in - Prince Balnor is going to take you on a wild ride!!!

\* Sword Jockeys & Magi sharpen your skills - your Rex is going to be stirring things up and may need this Kingdom's might to put down insurrection and defend our borders!!!

\* Provincial Leaders: to those who serve - thank you, we look forward to working with you. To those who serve time - think again. Titles bestowed through this crown will be granted the old fashioned way - by earning them through service.

\* A major goal of this administration will be to continue to update Kingdom level records of awards, orders, dues, etc. This cannot be accomplished without extensive help from Provincial Leaders. Our target date for substantial completion of this task is Mid-reign. Please help us.

...News of roleplay...

\* The evil werewolves, Emperor Asahi has been driven from this land and we are once again the mighty Celestial Kingdom!!!

\* In Court on Sunday I repealed the standing ban on the Undead, once again the Undead are free to roam this land!! (Zombies stand down-wind, please.)

\* The Guildmaster of Assassins has informed me that a number of contracts have recently cleared his office. As I understand it, some of those marked for assassination include Grand Duke Sir Michael, HOG for impersonation of General T'Sh'iale, Matthew LaGrey is reputed to be targeted for impersonation of a gentleman (I personally have heard allegations which make me believe that this charge is valid), former Prince Perinone is said to be a target for impersonation of a contributing member of the kingdom and attempting to pass himself off as a member of the ... Brotherhood...Bob. Other contracts also exist which I cannot comment on.

\* During this reign, The Crown requests that all operations of un-licensed Roumer Mills, Suspicion Taverns and Envy Brothels be suspended.

...A reality check at the Roumer Mill...

\* "... the only reason that Arion and Balnor won is that they bought votes..."

Reality Check - a possible source for this roumer: one of my campaign fliers in which I informed all that I have furnished garb (at no cost) to literally dozens of adventurers around this Kingdom. When people forced money into my hand, I turned it over to the local Chancellor as dues for that person.

# From the Crown

\*...A reality check at the Roumer Mill... (continued)

\* "...the only reason that Arion won is that he was promising to Squire anyone who voted for him..." Reality Check - a possible source for this roumer: a good friend of mine in Mordangard, one Killmany and I were conversing; he asked who my Knight was and then I asked who was his. He doesn't have one. He isn't Squired. In my eyes he is the heart and soul of service and dedication, I can't understand why he hasn't been squired and told him so. I also told him that if my service to this Kingdom earns me admission to the belted circle in six months and if he isn't wearing a red belt at the time, I would give him mine. The Roumer Mill probably doesn't tell the honor that his response did me... He said that he would wait. As if I didn't already have enough high expectations to live up to!

\* "...Arion hates \_\_\_\_\_ and there is no way that \_\_\_\_\_ will ever get knighted during his reign..." Reality Check: Arion doesn't hate anybody. Anybody who meets both the intent of published criteria and Kingdom precedent will be brought before the circle for consideration of Knighthood. All individuals qualified will be brought up each time the circle meets for this purpose.

... In service to the Crown...

\* Know that this Rex is impressed with the countless pledges of support expressed by this Kingdom's populous at Coronation. I realize that 1) lists always leave out the important ones and 2) My spelling is moderately awful. Notwithstanding, here they are: Companies (various members) - Annihilous, Lions, Sable Pride, Saracens, Steel Dragons, Tigers, Households - Barking Spiders, The Church of Durglenny, Laughing Fox, Steel Dragons, Trolls, Provinces - All of them!!! - Many of you came to me asking for ways to serve. If I haven't gotten back to you, I apologize, tell me again... These last few weeks have been a whirlwind.

\* Lord Amorden will be handling licensing of Roumer Mills for the Town Crier's Guild.

\* As many of you saw, I didn't stay anywhere long at Coronation - always someone new to drag me off. This is not a good use of your Monarch's time, nor is it respectful to you as I allowed myself to get dragged off by some minor emergency. New Rules: at events I will hold private court for one and one half hours on both Friday and Saturday in addition to the normal evening public court. The rest of the time will be social unless scheduled otherwise.

...A word on the Home front...

\* Immediately after being Coronated and under the benediction of Arch Bishop Dunbar, the Lady Ariel Tanon and I exchanged wedding vows, and this King's lady became his Queen. I tell you this, I likely would not be here for you if it were not for her support in service to this Kingdom. In keeping with the period, I, personally, refer to her as 'her Majesty' (it kind of compliments 'my Majesty'), or 'My Lady'. Either seems appropriate to me.

\* Immediately after being Wed, I was thrown out of my fighting company, Annihilous; they don't want any of their deeds to be seen as courting favor from the king, the company member. I can respect that.

... THATS ALL FOR NOW,

REX ARJON REJNQUST

# From the office of the Prime Minister

## To the populace of the Celestial Kingdom

Greetings from the Prime Minister,

I would like to say thanks to all the Chancellors, Seneshals, and Sheriff that have sent me the requested paperwork (as per the Corpora, both old and new):

Anarchist/Turns Lunae/Got it all	Notundra/Crackenroo/Got it all
Yornah/Dragnshaven/Got it all	Leithia/Talonfeld/Got it all
Warchild/Thule/Got it all	Torin/Dale of the Unicorns/Got it all
Valas/Keirplatz/ misplaced your Dues list	Ke She/Tirana/Need copies of waivers
Asylus/Tori-Mar/Need copies of waivers	Morgan/Mordengard/ Need awards list & waivers
IMAGG/Bifos/ have NOT received ANY PAPERWORK	

This paperwork has been used to form the Kingdom Dues Paid List, the "PhoneBook", and is being used to make a consolidated AWARDS and TITLES Listing (soon to be published). If any information is missed or inaccurate, please contact your Local Chancellor/Seneshal or Sheriff or contact me during the Prime Minister Office Hours.

Prime Minister Rufus  
(512)707-2275  
Office Hours  
Thursday-Sunday  
7:00 pm to 10:00 pm

Special THANKS to Sir Tholden for taking over as Editor-in-Chief of The Starr (whoops). We are always accepting artwork and submissions from the populace.

Note of Correction - Crown qualifications - Cuntals - Armor Construction  
3RD place 3.88 Bracers Vasha actually were Billor's (oops, my mistake).

Further, have you seen that "PhoneBook" put out by Archbishop Dunbar (And The Cronies)? No, well you can get a copy for a whole 75 cents (to cover printing cost) just by contacting Dunbar. It has taken over 9 months to gather and sort, so remember to thank him.

And finally, I would like to say a personal THANKS to everyone who helped with Feset at Spring War. The list has managed to get itself mislocated in the Empirical Estate, but I'm trying to remake the list so that recognition may be given at Weaponsmaster by King Arion. The following list are those that I can still remember (I never did find out who the Masked assassins were who were serving). If your name is not on this list and you feel it should be please contact me as soon as possible:

Horus	Shadow of Lycium	Wilhelm
Kadalon	Ke She	Nightlynx
Wanderer	Sylus Payne	Dunbar
Little John	Dragon Hellstaven	Meka
Lightfoot	Zentrarm	Vasha
Durin	Vall	Michael HCG
Andralaine (Burning Lands)		Thom Crossbeater (Iron Mtns)

Yours in Service,  
Sir Rufus of Grimwulf  
Prime Minister of The Celestial Kingdom

# Kingdom

## WEAPONS MASTER TOURNAMENT

Greetings and salutations! Weapons master Tournament will be held on April 23 at Walnut Creek Park. It will be a single elimination tournament of as many different types of weapons we can squeeze in. So to help me in that respect, please bring polearms, maces, battle-axes, hammers, and great swords. Registration will begin at 10:30 AM. To help get the fighting underway the first event will start PROMPTLY AT NOON!!!! This is NOT Amtgard time! The first event will be sword and board.

Also, in the realm of rules, hands on weapons are NOT legal targets EVEN ON POLEARMS. I know of several hand injuries (including some broken fingers) resulting from hand shots. This ruling is made in the sense of safety, and will be enforced during Weapons master.

In keeping with the Monarch's promise to hold a major Kingdom-sized full class event each and every month of his reign, flag battles will be held immediately following the tournament; the two armies will generally be divided North versus South (and this time Turns Lunae and Bifos must surely loose!!).

Yours in the dream,

Sir Hulka Dungen  
Guildmaster of Reeves

## 2nd C.R. Midreign Garbing Contest

Entries will be judged on a 5 point scale. First, second, third and fourth place in each category will get 4, 3, 2 or 1 point. The person with the most points will win the tournament.

### ACTUAL PRIZES WILL BE AWARDED!!!

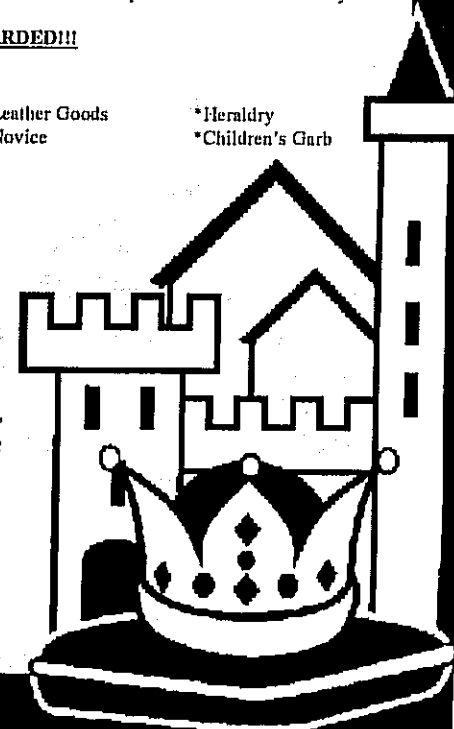
#### Categories will include:

- |   |              |                |                  |
|---|--------------|----------------|------------------|
| *Fighting Garb  | *Court Garb  | *Leather Goods | *Heraldry        |
| *Armor  | *Service     | *Novice        | *Children's Garb |
| *Needlework   | *Accessories |                |                  |
| *Goodwill Finds (i.e. mundane items which have been converted to period garb) |              |                |                  |

#### Autocrat:

Baroness Dame Melinda Mae Laren  
c/o Donna Wade  
11909 Buckingham Road  
Austin, Texas 78759  
(512)-918-0031 (before 10 PM, please)

Autocrat's Note: The winner of the last tournament was acquired immediately. This time I'm looking for a squire!!!





# The City-States


Tired of dull day games?  
 Wanna play mealy?  
 We have a game for you!  
 Beltain Nighthunter  
 A quest in the dark.  
 Time to dig out your assassins' gear  
 And fight for the night.

Presented by the Lyceum  
 In Hensel Park, Bryan, TX  
 Starting at 5pm on Saturday the 29th.  
 Site fee is \$1 or a glow-in-the-dark nightstick  
 Limited crash space is available  
 For more information please call  
 Lord Dragon Helstaven at (409) 775-4893  
 or Lady Micha Esq. at (409) 7781268  
 (All calls before 10 p.m. please)

To all the inhabitants of the land of AMTGARD;  
 Be it known that the Duchy of Tari-Mar is moving.  
 We shall be meeting in greener fields to the South (in the  
 softball fields, by the playgrounds). All are invited to  
 join our group in this new location.

Further, the old Ducal manor will be presented to  
 Darianna Herstellar as a wedding gift  
 from Duke Thunderblade.

By my hand,  
 Disk



# From the Guilds

## Garbers

Well, since I have been presented with the opportunity to be your GM of Garbers for the next six months, I thought it might be a good idea to let you know what I was planning on doing. I would very much like to see everyone in garb, even if it's just a simple T-tunic. And those who already know how to make basic garb would probably like to learn to make more advanced stuff. So, I'll be talking to your local GM of Garbers and encouraging them to hold local garbling workshops.

At midreign, I plan to hold a mini garbling symposium. I have talked to several people and it looks like we will have some basic garbling instruction, as well as some leather working and even some weapons construction. The way this will work is that you will bring the basic supplies (there will be a list provided), or a small fee to cover us buying the supplies, and will walk away with not only a nifty-cool new item, but you'll also have learned how to make it for yourself so you can make more, and teach others. I should have the details on this out at Weaponsmaster. Also at Weaponsmaster, I will have a garbling booklet out. This is the first in what will hopefully be a three part series. The first book is a compilation of basic garbling articles. In addition to having copies at Weaponsmaster, I will send some to the groups who aren't able to have people there. Anyone who has garbling articles that they have written, or that they have collected please give me a call, and I can definitely use them in future books.

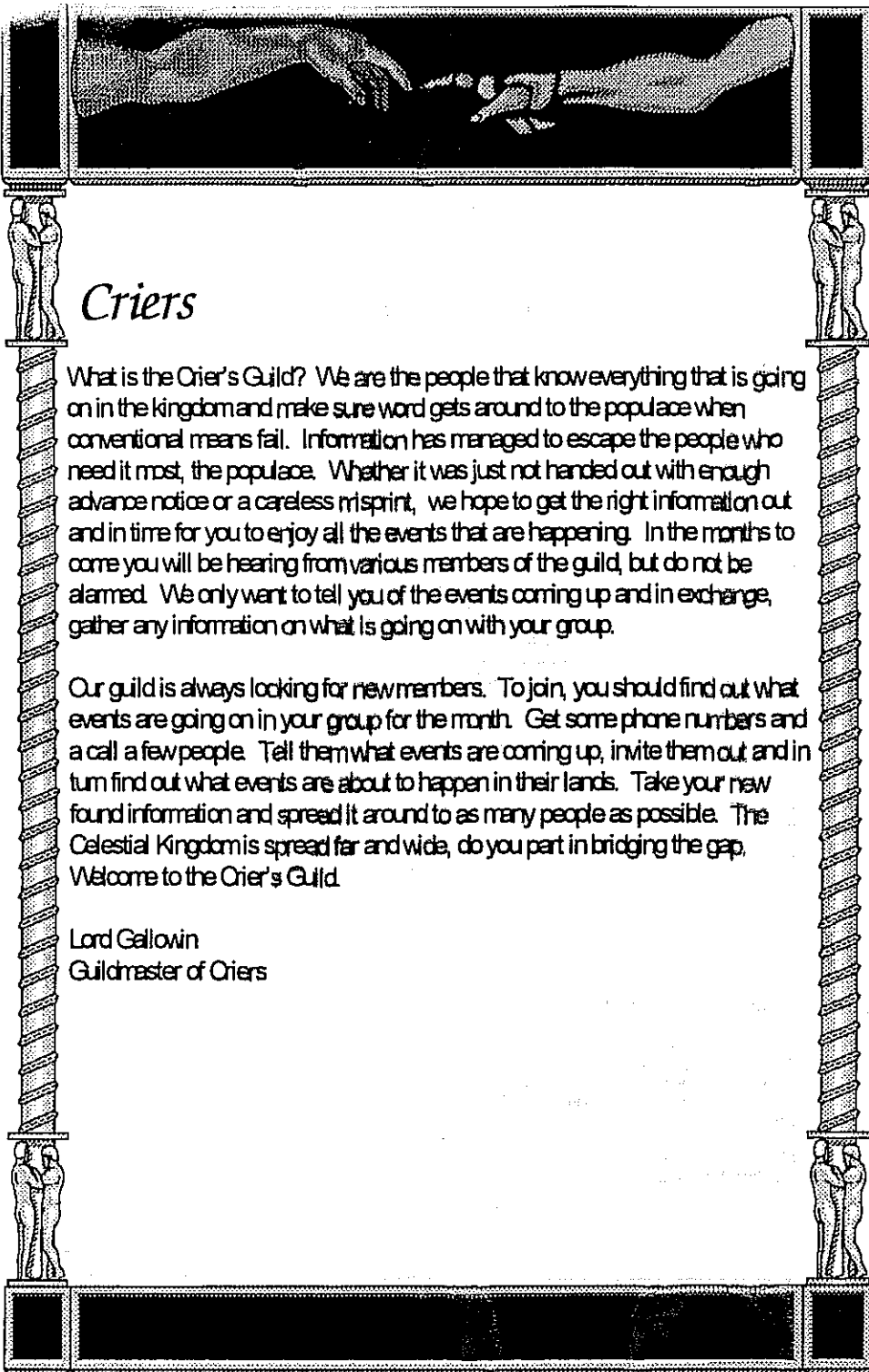
Anyone with questions, answers, suggestions, or just an urge to babble can reach me at (512) 477-1589 or through the internet at shantid@mail.utexas.edu.

Lady Squire Shantl Jorvik  
 Guildmistress of Garbers

## Monsters

The next meeting of the Guild is scheduled to be held at Midreign. The article in The Star Volume 1, 1995, titled "The Monsters That Time Forgot", was for the missing monsters (the Avatar, Minidrake, Ogre, and Werefox) that had been given to the Prime Minister to go into the Star, and did not go the Guildmistress. These monsters were passed by the Guild without any corrections.

Sir Rufus Grimwulf  
 Guildmaster of Monsters



## Criers

What is the Crier's Guild? We are the people that know everything that is going on in the kingdom and make sure word gets around to the populace when conventional means fail. Information has managed to escape the people who need it most, the populace. Whether it was just not handed out with enough advance notice or a careless misprint, we hope to get the right information out and in time for you to enjoy all the events that are happening. In the months to come you will be hearing from various members of the guild, but do not be alarmed. We only want to tell you of the events coming up and in exchange, gather any information on what is going on with your group.

Our guild is always looking for new members. To join, you should find out what events are going on in your group for the month. Get some phone numbers and a call a few people. Tell them what events are coming up, invite them out and in turn find out what events are about to happen in their lands. Take your new found information and spread it around to as many people as possible. The Celestial Kingdom is spread far and wide, do you part in bridging the gap. Welcome to the Crier's Guild.

Lord Gallwin  
Guildmaster of Criers

## Editorial

### *I can hit harder, so I win.....NOT!*

An alternate definition of a hit and "rhino-hiding".

By Bosk

This subject is probably the most discussed and argued occurrence on any battlefield in the world of Amtgard. It is also one of the biggest reasons for new players to become disillusioned with Amtgard and quit forever. I personally know that this has happened. Ultimately all rules are guidelines. Every rule is open to interpretation and everyone's interpretation will vary slightly. In regard to melee combat the question is how many different interpretations can there be of the Amtgard Live Action Role-play Rules of Play 6th edition:

"3) Blows that nick or lightly graze off of a target do not count as hits. Any shot that stops or any shot that stops and deflects at an angle is considered a hit."

One thing seems to continually be forgotten whenever anyone talks about "light" blows and that is what happened to safety and realism. I have always understood that one of the most important aspects of Amtgard was that safety was of paramount importance. The weapons being used are "safe representations" of actual weapons. Swords are, for example, padded to avoid injuring anyone. The real swords would of course not be padded and would be as sharp as its owner could make it. Anyone who has accidentally been cut with a sharp knife knows that a great deal of force is not required for the knife to slice into your skin. When the idea of the padded swords representing actual sharpened swords is considered along with Amtgard's concern for safety, the only reasonable interpretation of the rule is:

"Any non-glancing blow that is felt by the recipient is a valid blow which causes damage to the portion of the body struck. The force of the blow is irrelevant."

Ask yourself if you would shrug off a real sword blow as easily as you dismiss a blow by calling it light. People who are guilty of "rhino-hiding" are in reality only fooling themselves by ignoring blows that they fail to block or have had a blow slip past their guard. When is the last time you heard someone say "light" and ignore a hit from a throwing dagger, javelin or an arrow. Why should a melee weapon be treated differently? If you are faced with a choice of accepting a blow or not, the most chivalrous course of action is to set the example by accepting the blow and complimenting the victor.

If you are faced with a "rhino-hider" the one course of action is to step back and disengage. Tell them quietly that you are disengaging because you cannot in good conscience hit them any harder than you have been attempting to and rather than risk injuring them you are disengaging. This way, you make it clear that you feel that you have been delivering blows that you felt were valid without insulting their honor.

Another option is to simply lower your guard and let them kill you. Of course by doing this, you risk a "painful" death. Most "rhino-hiders" have a tendency to strike extremely solid blows as a way of justifying to themselves not taking "light" blows, i.e., "I can hit you harder than you can hit me... so I win!". This method may be painful but it does have the benefit of not actually insulting their honor. Of course, it does have the additional risk of inflating your opponent's ego further.

It is the responsibility of every combatant to recognize that your opponent may be getting frustrated by their perception of you not taking valid blows and consider adjusting your play to theirs rather than insisting that they adjust to yours by hitting harder. Adapting to the "rhino-hider" and increasing the force of your blows only condones and encourages that attitude. It takes a bigger person and is much more chivalrous to consider others' views equally with your own and adapt to theirs. This type of attitude and actions will be noticed by others just as much as "rhino-hiding" and will be remembered favorably when the time comes for you to be considered for Knighthood and other awards.

## OLYMPIAN SPOILING MAS

### WAR EVENTS

#### SHIELD AND BOARD

1ST 1st  
2D 1st  
3D 1st

#### SHIELD AND DART

1ST 1st  
2D 1st  
3D 1st

#### SINGLE SHIELD

1ST 1st  
2D 1st  
3D 1st

#### MAGIC AND SWORD

1ST 1st  
2D 1st  
3D 1st

#### TWO MAN TEAMS

1ST 1st  
2D 1st  
3D 1st

#### ARCHERY

1ST 1st  
2D 1st  
3D 1st

#### SHIELD AND FLAG

1ST 1st  
2D 1st  
3D 1st

#### FLORENTINE

1ST 1st  
2D 1st  
3D 1st

#### STAFF

1ST 1st  
2D 1st  
3D 1st

#### FICTIONAL WRITING

1ST 1st  
2D 1st  
3D 1st

#### NONFICTIONAL WRITING

1ST 1st  
2D 1st  
3D 1st

#### POETRY

1ST 1st  
2D 1st  
3D 1st

#### NONMUSICAL PERFORMANCE

1ST 1st  
2D 1st  
3D 1st

#### MUSICAL PERFORMANCE

1ST 1st  
2D 1st  
3D 1st

#### COOKING AND BAKING

1ST 1st  
2D 1st  
3D 1st

#### JO ART

1ST 1st  
2D 1st  
3D 1st

#### JO ART

1ST 1st  
2D 1st  
3D 1st

#### PASSIVE CONSTRUCTION

1ST 1st  
2D 1st  
3D 1st

#### ARMOR CONSTRUCTION

1ST 1st  
2D 1st  
3D 1st

#### WEAPON CONSTRUCTION

1ST 1st  
2D 1st  
3D 1st

#### FIGHTING GEAR

1ST 1st  
2D 1st  
3D 1st

#### COURT GARD

1ST 1st  
2D 1st  
3D 1st

#### ACCESSORIES

1ST 1st  
2D 1st  
3D 1st

#### DEVICES/FAVORS

1ST 1st  
2D 1st  
3D 1st

#### MIXED SPECIAL PURPOSES

1ST 1st  
2D 1st  
3D 1st

#### NEEDLEPOINT

1ST 1st  
2D 1st  
3D 1st

WAR OLYMPIAN  
Furnel EH 746

### OVERALL WINNERS

OLYMPIAN  
Furnel

ART OLYMPIAN  
Wardrobe CH 275

## What's Period?

Greetings, Your Grace,

My Lord has instructed me to write to you and outline a typical day for you here at Bardok Keep. Since he subscribes to the adage, as do most lords, that "It is not seemly that a lord should eat alone," we will begin where his meals are served in the Great Hall. This is where we spend most of our time. It is where we sleep, eat, work and carry out our Lord's commands and wishes. In short, Bardok Hall is the center of my Lord's estate and life.

The Great Hall is very large and spacious. The ceiling is heavily timbered and vaulted. At either end there are two large wrought iron candelabras that we do not light unless there is a feast or special visitor. The ceiling is supported by several timber pillars carved into the figures of giants with their arms upraised. Candle sconces and torch holders are fixed to these and they provide the everyday night lights. In the center of the Hall, there is a large fire pit that is surrounded by many benches and tables which provides warmth and additional light. Along the walls upon the stone floor there are piles of straw and reed rushes. These are available for the servants to sleep on since the rest of us are assigned to the benches or tables as befits our rank or status. I am pleased and thankful that my current station permits me a table and a woolen blanket near the fire. The walls themselves are punctuated by several unglazed windows that light the Hall during the day. They also provide ventilation by bringing in fresh air and exhausting the smoke from the fire. In the winter some of them are covered with curtains or tapestries to cut down the drafts and retain more heat. At the east end of the Hall, there is a dais with a table and several chairs. This is where my Lord and Lady together with their family and closest advisors take their meals. I am honored that I am permitted to sup at my Lord's far right hand. Behind the table, there hangs a heavy velvet curtain that partitions off part of the Hall for my Lord's private chamber. Here is where my Lord and Lady sleep in a large wooden bed. Bardok Hall is a warm welcome place governed by a good generous baron who strictly adheres to the knightly virtues.

One can keep time throughout the day by sniffing the air. Bardok Hall is a garden of olfactory delights and surprises. The sooty smoke from the night fire's dying embers, along with the waxy smoke of burned out candles, and the oily smoke from the torches becomes the first smell of the day to greet us with the morning. We rise early before the sun while the air is still, cool, and damp. On our way to Mass we will pause only to relieve ourselves and wash the sleep from our eyes. Since I am my Lord's Chancellor I say the Mass every morning in addition to attending to his personal and official correspondence.

Mass is followed by the first meal of the day. This breakfast usually consists of a pie of bread and a pot of ale. Occasionally, we will have a slice of cold meat with the bread. On the Holy Days my Lord gives us a glass of wine. Immediately after we break our fast, we begin our daily tasks. My Lord and his steward retire to his private chambers where they settle most of the administrative matters. I take up a seat at a table where there is good light and begin the letters. On those days when it is dark or overcast one of the servants will provide me with a couple of candles. Throughout the morning I record the name of each visitor and the stated purpose of each visit. Tenants arrive with rents. Complaints or disputes are settled. Crimes are judged. Births and deaths are reported. Marriages are arranged and approved. Inheritance is resolved. Being the Lord of a manor such as Bardok Hall bears much responsibility. My Lord is responsible for the health and well being of his family, their retainers, his vassal knights, his tenants, and his serfs.

Within the household there are two complimentary divisions: one military, the other administrative. The military includes the knights, the stabling of their horses under the care of the stable marshal, the squires, men-at-arms, castle watchmen, archers, crossbow men, and those tenants who are required to serve as soldiers. It also includes the auxiliaries such as the



The Steward is the head of the other division. He is assisted by the seneschal, who usually takes care of the outdoor or rural matters, and the chamberlain who is responsible for the indoor duties. The rest of the staff includes the usher, who's duty is the door of the hall; the cook, who resides over the kitchen staff; the panter, who is in charge of the pantry; the butler, who manages the buttery where the drink is kept in butts or bottles; the butcher, the baker, the candlestick maker, the maids, skivvies, stable boys, seamstresses, laundresses and the wardrobe keeper. On occasion, the seneschal will work as my assistant. This is especially true in the fall when it is time to complete an inventory and census of all my Lord's holdings.

As the Hall is cleaned out the smell changes to that of fresh baking bread, soapy water, fresh cut flowers and herbs selected for their fragrance. Dinner, the main meal for the day is served around ten or eleven o'clock. The tables are set with silver for the lord and lady and their advisors and closest retainers upon the dais. Earthenware plate settings or wooden platters and bowls are set out for the rest. I say grace before every meal and offer thanksgiving and blessings for our provider. The food is brought in from the kitchen that is in another building. There you will find the stoves and ovens where the meals are prepared. Considering the distance covered in transporting the meal it seldom arrives warm much less hot. In fact the meals in winter or early spring are quite cold. It is for this reason that our Lord is considering demolishing the stable and constructing an attached kitchen to the Hall. A project favored and supported by my Lady since the Hall is most often downwind of the stables.

The estate provides the majority of the provender. We purchase and import wines and the necessary spices that conceal the flavor of the rancid meat, fish, or soups. My Lord refuses to serve anything older than three days. There are a variety of meats: beef, mutton, pork, and bacon being most plentiful. The birds that are available are: starlings, pigeons, herons, chickens, and gulls. Most of the meat is stewed rather than grilled or roasted since it comes from tough older animals. Often it is powdered or minced into a paste with milk, herbs, and bread crumbs. Larks tongue pie is my Lord's favorite dish and is one he is wroth to share. Every once and awhile we are privileged to be served roast venison.

The fruits and vegetables that are most available are: onions, peas, beans, turnips, cabbages, leeks, apples, and pears. A typical salad will include parsley, sage, garlic, leeks, borage, mint, fennel, purslainye, rosemary, and rue. This will be dressed with oil, salt and vinegar or with verjuice - the juice of crab apples. Verjuice is well recommended by our cook as a marinade for meat. Butter and cheese are made at Bardok Hall and accepted as rent. Goat cheese is also accepted for rent payment. The local merchants provide us with herring, imported fruit, spices, and delicacies such as wine, figs, and raisins.

Dinner consists of a thick slice of bread placed in the bottom of a bowl, and then soup or stew is poured over it, or a paste of minced meat is spread on it. The more solid pieces of meat or fowl are sliced off and served upon a wooden platter. The meal is eaten with the fingers and a knife, that is used to cut the meat into small bite sizes. The sop is also eaten with the fingers, that are rinsed off from time to time. When wine is served it is brought out in jugs or pitchers and poured into small bowls or goblets. Ale is served at every meal in horns or tankards and is brewed by the resident ale-wife. Ale is the one thing held in common by all, from the Lord of the Manor to the humblest cottager. Cider and milk are also available for drink. During the fasts of Lent and other Holy Days, we eat fresh fish caught locally in the moat, lakes, and rivers.

Salt is used as a preservative of both meat and fish. Some of which is also dried as are many of the fruits. These together with wheat are stored in the cellars of the castle for use during the winter, a famine, or a siege. My Lord is very wise in that he maintains a storage capacity of one year.

Following dinner and assuming that my Lord has completed or delegated all of his administrative duties, he might gather up his falcon, as he did only yesterday, and spend the afternoon hunting or on the chase. He usually returns late in the afternoon. Then he might take

premisses from meat, fat, wood ash, and soda. I take my bath at the bathhouse during the early afternoon shortly after dinner, during the warmest time of the day.

During my Lord's absence, throughout the afternoon, his wife and the other ladies of the manor meet in the Hall and work on their embroidery, gossip and tell tales or riddles. The children will join them, once they have been released by their tutors. Blind-man's-bluff, skipping and dancing games are the favorites. As the shadows lengthen, the fire is lit as are the candles, torches, and rush lights. Bardok Hall comes alive with the laughter of the ladies and the children. The Hall warms up and the family retainers join in as they complete their tasks. I can usually find a good game of chess or backgammon. Sometimes, I just watch the others at their dice games and feel comfortable. The entire Hall fills with joy and good cheer at the return of our Lord. Supper will be served, and though less substantial than dinner, nonetheless, there will be more than enough to go around. On Holy Days or when we have a special visitor we will have an extraordinary feast.

Supper will be followed with the same mood of friendliness with my Lord joining in. Occasionally he will hire a traveling troubadour or bard to play or sing for us. We will spend an hour or two so occupied. When it is time to call an end to the day, the captain of the guard will ensure that the sentries are posted and alert. The Lord and his Lady will say their goodnights and retire to their bed. By this time the servants have cleared off the tables and I will recover my blanket and cloak and stretch out on one of the tables near the fire. There I will fall asleep content with my station in life as the rest of the family slowly goes to sleep and the flickering firelight sets the shadows to dancing quietly on the walls. In my prayers, I remember my Lord and pray for him. Good night my liege!

Pax vobiscum

Durbar

# Advertisements, Challenges & POSITIONS VACANT

We, the signed undead of Tunnis Lunae, in deference to the reversion of hostilities by the hand of the King, do here and now declare alliance with the King of the Celestial Kingdom. Any who make war on King Arion, shall make war on us.

Chironix Fleckeri      Vampire Lord

Position Vacant  
Comic Strip Artist for The Star  
Applicants need apply to the Editor

Position Vacant  
Ambassador to the Burning Lands  
Applicants need apply to the Monarch

Position Vacant  
Ambassador to the Golden Plains  
Applicants need apply to the Monarch

Position Vacant  
Pillow holder/tent warmer for Lord Amorden  
Applicants need apply at the next event

Dear B.D.

Please come back, all is forgiven

Love, A



# Calendar of Events

## APRIL

8th & 9th	Canterbury Faire	Austin
16th	Easter Sunday / The Bunny Bash / Mid-reign	Everywhere / Austin (T.H.U.S.) / Emerald Hills (Ayler)
23rd	Kingdom Weapons Master	Austin (Walnut Creek)
29th	Beltane Night Hunter	College Station (Mordengard)
30th	Battle Drze/Duel Qitts	Austin (Walnut Creek) / Mordengard (Bee Creek Park)

## MAY

7th		
12-14th	Duel Coronation	Mordengard
14th	Mother's Day	Everywhere
20th	Kingdom Coronation	Burning Lands
21st	Dragon Bunny Quest	College Station (Mordengard)
27th - 29th	Memorial Day weekend	Most Everywhere
28th	Juggling Tourny / Kingdom War	Tunnis Lunae (Alternative)

## JUNE

16th-18th	Kingdom Mid-reign	Burnet
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## JULY

20th-25th	Qtn	Cloud Court N.M.
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## AUGUST

12th	Bellinor Jade Wedding	
20th	Kingdom War	Location to be announced

## SEPTEMBER

3rd	Kingdom Crown Quail	Dragons Haven
15th-17th	Kingdom Coronation	Burnet