

Advertisements, Challenges & POSITIONS VACANT

Attention all Entertainers

Prince Balinor asked me to help make the mid-reign court a feast to member. Of course, I will be singing as will Sir Pebyr. However, we can't put on a show alone. To sweeten the deal I'll personally be awarding a purse chalked full of coins (and we aint talking pesos either, Bub!) to the performer as judged best by the populace.

If you have an act or know someone who does, please let me in on the secret.

Ever in service

Sir Earl Zephram MacLarem

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

The Star Castle Companion Edition



June 1995

AMTGARD
The Celestial Kingdom

THE STAR
THE NEWSLETTER FOR AMTGARD, THE CELESTIAL KINGDOM
Volume IV, 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 are published in THE STAR. All submissions, however, are subject to proofreading and editing prior to publication. Please submit items by the 1st of each month to:

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

King Arion Reinquist Regent Squire Ballnor

Prime Minister Sir Rufus

King's Champion Squire Fnord

Capt of the Guard Sir Imagg	Regent Defender Squire Ziggy
King's Guard	Regent's Guard
Annex	Squire Zol
Exile	Vistar
Kilmany	Widow
	Amorden
	Squire Jade

Court Herald	Weaponsmaster
Ta'shirak	Drakknar

FIGHTING CLASS GUILDMASTERS

AntiPaladin	- Sir Zircon	Monks	- Exile
Archers	- Little John	Monsters	- Sir Rufus
Assassins	- Raven	Paladins	- Sir Michael
Barbarians	- Squire Zol	Reeves	- Sir Hulka
Bards	- Covendel	Scouts	- Natandra
Druids	- Squire Zigfut	Warrior	- Squire Ziggy
Healers	- Farlo	Wizards	- Kilmany
Circle of Steel	- Annulus	Belted Circle	- Sir Tholden

ARTS AND SCIENCE GUILDMASTERS

Armorsers	- Sir Martel	Arts	
Engineers	- Greylin	Garbers	- Squire Shanti
Gladlators	- Raven	Heraldry	- Sir Ches
Literature	- Sir Zephram	Minstreals	- Sir Zephram
Sages	- Sir Michael	Smiths	- Dunbar
Thealure	- Maniacles	Water Bearers	- Ariela

BOARD OF DIRECTORS

Todd Barr	- Sir Rufus	Kerry Havas	- Fnord
Ray Dunn	- Sir Tholden	Will Jordan	- Sir Michael
Garland Griffith	- Grill	Mark Pickett	- Arion Reinquist
		Curtis Wade	- Sir Zephram

A word or three from the editorial staff

Greetings.

Welcome to the *The Star Line Connection*. Given the submissions for this issue, mostly "howto" and instructional material, the staff decided that the flavor of this issue was somewhat pre-determined. On the subject of further issues, both the King and myself hope that at least another 2 if not 3 issues can be published before the next crown election.

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 following 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 our 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.

Sir Tholden Von Bazilius
Editor-In-Chief

P.S.

I do apologize to anyone who feels that I have been ignoring them, either at battlegames or in reference to *The Star*. However, my real life has become rather bustling of late and in that respect I have no regrets.





From the Crown

Greetings from your Monarch...

I've been looking over the goals that we had set before us at the beginning of this reign... the fighting events, the future guilds, the improved communication (including use of the Crier's Guild), more complete recognition of contributions, and establishment of a calendar.

I've also been looking at where we are at with respect to those goals. Here's what I see: This Kingdom has a large amount of local provinces, each with their own calendar of events; our goal of four large-scale events. In addition to those required by Corpora, develops too much conflict with provincial activities. Due to an aggressive attack from the mundane world, the citizens of this Amtgard Kingdom have not been able to dedicate enough time to properly establish the new guilds. They have not stopped work for you, they are just "in progress". Improved communications is to rely heavily on the Crier's Guild; it is still developing. Midreign Court will be our first significant opportunity to recognize the populous. You be the judge of how we do. The calendar is established as published elsewhere here in the Star. If you have any additions, please send them to Sir Tholden.

If any of you have wondered where your Monarch has been for the last three months, here it is: Bifost (twice), Turris Lunae (twice), Thule (once - naked), Tirana (once), Mordengaa(a7)rd - once, garbed (and naked), Weaponsmaster tourney at Walnut Creek, Canterbury Scare, and The Emerald Hills. I tried to attend Tori-mar, somebody moved it and nobody told the King... I'll try again later.

Following Coronation we did Weaponsmaster tourney - Congratulations to Drakkrar for ripping the tourney from top to bottom with 23 straight victories!!!

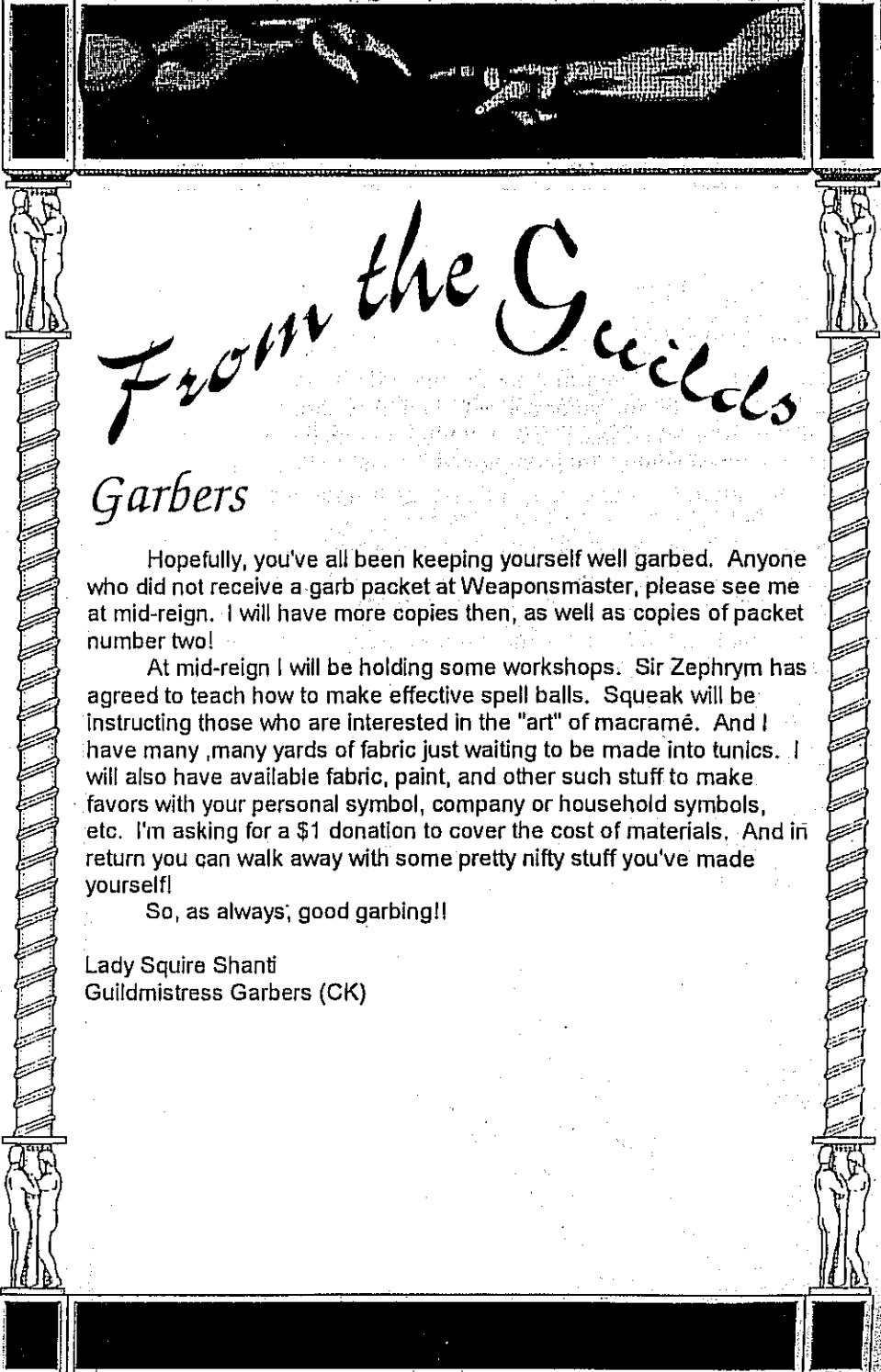
The Kingdom juggling tourney was held in Turris Lunae at the end of June, theBobs team proved victorious above all others. Viva!!!

Outgoing Prime Minister Sir Rufus has put the paperwork through on behalf of the Board of Directors to secure incorporation of this Celestial Kingdom. At midreign, we hope to have approximately a hundred Corporas and Rule Books for distribution.

Speaking of Midreign, I've got a few dozen awards to go sign.

Ever in service to the Crown,

Rex Arion Reinquist



From the Guilds

Garbers

Hopefully, you've all been keeping yourself well garbed. Anyone who did not receive a garb packet at Weaponsmaster, please see me at mid-reign. I will have more copies then, as well as copies of packet number two!

At mid-reign I will be holding some workshops. Sir Zephyrm has agreed to teach how to make effective spell balls. Squeak will be instructing those who are interested in the "art" of macramé. And I have many, many yards of fabric just waiting to be made into tunics. I will also have available fabric, paint, and other such stuff to make favors with your personal symbol, company or household symbols, etc. I'm asking for a \$1 donation to cover the cost of materials. And in return you can walk away with some pretty nifty stuff you've made yourself!

So, as always, good garbing!!

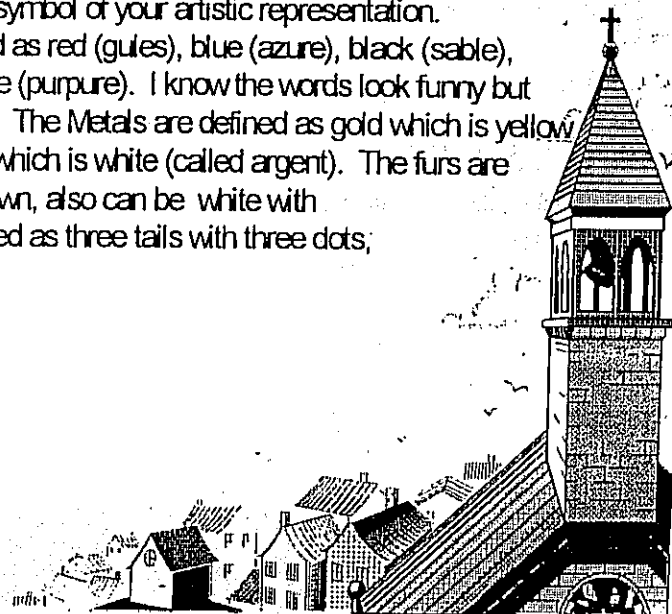
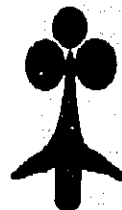
Lady Squire Shanti
Guildmistress Garbers (CK)

HERALDRY in the CELESTIAL Kingdom

Unto the Populace of the Celestial Kingdom

I am your new Guildmistress of Heraldry. Judging from the numbers that voted I can see that you do care and are willing to play more. We have no College of Heraldry and one or two of you have brought this up. We have no way of preventing one person from stealing your symbol is another point brought up to me. Well what I say is we are NOT the SCA and we will not prevent anyone from being creative. Perhaps a College is not what we need but self control. I have yet to see anyone maliciously copy anyone else's symbol. What I have seen is a lot of people put down someone's symbol because it is not correctly done. Give it up, we are here to be the fantasy the SCA will never be.

Maybe what we need is a Heraldic Clearinghouse. Whose duties are to make heraldically correct representations of your masterpieces. You will have all the artistic licence you want. But the basic rules will be applied to your symbol. This way you have a correctly emblazoned symbol of your artistic representation. The Colors are defined as red (gules), blue (azure), black (sable), green (vert), and purple (purpure). I know the words look funny but hey this is a fun game. The Metals are defined as gold which is yellow (called Or), and silver which is white (called argent). The furs are defined as ermine (brown, also can be white with black spots) represented as three tails with three dots;



Heraldry

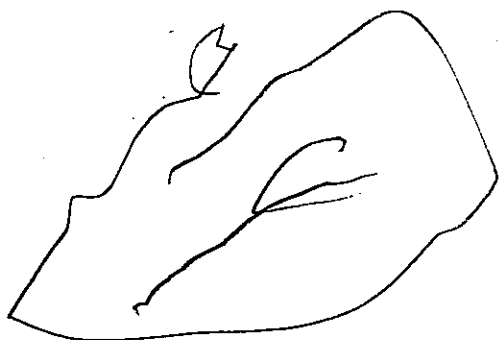
I need all and any information on amtgard heraldry that anyone has. Historical or current. I have an incomplete collection of Guildmaster and Kingdom heraldic symbols. I most desperately need information on the heraldic symbol for the Kingdom Champion beyond just the Kingdom symbol.

If you have art please send it to me in the following formats: tiff, bitmap (bmp), lastly gif. Or you can fax it to me. For those of you who are on aol, Fnord is on aol if you want to attach it to his mail; IAmFnord@aol.com. Also, you can attach mail to the AMTGARD mail server; Ches@io.com.io.com

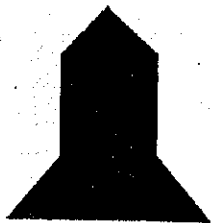
Live the Dream

Contesssa Franchesca

d'Pisa bella note dolce vita Vecchio Havas Grande Corleon,
Knight of the Flame



and vair (blue and white) represented by a bell shape.



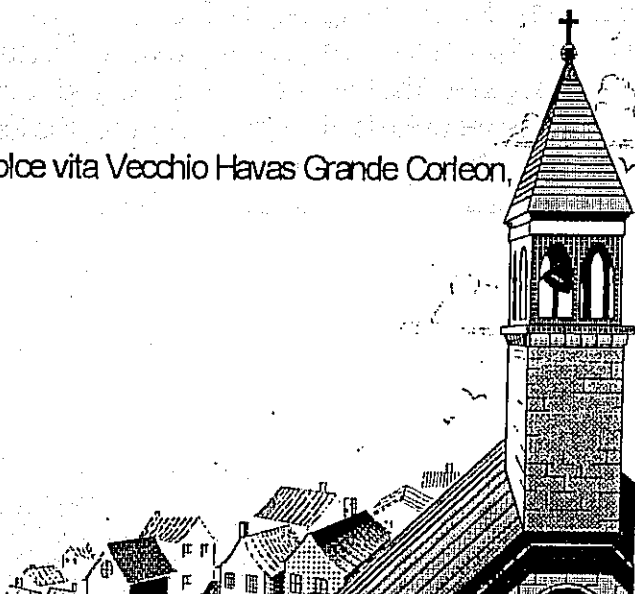
The basic rules being no metals touching metals, i.e. Silver is white, gold is yellow so if you have a sunset on a white background separate the two metals with a color border. The basic rules for colors being no colors touching colors, i.e. a shield with half red and half blue would be separated by a metal border in order to separate the colors. Now realize that I am one person with three books and several supplements at my disposal. All the above information is my interpretation of this compilation. If you know these rules to be different it is ok. We can discuss it and decide what is more appropriate for our group. I will listen to any one person but it will take several opinions for a rule to change. I want to avoid favoritism, this is the best way.

Next month I will talk about the shield and have a form you can use to enter your information to me.

Give the Dream

Contesssa Franchesca

d'Pisa bella note dolce vita Vecchio Havas Grande Corleon,
night of the Flame



Spring War III

Spring War III fast approacheth (OK, so maybe not that fast). But we are looking for motivated people to help us run this great event. So, here's what we need:

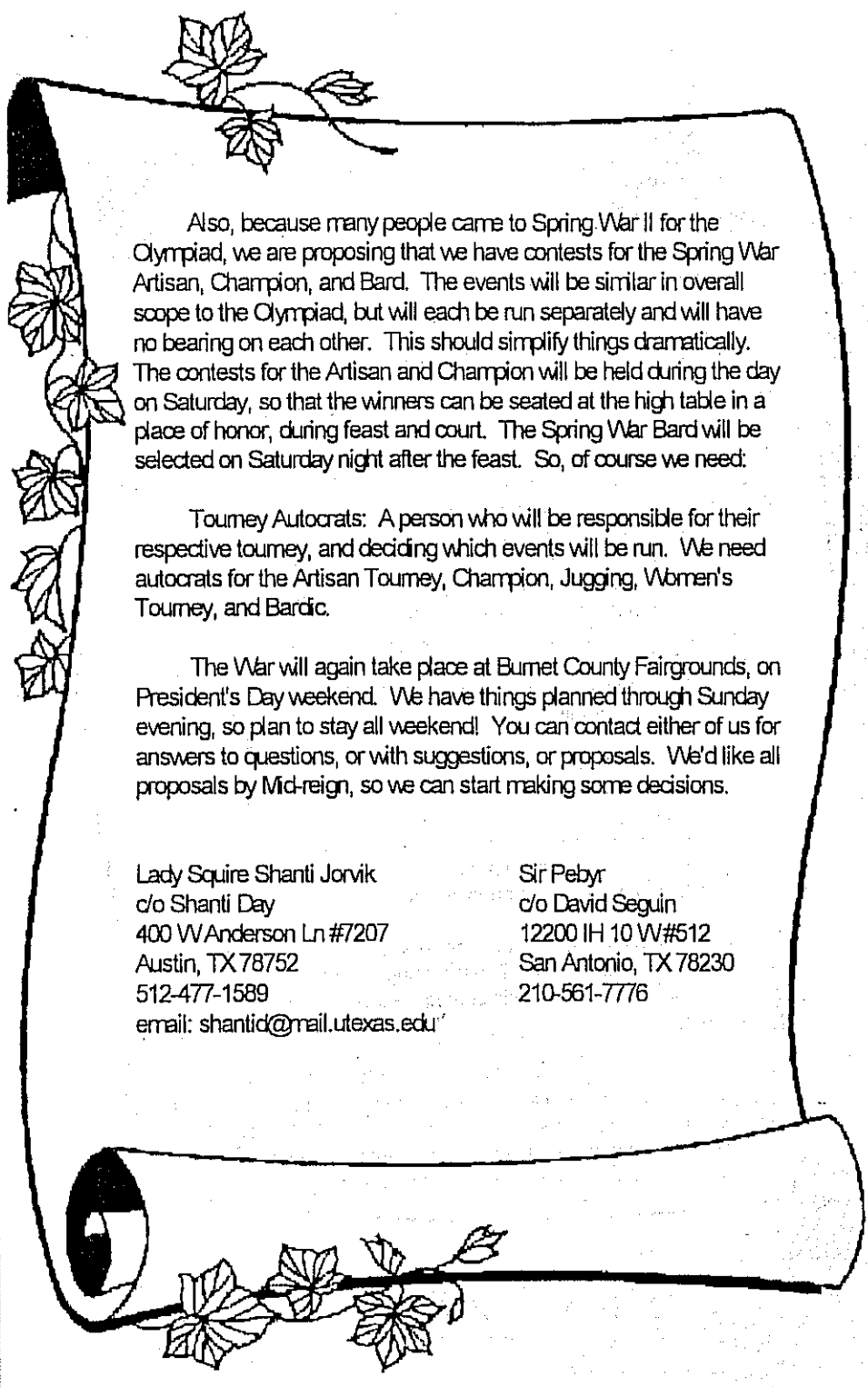
Feastocrat: We'd like to see three meals; a Saturday breakfast/brunch, The Feast, and a Sunday breakfast/lunch. The brunch and/or lunch will probably be sold for a small fee to cover costs. These meals can be done by one person, one group of people, or several individuals. We'd like to see a menu and cost list from you. Plus, possibly, what feasts you've done in the past, and how many people you think you may need.

ZooKeeper: This person will be responsible for the care and feeding of the staff. This is a position that we haven't seen before, but feel the need for at Spring War. The autocrats usually work themselves into a state of physical exhaustion, so this person will be responsible for making sure the "Always On" staff get sleep and eat decently. Money for this will be budgeted. This means things like a pot of coffee in the kitchen at all times, and some kind of free breakfast and sodas for the gate guards.

Security: Anyone out there who doesn't need sleep, can keep your cool under any situation, and wants to manage a large group of people, please apply. Again, let us know what you've done in the past, and how many people you think you'll need.

Chirurgeon: This person will be responsible for coordinating people with medical training. The last thing we need is to have someone with no training administering medical aid to an injured person.

So, you probably want to know why we are going to War right? It has been rumored that "Nice" people are moving into the area and threatening to "improve" the property values. Yuck! How absolutely nauseating! Next thing you know, they'll want us to be decent and honorable. So all you fine upstanding young hoodlums out there,



Also, because many people came to Spring War II for the Olympiad, we are proposing that we have contests for the Spring War Artisan, Champion, and Bard. The events will be similar in overall scope to the Olympiad, but will each be run separately and will have no bearing on each other. This should simplify things dramatically. The contests for the Artisan and Champion will be held during the day on Saturday, so that the winners can be seated at the high table in a place of honor, during feast and court. The Spring War Bard will be selected on Saturday night after the feast. So, of course we need:

Tourney Autocrats: A person who will be responsible for their respective tourney, and deciding which events will be run. We need autocrats for the Artisan Tourney, Champion, Juggling, Women's Tourney, and Bardic.

The War will again take place at Burnet County Fairgrounds, on President's Day weekend. We have things planned through Sunday evening, so plan to stay all weekend! You can contact either of us for answers to questions, or with suggestions, or proposals. We'd like all proposals by Mid-reign, so we can start making some decisions.

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The Quick and the Cowardly

A Juggling Adventure
by Count Squire Fnord Farthing

The dagger sliced the air where Vlar had been only a second ago. He was still in the air on his backward jump, arching his back to avoid the wicked steel blade that dove for his heart. A disembodied voice shouted "Two Stones."

His Drive, Sir Shadow, jumped in front of him and aimed a cross body swing for the enemy Quick's right shoulder. She was already backpedaling, her long hair whipping behind her. Her dagger deftly blocking a shot that would have taken her arm off. Her name was Squeak and she had the reputation of being one of the best Quicks on the Juggling field, but in their initial confrontation, Vlar had come out of it with the dog skull clutched in his hand.

"Three Stones."

Tiger Clan had the dog skull and they were driving for the stake.

"Four Stones."

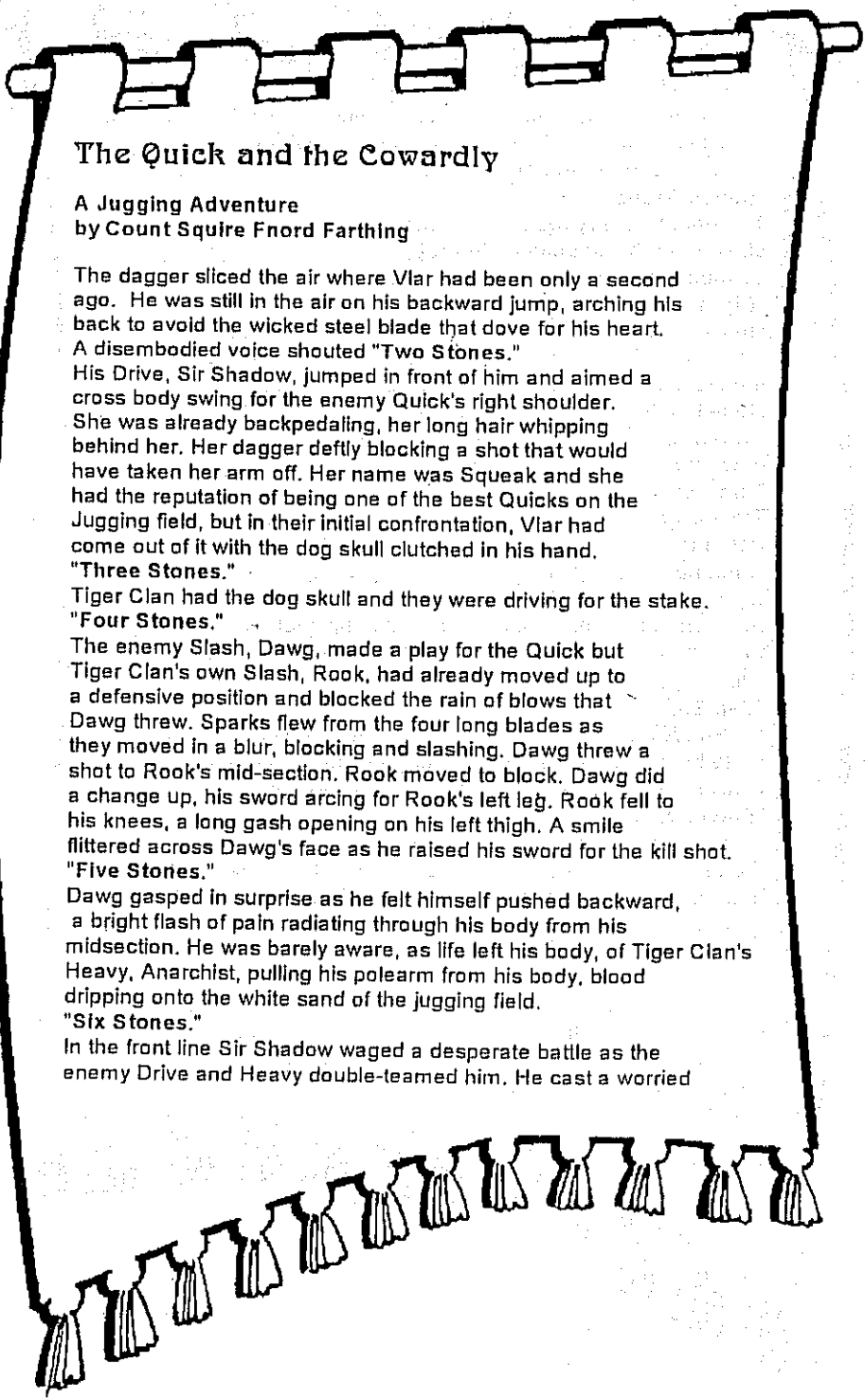
The enemy Slash, Dawg, made a play for the Quick but Tiger Clan's own Slash, Rook, had already moved up to a defensive position and blocked the rain of blows that Dawg threw. Sparks flew from the four long blades as they moved in a blur, blocking and slashing. Dawg threw a shot to Rook's mid-section. Rook moved to block. Dawg did a change up, his sword arcing for Rook's left leg. Rook fell to his knees, a long gash opening on his left thigh. A smile flittered across Dawg's face as he raised his sword for the kill shot.

"Five Stones."

Dawg gasped in surprise as he felt himself pushed backward, a bright flash of pain radiating through his body from his midsection. He was barely aware, as life left his body, of Tiger Clan's Heavy, Anarchist, pulling his polearm from his body, blood dripping onto the white sand of the juggling field.

"Six Stones."

In the front line Sir Shadow waged a desperate battle as the enemy Drive and Heavy double-teamed him. He cast a worried



look at the enemy chain who was moving to a flanking position on his left. Shadow knew that he had to push these two back to make room for the quick to make a dash for the stake.

"Seven Stones."

The enemy heavy slashed for Shadow's legs as the Drive slashed for his shoulder. He dropped to his knees, putting as much of his body as he could behind the shield.

"Eight Stones."

He blocked the blow to his shoulder but felt the pain as the polearm bit into his right leg. But the enemy drive had gotten too close and Shadow torqued his sword into his midsection. He fell to the ground. Shadow slid up behind the fallen warrior and used him to help block the blows that still rained down from the enemy Heavy onto his shield.

"Nine Stones."

Tiger Clan's Chain, Ta-shi-iak, who had started moving up from his defensive position in front of Tiger Clan's stake when he saw they had gotten the dog skull, plopped down on top of the enemy's drive and pinned him. Rook, who was recovering from his wound, climbed to his feet, and moved to face off the enemy Chain, taking Anarchist with him for a quick kill.

"Ten Stones."

Sir Shadow slid inexorably forward, the enemy heavy backing up to keep him out of range. Range is the only defense a Heavy has and this Heavy knew how to keep it.

"Eleven Stones."

At this point, Vlar, who had been cowering behind the rest of the team, faked a dash for the stake. The Heavy fell for it and turned his attention off of Sir Shadow for a fatal second, realizing his mistake only to late, as Sir Shadow's sword buried itself in his back.

"Twelve Stones."

Shadow had only a moment to enjoy his kill as a flicker of movement out of the corner of his eye coalesced into Squeak driving her dagger with both hands into Sir Shadow's spine. The world blurred and disappeared as he dropped to the sand.

"Thirteen Stones."

There only twenty feet away was the enemy's stake and, in front of it, as it's only defense, crouched Squeak the blood of Sir Shadow still glistening on her dagger. A cold hard look on her face.

"Fourteen Stones."

Vlar moved to face off on Squeak. She aimed a viscous swing to his arm. He parried with the dog skull and swiped for her chest. She jumped back. Vlar took another step toward the stake.

"Fifteen Stones."

Rook and Anarchist were having trouble taking their man. Instead of standing and fighting, he backed off, his chains making deadly arcs in front of him. Before they knew what had happened they had been lured over to the other side of the jugging field and could not help Vlar in his drive for the stake. He was on his own. Vlar felt more than heard behind him, Dawg climbing to his feet. He knew that he had to act quickly.

"Sixteen Stones."

Vlar tossed the dog skull at Squeak, who instinctively caught it, only to realize that Vlar was right behind it with a dagger aimed at her weapon hand. Her dagger fell from her hand as the blood welled up from her wound, the dog skull, forgotten, dropped from her other hand as she made a grab for the dagger.

"Seventeen Stones."

Vlar dove for the kill slicing her from shoulder to waist. She buckled and fell to the ground. Vlar grabbed the dog skull from the ground and dove for the stake which was still ten feet away.

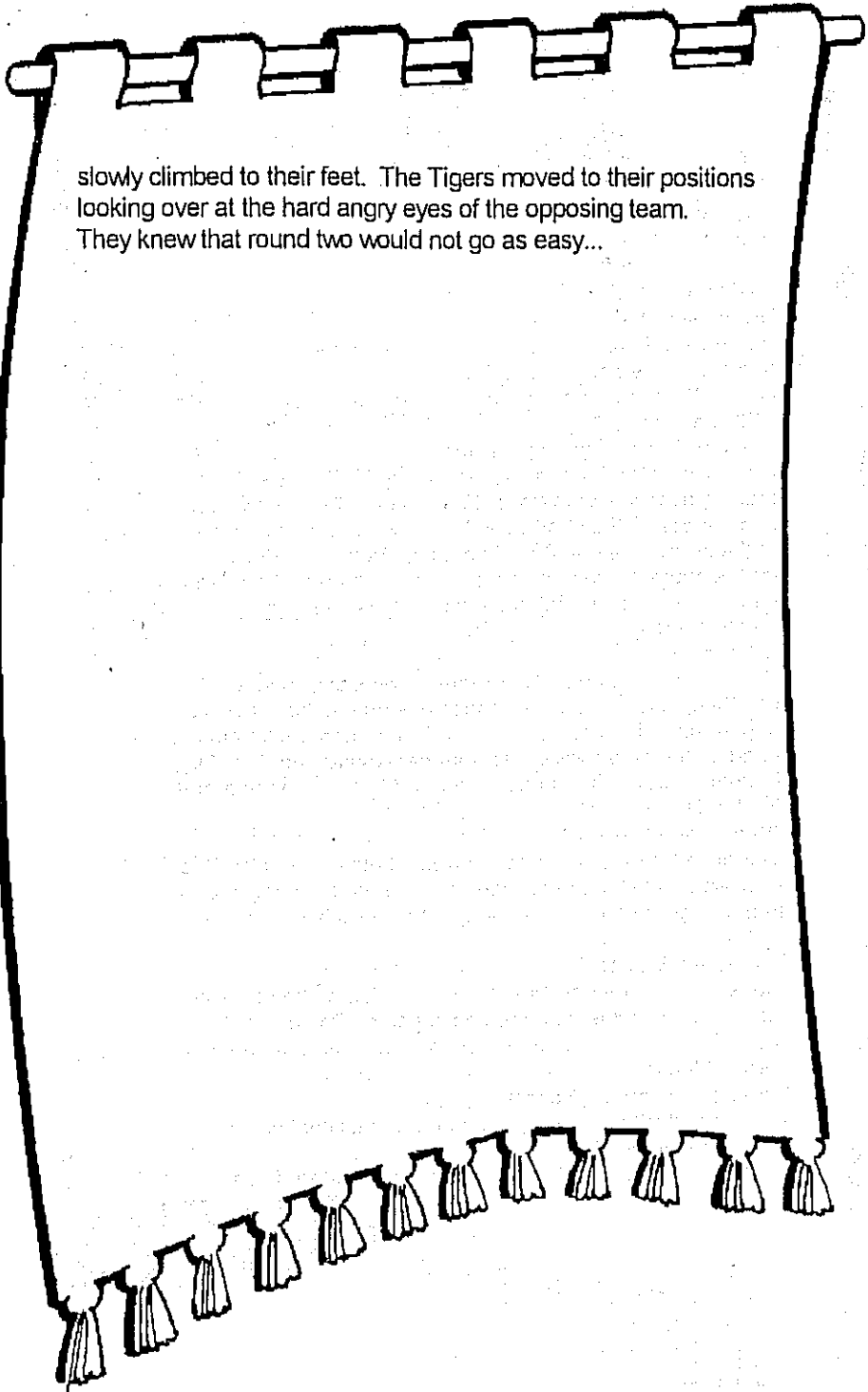
"Eighteen Stones."

Vlar slammed the dog skull onto the stake, at the same moment as he felt his spine being ripped in half by Dawg's sharp blade. The dog skull teetered on the stake for a moment and then settled in.

"Nineteen Stones. Score!"

A roar erupted from the, until that moment, silent crowd and they began to chant.

"Tony!...Tony!...Tony!", as the dazed and battered contestants



slowly climbed to their feet. The Tigers moved to their positions looking over at the hard angry eyes of the opposing team. They knew that round two would not go as easy...

Period Bread

Greetings your Grace:

My Lord and I were pleased that my first letter to you was so well received. I am surprised at your interest in such common everyday occurrences, such as brewing and baking. Since you had so many questions regarding 'our daily bread' I will address the baking of our bread in this letter. I have spoken with our baker and have been assured that the ingredients used here represent the smallest manageable amount to be used with a reasonable amount of success.

Ingredients

5 pounds fine flour	1/2 cup lard (shortening)
2 tsp salt	1 tsp dry yeast (1 pkg.)
7 cups water	1 tsp sugar

Mix (sifted) flour, salt, and lard (shortening) working in lard (shortening) until it is finely crumbled. Dissolve yeast and sugar in one cup of warm water. Add remainder of water and begin to blend in flour one cup at a time until dough becomes elastic. Cover and let rise in a warm part of kitchen for about 8 hours. During that time, punch down the dough twice. After it has risen for the third time, split dough into two parts. Then divide each part into three parts. Shape each into an eight inch round loaf, then place each loaf into an 8 inch greased round cake pan. Let rise again for about 30 to 50 minutes. Bake for 45 minutes to 1 hour in a moderately hot oven (350°).

This bread travels well and will keep for about three or four days. (It also freezes well especially when stored in Zip-Loc Freezer Bags.) Well, I hope that you try some soon.

Pax Vobiscum

Dunbar

Ma' Sylain's Home Remedies

.....Recipes

Nuttye (Spiced Chestnut Cream)

Ingredients

Group A

1 lbs. fresh chestnuts

Group B

2 cups of water

2/3 cup raisins

1/2 lbs. ginger

1 lbs. ground cloves

1 lemon cut into eights

1/2 cup coarsely ground almonds

1 lbs. cinnamon

Group C

2 pints heavy cream

2 lbs. sugar

1/4 lbs. salt

In 400 degree oven,
roast 1 lb. of fresh chestnuts (Group A)
for 10-15 minutes
remove shells and cut nuts into quarters

Mix all of Group B ingredients into a large pot
bring to boil and simmer very slowly for 40-55 minutes

Remove lemon wedges
drain and then mash the chestnut mixture with a fork
let cool

Whip together all of Group C ingredients to form soft peaks

Fold chestnut mixture into cream
swirl and serve

OR

Spoon helping of cream onto each serving
fill center of cream with chestnut mixture.



Calendar of Events

JUNE

9th-11th	Kingdom Mid-reign	Burnet
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JULY

20th-23th	Clan	Clad Croft N.M.
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AUGUST

20th	Kingdom War	Location to be announced
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SEPTEMBER

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