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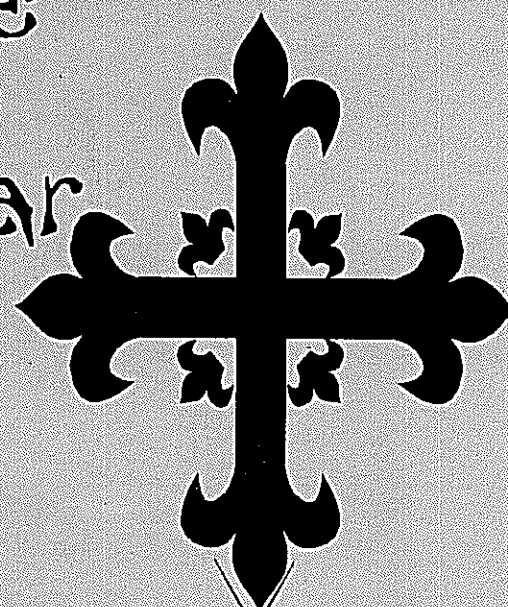
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The Star



August 1995

AMTGARD
The Celestial Kingdom

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

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

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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 Renquist - Lord of the Badgers	Regent: Squire Balinor
Prime Minister: Squire Ta' Shi-ia	
King's Champion: Squire Fnord	
Capt. of the Guard: Sir Imagg	Regent's Defender: Squire Ziggy
King's Guard:	Regent's Guard:
Anix	Squire Zol
Exile	Amorden
Kilmany	Squire Jade
Court Herald:	Weaponsmaster:
Squire Zol	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 - Cavendish	Scouts - Natandra
Druids - Squire Ziggy	Warrior - Squire Ziggy
Healers - Farlo	Wizards - Kilmany
Circle of Steel - Annilus	Belted Circle - Sir Tholden

ARTS AND SCIENCE GUILDMASTERS

Armors - Sir Martel	Arts - Torrin
Engineers - Greylin	Garbers - Squire Shanti
Gladators - Raven	Heraldry - Sir Ches
Literature - Sir Zephram	Minstrels - Sir Zephram
Sages - Sir Michael	Smiths - Arch Badger Dunbar
Theatre - Manacles	Water Bearers - Ariela
Badger Wrangler - Stella D'Arbenville	

BOARD OF DIRECTORS

Todd Barr - Sir Rufus	Ken Keys - Wilhelm
Ray Dunn - Sir Tholden Von Badger	Will Jordan - Sir Michael
Garland Griffith - Griff	Mark Pickell - Arion Renquist
Curtis Wade - Sir Zephram	

A word or three from the badger staff

Comrade;

Since the editor of this lustrous propagand...uh paper, is being drug of to the salt min...I mean is indisposed at this time; I, a loyal badger of the crown, will be expounding for the staff. The fifth issue of

THE GLORIOUS STAR

is yet a further example of the magnificent works that can be produced by loyal members, or ones that have been broken to the wheel, of the great Celestial Empi...Kingdom.

Yes, comrade, it is truly glorious!!!!

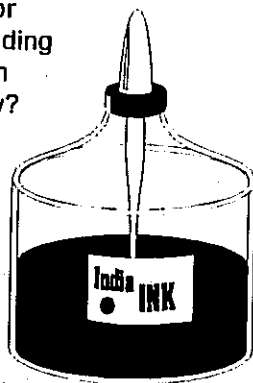
However, comrade, this is the fifth issue. There is only one issue left to be produced in this much celebrated reign of Czar Arion. So if you wish to have your allegiant works inflicted...UMM...put forth unto the populace then follow the instructions below TO THE LETTER!!!!!!

If you have access to a computer then any word processing program in DOS or Windows will work. Simply, save your submission to a 3.5 Disk, and then get that disk to us. We don't do MAC.

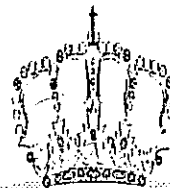
We do accept LEGIBLE handwritten copies, realize that they will have to be typed in by our press gang of volunteer typing staff. Dot Matrix submissions will also have to be retyped do to the poor reproduction quality. We apologize for any misspelled words or mistakes in grammar. Our nearly, blind, proofreading badger has been missing these of late. What can you expect from cranky nocturnal critters, anyhow?

Original art work is welcome, but send us a copy in black ink on white paper. Anything else might not reproduce in good quality.

You may also send it to us direct or as an attachment by E-Mail. The address is whiteowl@eden.com.



A very humble, but loyal, Badger of the State.



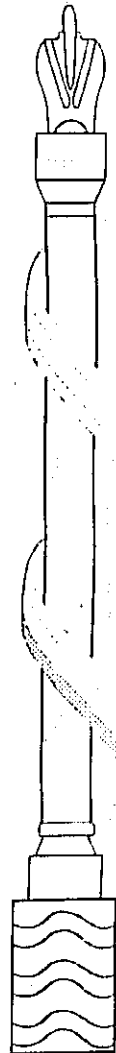
From the Crown

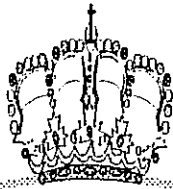
From your Monarch...

This past July was the month of "The Gathering of Clans" which is held at the Sleepy Cross campground along highway 130 in Cloudcroft, New Mexico. "Clan" as it is often referred to, is hosted by the Kingdom of the Burning Lands located in El Paso, Texas. Aside from "Spring War", held in our Kingdom, there is no larger event in all the realms of Antgard. As with all events of this magnitude, there were successes, and there were things that might have been done better. To the autocrat's credit, they were well intentioned, flexible, and always ready to accept assistance. Here is this Monarch's view of Clan XIV.

Successes:

1. The "feel" of the site: 8500 ft above sea level, in an alpine forest with 100 foot tall trees, spongy, lush ground cover and few biting insects. Wow!
2. The battles: almost continuous ditch battles, three large scale battles where 100 to 150 persons per army was the norm, pit fighting - winner stay on and a woman's tourney.
3. The Celestial Kingdom's ever ready crew of medics was at it again when a member of the CK's German shire flourished under a combination of high altitude and severe temperature drop that occurred after a mountain grown hail storm.
4. The Courts - they were short. Two significant combined courts were held. This Monarch held joint court with Emerald Hills' King Cabal and on other land's Monarch whose name escapes me now. As you may have guessed, the CK's portion of the court was the most dynamic. I Knighted Sir Polyr for service, the Flame bell is his third, this Kingdoms second (home grown) triple bell knight. Other business included presenting my Queen Ariel with the Title of Lady for her services as Scribe and Pro tem Chancellor to the Duchy of Bifest, and being indispensable to me on the road representing this Kingdom. I also performed two marriages, the first between Crystal and Moise, the second between Zigfall and Forrest Evergreen. Special thanks needs to be noted to Spines Horace and Wanderer for unending service throughout the event.





From the Crown

5. No assassination attempts. I managed to wander the event, mostly without guard, in substantial safety. The respect and friendship offered by Monarchs, nobility and peasantry from all lands, to this Kingdom's Monarchy was immense. I don't know how to show proper appreciation to them except to say *thank you*.

Things that might have been done better:

1. Latrine facilities at the site are nasty at best. Although they are cleaned up daily, they are pit-type and no deodorizers are used. Gagging was noted to be a typical way for one to leave the facilities. Although they are well spaced, deodorized & portable latrines should be brought in as a supplement.

2. No flyers were received by this Kingdom for distribution. I received directions (poor ones, by the way) from someone who had been there before. Once the site is found, there was no Amtgard greeter to provide direction to camping sites, briefings on events, etc.

3. There was no feast at this event. (i.e. - why did I pay a fee in addition to the \$3.00/day/person camping fee anyway? Certainly not for food.)

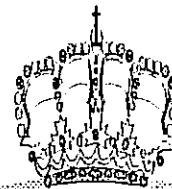
4. Security personnel were not evident; they may have indeed been there. In any event, there was no real way to relay information to incoming guests, no apparent way to secure emergency medical attention (except to look for CK people to do it), and no one to report assaults or domestic fights to...

5. Toilet paper seemed to be in short supply (does this sound familiar? - I guess all large events are stuck with this gripe...)

Things beyond the control of the Autocrats:

1. There are no showers on site. The nearest showers available to event goers are approximately 4 miles away at a nearby campground for the cost of \$3.00 each. There are no changing facilities at the showers, just stalls.

2. There is only one water tap available on-site; it is located at the very end of the site (approximately 1/2 mile from the central fighting field which most people camp near.)



From the Crown

3. Parking at the site is severely inadequate. 500 people bring approximately 300 vehicles. Most of these get parked along the only access road to the site and inhibit the ability of other vehicles to pass safely.

4. There are no major cooking facilities on-site. Proper facilities would generate more interest in eating a common, palatable, feast.

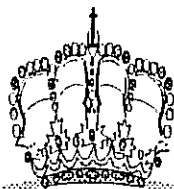
News from the "Clan" Rumor Mill:

1. No, a stabbing **DJD NOT OCCUR** at Clan. The basis of the story is that an individual (who had been drinking heavily) was playing the "mugger" game. He came stumbling down off a tall hill, bumped into an unfortunate passer-by, knocking him down. The "mugger", realizing that the inadvertent body contact was a bit too much, ran off. The passer-by, upon being assisted too his feet commented "If he had wanted to stab me while I was down, he certainly had the opportunity." ... and the rumor began.

2. No, Clan is not going to be moved to a new site next year. The basis of the story is that the owners of the campground are going to open up a portion of the lower site for mass parking; shuttles are to be provided. This may help reduce the congestion along the roads.

General News of the Celestial Kingdom.

There will be no "War with the Wetlands" during this reign. After Midreign, I tried to coordinate a good date for our Kingdom to travel and subdue the "enemy". There were no suitable dates available which did not conflict with corpora-required events within either land. Perhaps I will General a conquering force to those lands myself after the crown is passed on. All those who would owe allegiance to an out of work Monarch sign up here; if I can get a solid 40+ to make the trip, we'll go.



From the Crown

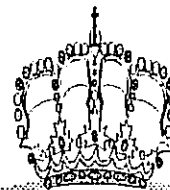
We are approaching the end of this reign and we've got some business to take care of, namely holding a Qualifications Tourney. In keeping with the spirit of innovation, we are going to conduct Qualls as a two day event. Culturalts will be evaluated on Saturday, war events and actual voting will be held on Sunday. The event is hosted by the duchy of Dragon's Haven and will be held at Camp Finlayson, near Killeen. Some of you may remember that the Emperor held his midreign there. Other (much smaller) Kingdoms conduct Qualls as a two day event. This may relieve some of the stress often associated with our Qualls. Additional information is contained in the announcement located elsewhere in this Star.

Also in the news, the Crown is calling the relics home. The Duchy of Bifost will hold a quest for the relics of the Celestial Kingdom at their normal Kerrville park. See the previous Star for a map to the site. Additional information is contained in the announcement located elsewhere in this Star.

Local Provincial leaders need to send in to me recommendations for awards and orders which they cannot themselves give out, tell me that "it is Thor's second Order of the Griffon... don't just say "Crusher needs an Owl, Brutis gets a Rose"!!! I need to have the information to me prior to August 23rd. This will provide sufficient time to coordinate printing of awards and perhaps cross-check the number of award myself.

If any of you know of past events from which recognition has not yet been given out, please, let me know. If I can get confirmation, I will issue paperwork as much as possible. (yes, I am aware that the realm of petals from my midreign has not yet been issued... I'm working on it).

Knights, I will soon be issuing you a list of upcoming candidates for Knighthood. I am calling a Circle of Knights meeting for the evening of Saturday September 2nd, at Kingdom Qualifications. The two week period between Qualls and Coronation will allow appropriate time for construction of belts for the successful candidates.



From the Crown

Kingdom Qualifications Tourneyment will be held over the weekend of September 1st, 2nd & 3rd in Killeen at Camp Finlayson. Host Duchy of the event is Dragon's Haven. See the event flyer elsewhere in the Star.

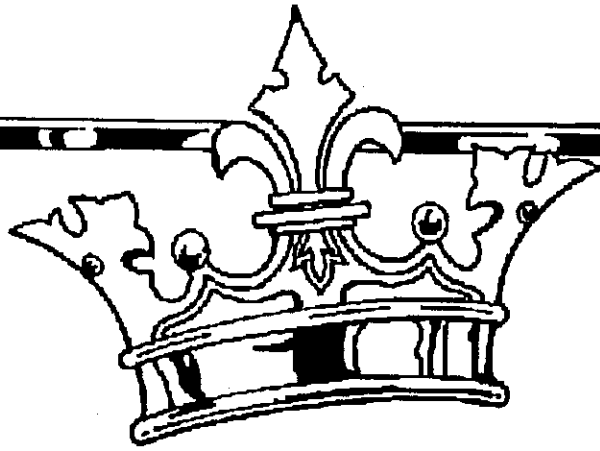
Kingdom Coronation will be the weekend of September 15th, 16th and 17th at the Burnet county fairgrounds. Host Duchy of the event is Mordengard. An event flyer will be issued soon.

Provincial leaders listen closely. I have noticed that some groups have been driving their populace away in droves. I cannot and will not condone egomaniac behavior that drive away our populace. If sign-in records are not provided to the prime minister to justify the Barony and Duchy status of all groups before Crown Qualifications Tourneyments, I will be forced to make judgements based on first hand spot checks. If no records are forwarded and a group normally has 25-35 people yet I show up on a day when 15 people show, I just may make the Duke a Baron, or a Baron a Sheriff... I'm not going to ask again - get the records in.

You may notice that the Qualls are going to be run a bit differently this reign. The change is an attempt to correct the previously built-in prejudice which has caused situations in the past where nobody qualified for a given position based on arbitrary criteria set by egocentric cultural types. See the center of this Star for Qual criteria.

Five pages seems about enough for now, so I'll close for now.

Ever servicing the Crown,
Rex Celestium, Arion Reinquist



From the Regent's Throne...

Prince Balinor was working as Co-warcrat at the Gathering of Clans and coordinating Kingdom Qualifications Tourneyment and was not available for comment.

He is, however,

In sevice, as
Squire Balinor Darkwolf
Prince of the Celestial Kingdom

AR/ar

From the office of the
Prime Minister

And now a word from the Prime Minister...

No real comment available at this time other than to say that I need to have all records from provincial leaders by August 10th. Tirana has already complied. I'm sure that the rest of the Kingdom's leadership is currently working on it. If you cannot find me (I have recently moved to Austin), forward the information to the King or Regent.

Serving

Lord Squire Ta' shi-iak Lucashom
Prime Minister of the Celestial Kingdom

AR/ar

Kingdom

To the Populace of the Celestial Kingdom

It is my intention to campaign for the privilege of becoming your King. If I am lucky enough to gain your trust then I will consider it my solemn obligation not to betray your trust. My active Amtgard experience began six years ago. During that time I have heard ALL the campaign promises, but I have noticed that often after the election those promises were all but forgotten. Actions, speak louder than words, and I will stand by my actions rather than false or unreasonable promises.

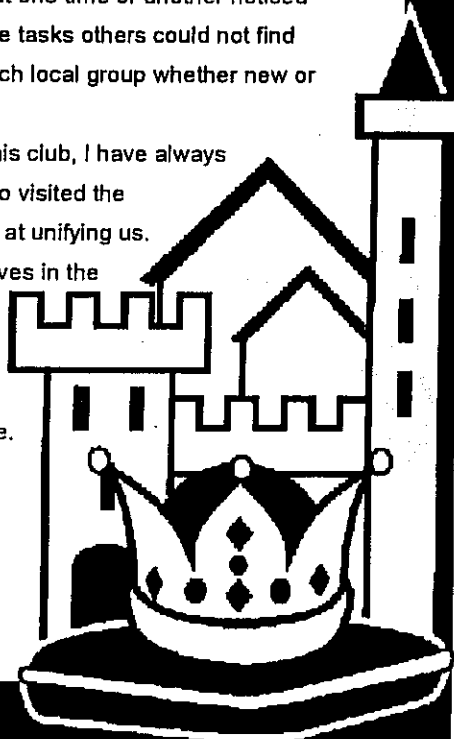
Recently, questions have been raised regarding my youth and inexperience. Rest assured that I have already discussed this with many of you and that if I did not feel that I were capable of leading this Kingdom then I would not be running. I am presently an active member of the Tiger Clan, a company which has a reputation for service to the club. Most of you have at one time or another noticed me working at events, completing those tasks others could not find the time for. If elected I will support each local group whether new or old equally.

Throughout my membership in this club, I have always respected and admired those kings who visited the local events. Those kings who worked at unifying us. Those kings who had no personal motives in the granting of awards. Those kings who were constant examples of fairplay and hard work.

I would hope that such a king I would be.

Yours in service to the Dream

Sir Martel



Kingdom

TO THE BADGERS OF THE CELESTIAL
Kingdom

I, HEREBY, DECLARE MY INTENT TO
COMPETE FOR AND ATTAIN THE OFFICE
OF GRAND BADGER OF THE CELESTIAL
Kingdom; BY TEARING THRU ANY
OPPONENT WITH THE FEROCITY OF A
RABID WEASEL.

His GRACE
Longshout IV

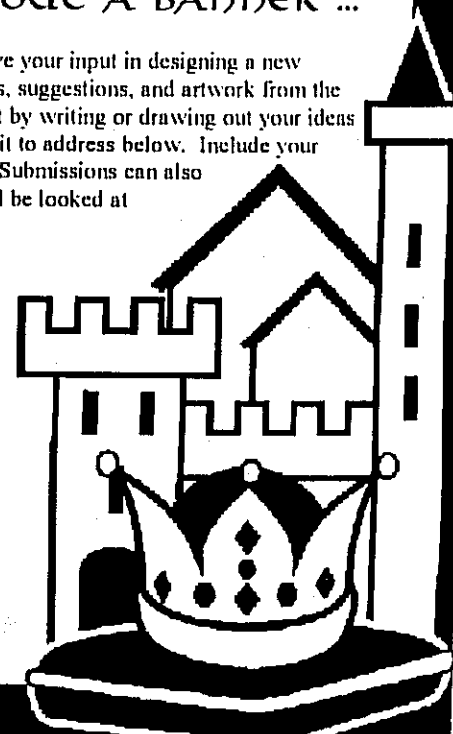
A Kingdom without A BANNER ...

Here is your chance as a kingdom to give your input in designing a new banner. We are compiling a list of ideas, suggestions, and artwork from the general populace. You can do your part by writing or drawing out your ideas on a regular sheet of paper and sending it to address below. Include your name and return address when you do. Submissions can also be given to me in person. All ideas will be looked at and your input will be appreciated.

The original banner conception was an oriental dragon, a moon, and a star on a black and gold field. With that in mind, tell us what you envision for your kingdom's new banner.

Crier's guild & We-B-Banners
Lord Amorden

3410 Buck Race
Austin, TX 78748





The City-States

HEAR YE! HERE YE! FESTIVAL OF THE MASK ACT II SCENE II

Where: Camp Finlayson
When: August 11, 12, 13 & 14
Cost: \$5 site & feast
Time: gates open 12 pm Friday, August 11

Friday: Gates open at 12pm
Dark Elf Hunt
Tag
Runner
ALL NIGHT BATTLEGAMES!!

Sat.: Tournament (events to be announced)
Fighting companies Tug of War
Arts and Sciences: Weapons & Armor,
Short stories & poems, Garb, 2-D art, 3-D art
Feast (about 6pm) TOLKIEN FEAST
Awards Ceremony (Tourney Winner)
NIGHT BATTLE - Noble Hunt (nobles needed)

Sunday: Quest (To Be Announced)
Night: Bardic around the fire/ heretic burning

Mon.: Clean up
Gates close at 5pm

Autocrat: Tim Adkins a.k.a. Hans Schmidtt
618 Blake St.
Killeen, TX 76541
Co-Autocrat: Suzanne Ziembo a.k.a. Gwen of Vere
618 Blake St.
Killeen, TX 76541
Feastocrat: Areilla Langsberry
Co-Feastocrat: Jean Smith a.k.a. Yonnie

Celestial Kingdom Qualification September '95



College of the Arts

School of Dragons

ART

1. 2d Art (Calligraphy, Ink, Oil, Pencil)
2. 3d Art (Carving, Casting, Sculpture)

PERFORMANCE

3. Verbal performance (Acting, story telling)
4. Singing
5. Music (Instrumental w/out singing)
6. Dancing (Belly, Group)

LITERATURE

6. Fiction (Stories)
7. Non-Fiction (How-To, Research)
8. Persona History
9. Poetry (Free verse, Hiku, Music lyrics)

MISC.

10. Misc.

School of Garbre'

GARBRE'

1. Court
2. Fighting
3. Original (Monster, Questial, Special class)
4. Color (Everyday wear, page/reeve tabard)
5. Beginner Garb (1st/2nd Attempt ONLY)

ACCOUTREMENTE'

6. Banners (Company banners, Flags, ect.)
7. Embroidery
8. Accessories (Belts, Belt favors, pouches,)

Amtgard Kingdom Qualifications Tournaments were originally set by Corpora to pass the Monarch's Crown from one head to another based on the outcome of fierce trial by combat and cultural subjugation of your opponent. When the Celestial Kingdom was formed, our *criteria was written to allow for the democratic election of the Monarch*. Qualifying criteria was to achieve some arbitrary minimum Cultural tourney score (set by "them") and have entered (not won or placed, mind you) some token number of war events. I have ruled that this practice is arbitrary and blatantly unfair. It recognizes that most candidates won't win or place in the war events, yet still pits them in competition against the Kingdoms cultural dreadnoughts with other cultural cronies looking on as judges... somehow it just doesn't seem to be fair. The Tournament format that we have established to pass on this crown may be the first significant step in years to correct the institutionalized injustice of Qualls. For good or for ill, this is what shall be done.

After qualls, feel free to critique the process. If the majority of you like this, I will submit a proposal in allthing to adopt the process as Kingdom Law. The vote will be up or down.

The Cultural Qualifications Tournament will be hosted by the Duchy of Dragon's Haven at Camp Finlayson near Killeen. Qualifications will be run as a two day competition during a weekend-long camp-out style event on the 1st, 2nd and 3rd of September. There will be no event site fee; The Kingdom is covering the cost of site rental.

The major positions to be filled by this Tournament are Monarch, Regent, and Champion. Persons contending for those positions must submit written intent to run for office by August 16th, thirty days prior to coronation. Submit intentions to the Monarch, Regent, or Prime Minister.

The candidates are not required to achieve any pre-selected, arbitrary minimum score, just submit the required number and types of entries. Three non-combat games are included under the war events for competition on Saturday. The games are included to allow the Champion-candidates to show that they have a good grasp of basic tactics and strategy. Three games were chosen (rather than 2 or 4) to allow the Regent-candidates the opportunity to select non-combat type war events for their qualifications if they so choose.

Contestants for Monarch, Regent, and Champion must pass a Reeve's test and Corpora test to qualify for placement on the ballot.

To qualify for placement on the ballot, the Monarch-candidate must enter 11 cultural categories and 5 war events. Cultural submissions must include at least one entry in each of the four schools of arts and sciences.

To qualify for placement on the ballot, the Regent-candidate must enter 16 cultural categories and 3 war events. Cultural submissions must include at least two entries in each of the four schools of arts and sciences.

To qualify for placement on the ballot, the Champion-candidate must enter 3 cultural categories and all 10 war events. Cultural submissions are limited to include only: sword, shield, and armor construction.

Prince Regent Balinor will be accepting writing entry submissions, in person, no later than August 23rd. Furnish seven copies of each different writing entry submitted. Entries may also be mailed providing that the postmarked date is no later than August 17th (allows mailing time). Mail entries to L. Hudson, 10707 Lake Creek Parkway #15, Austin, Texas 78750.

The first day of the tournament (Saturday), cultural events will be closed and judged. Judging will begin promptly at 11:00, no new entries will be accepted into categories already judged. The three gaming War events will be held throughout the day starting at 11:00. Prince Balinor will be autocrating the cultural tournament.

The second day of the tournament (Sunday), the remaining seven war events will be held. The official ballot will be announced following completion of the war events with Kingdom elections held immediately thereafter. Lord Durin SeaEagle will be autocrating the war tournament.

Reeve's and Corpora tests will be available to be taken throughout the day on either Saturday or Sunday and will be given by Sir Hulka, GM of Reeves or Archbishop Dunbar. Candidates must secure and take the required tests on their own initiative. Candidate testing must be complete before 3:00 P.M. Sunday.

If this qualifications format goes as planned, our Kingdom should never again be embarrassed by having NOBODY qualify for a position and be forced to open the election. Another benefit of this format is that the Kingdom gets to benefit from people who are good administrative types but cannot compete against cultural gods when judged by cultural gods.

Compete well, my populous - fare well!!

Additional Qualifications Information...

The event location, Camp Finlayson, is where my predecessor, Emperor Asahi Miawara, had his Midreign event. Maps to the site will be distributed within the next few weeks.

For those of you who have not yet been there, Camp Finlayson is a Boyscout camp located on the remote grounds of a military installation in Killeen. The site is a "Dry" site. It would be a bad idea to be seen drinking alcoholic beverages from commercially-marked cans or bottles on this site. Unfortunately, if individuals are seen consuming recreational substances on this site, the autocrats are required to request that the offending individuals (or at very least, their beverages) to leave. Military Police may or may not be walking the site during the event.

The Kingdom is not furnishing a fixed feast for this event. This crown has, however, been asked by a couple of groups if they can furnish food during this event. If one group could furnish a mid-day meal of stew and rolls on Saturday and another group could furnish another on Sunday. Each group would, of course receive appropriate recognition by the Crown for it's contributions at this groundbreaking event.

Events from the College of Arts, College of Sciences, and College of War will each be furnishing 5 Qual points for taking a first place, 4 Qual points for taking a second place, and so on to 1 Qual point for fifth place.

The individual who garners the most Qual points from war events will be eligible for the title Crown's Gladiator. The individual who garners the most Qual points from cultural events will be eligible for the title Crown's Artisan. The individual who enters one half of all war and cultural events (i.e. 5 war events and 16 cultural events) and garners the most points overall will be eligible for the title of Laurel. These titles are equivalent to those of War Olympian, Art Olympian and Olympian and are major landmarks in pursuit of Knighthoods of the Sword and Serpent.

College of the Sciences

School of Owls

Weapon Construction

1. Shield Constructions
2. Sword Construction

Armour

3. Armour Construction

Construction

4. Active (Something with "Moving parts")
5. Passive (Baskets, Chair, Pavilions)
6. Jewelry

Misc.

7. Misc.

School of Roses

Brewing & Vinting

1. Alcoholic (Beers, Wines)
2. Non-Alcoholic (Juices, Teas, Soft Drinks)
3. Cordials

Cooking

4. Main Dish (Casseroles, Roast, Stews)
5. Side Dish (Gravies, Salad, Vegetables,)
6. Desserts (Cakes, Pies, Savories)
7. Breads (Flat, Fried, Quick, Yeast,)

Misc.

7. Misc.

The College of War

INDIVIDUAL FIGHTING

1. Single Sword
2. Single Sword & Shield
3. Held Dagger & Thrown Dagger
4. Staff

TWO - MAN FIGHTING

5. Single Sword & Shield - Fireball

GROUP

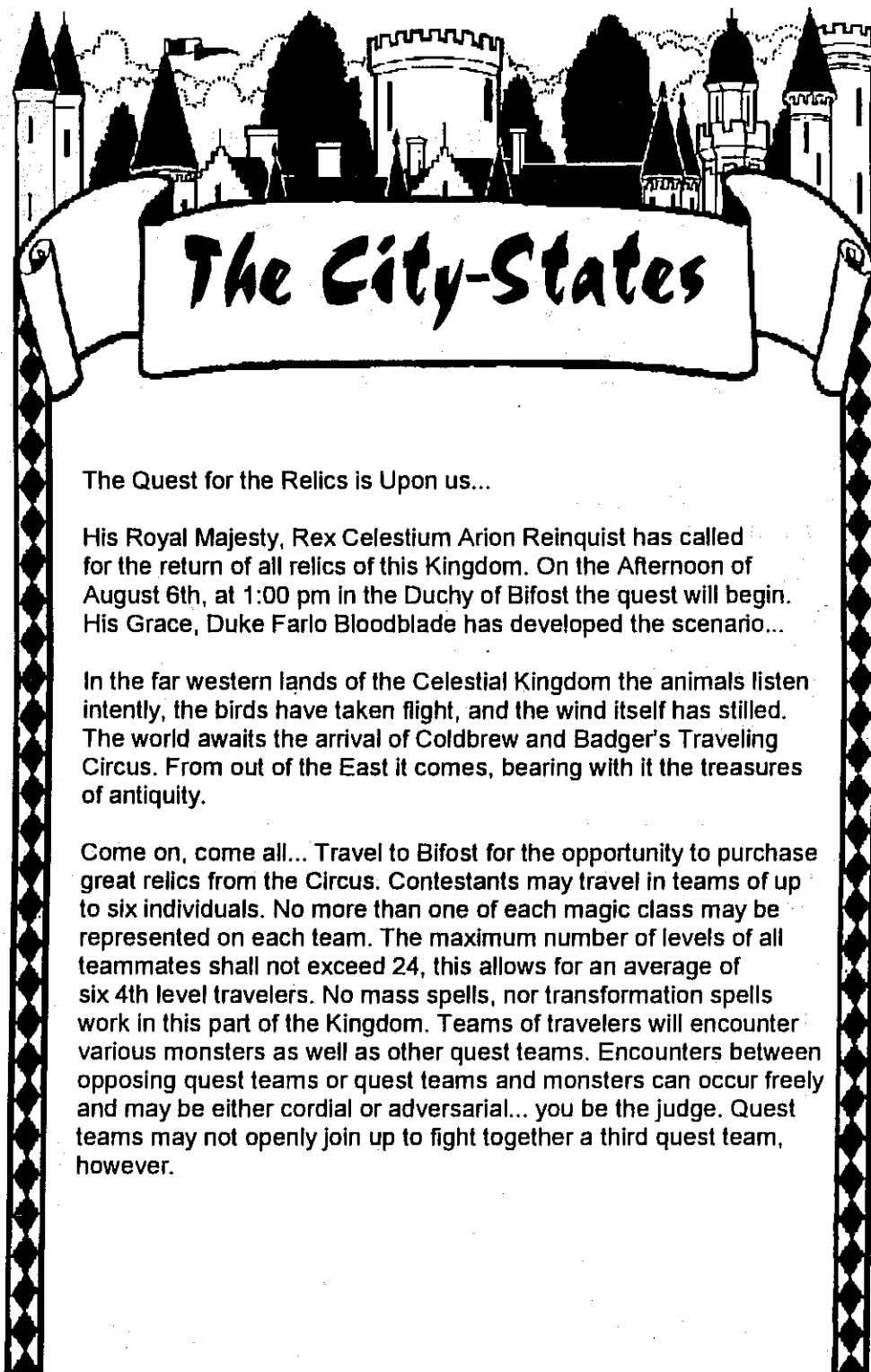
6. Arena

ARCHERY

7. Bow & Arrow

GAMING

8. Castle
9. Checkers
10. Pente'



The Quest for the Relics is Upon us...

His Royal Majesty, Rex Celestium Arion Reinquist has called for the return of all relics of this Kingdom. On the Afternoon of August 6th, at 1:00 pm in the Duchy of Bifost the quest will begin. His Grace, Duke Farlo Bloodblade has developed the scenario...

In the far western lands of the Celestial Kingdom the animals listen intently, the birds have taken flight, and the wind itself has stilled. The world awaits the arrival of Coldbrew and Badger's Traveling Circus. From out of the East it comes, bearing with it the treasures of antiquity.

Come on, come all... Travel to Bifost for the opportunity to purchase great relics from the Circus. Contestants may travel in teams of up to six individuals. No more than one of each magic class may be represented on each team. The maximum number of levels of all teammates shall not exceed 24, this allows for an average of six 4th level travelers. No mass spells, nor transformation spells work in this part of the Kingdom. Teams of travelers will encounter various monsters as well as other quest teams. Encounters between opposing quest teams or quest teams and monsters can occur freely and may be either cordial or adversarial... you be the judge. Quest teams may not openly join up to fight together a third quest team, however.



The City-States

The quest grounds will allow for the teams to wander the forested (and non-forested) areas in search of treasures (in this case, ribbons.) When all treasures have been harvested from the land, Coldbrew and Badger's Traveling Circus will open their market of curiosities and oddities. It is then that the successful travelers will be able to bid, in open auction, for the relics of this land. Monsters will have the ability to come down out of the hills to bid at auction also. The final selling price of the relics is unknown at this time, only at the auction will the true value of treasures such as the Dagger of Infinite Penetration...

The Temple of the Great Bard may be erected within the quest lands. Those who remember the Blackbow Wars from last October may remember it's unique ability to extend the length of traveler's lives!

If you currently posses a Kingdom relic, make sure that you are in Bifost on August 6th. At very least, make sure that the relic entrusted to you arrives safely.



From the Guilds

Reeves

Greetings from the Guldmaster of Reeves.

In this letter, I would like to address something called the "spirit of the rules." If a discussion comes up about "can I do this?" and the argument for it is "the rules don't say I can't," then it probably is a 'cheese' of the rules, and shouldn't be done. I should like to address one of the bigger cheeses in the rules, and it concerns Wizards. I have seen some wizards walking around with a wand taped to their wrist, or attached by a string, or some sort of lanyard. I have also seen some wizards, (I confess that I have done this one myself,) pick up a twig or stick to use as a wand. The wizard class is powerful enough as it is without its members bending the rules just slightly, so these clarification's should be heeded from this point on. A fighting class cannot just pick up any old stick to fight with, and neither should a mage. A magic wand has been carefully and painstakingly constructed by the mages of fiction, and ours should be, too. To be considered a legal wand, it must be something that has been created by the mage. It can be purchased, (I saw one that was crystal with stones inlaid in it, and it looked like a magic wand should look,) or made. It must show some effort by the creator, and should reflect it's wielder's personality, (if possible.) A branch picked up from the ground will not count as a wand. Also, to be effective, the wand must be unattached to anything except the grasping hand of the wizard. It can not be attached to the wrist, or by a lanyard so the wizard can use it like a 'quick draw.' In the wizard's favor, since it has been magically created, a warp wood spell will not affect it's effectiveness, (although a heat weapon spell will make it too hot to hold for the duration of the heat weapon spell.)



CLASS ABILITIES: Like magic spells, class abilities, (with exceptions,) must be done while standing still. Warriors may not bladesharp, harden shields, or mend armor on the move. Barbarians may not move while healing, and must have herbs or grass that they eat while healing. Vibrating Palm must be said while standing still, as well as "touch of death." It is easier to list the exceptions to this rule. Sanctuary specifically allows the monk to move as long as s/he says "sanctuary" every five seconds. "Passplant" and "teleport" (including the ability), must be said while stationary.

Speaking of teleport, a wizard who has a 'defend' on with a 'pro. magic' cannot teleport himself. Also, a wizard or healer may not cast a circle of protection, go his/her merry way, and come back later to step into the circle and activate it.

'Stoneskin' requires a polished stone, or the spell is not cast. Once again, don't pick up a rock, rub it against another rock for a minute, and say it is "polished." Common sense will tell everyone what a 'polished stone' is.

Another major abuse of the rules concerns wounds. I have seen people run down by someone who has been legged. This is not only not realistic, but a direct contradiction to the rules. I quote: "Crawling, dragging one's self, being carried, etc. are the only ways to move about with a wounded leg. You may make a short spring at an opponent with your good leg." If you are wounded in a leg, that leg cannot be used to move on. You must drag that leg, and use only the good leg to move on.

Concerning verbal spells, if there is more than one possible target, it is up to the caster to make the recipient of the spell aware. For example, if there are four wizards on the red team, and a wizard on the blue team calls out "Wizard, I curse thee, etc." the spell is ineffective. The caster should call out his target by name, (if known,) or by something obvious (e.g. wizard with the staff...or wizard in blue with the skull cap.)



Enchantment strips: There are only two colors mentioned in the rule book...yellow and white. Any other color strip is merely decoration. Further, the enchantment strip must be at least one inch wide, and twelve inches long. It may be a little bit bigger than that, but not smaller.

Hands on weapons. No hand hit counts on any weapon. Period. We do not need hands being targeted. There have already been some people who have suffered finger injuries, including breaks. If you hit someone in the hand hard enough to break a finger, you are probably out of control, or using an unsafe weapon.

Spell balls. A spell ball is a representation of a magic effect. If the spell has not been cast, technically the spell ball does not exist. If a wizard has a dagger in hand, and several spell balls in the same hand, he can't use the spell balls to block with. If a projectile weapon aimed at the wizard hits the spell ball, the projectile is considered to have struck the wizard.

Verbals. This is the hardest of all to police and enforce. As a player, it irritates me to no end to hear on the battlefield the 'mighty' chant of "YldthyarmsrisistnIngercumtmenbmypctve!" Laugh if you will, but this happens too often on the battlefield. I don't have a solution, just the request that every spell caster please try to speak clearly and dis-tinct-ly.

Garb. Please try to garb so that others will know what you are playing. Too many times there are people who will deliberately dress in a misleading way to confuse their opponents and give themselves another advantage.

Monsters. The monster class is just like a player class. You may not play above your level as a monster, just as you may not play above your level as a player class. The rule book is very clear on what, when and where monsters may play.

Respectfully yours in the Dream,
Sir Hulka Dungen, Guildmaster of Reeves

WHAT'S PERIOD

Directing Your Grace

My Lord and I didst indeed taketh pleasure in thine most recent of correspondence. Since thou didst express an interest in the frivolities and pastimes of an eventide, I have wrote for thee the instructions for some of the more favorite of these for thine own amusement. These instructions were taken in whole or in part from

The Elizabethan Handbook: A Manual for Living History c1588-1603.
edited by Jeffrey L. Singman. It is my fondst wish that thou wilt takest as much joy in these gifts as thou didst from the bread recipe previously submitted.

GAMES

DICE

Dice were the classic pastime of the lower orders of society: highly portable, and very effective at whiling away idle time (for which reason they were especially favored by soldiers). The dice had special names: ace, deuce, trey cater, sink, and sis.

Hazard

This was by far the most popular and enduring game at dice. The following rules are based on Cotton's seventeenth-century treatise *The Complete Gamester*, the earliest published English book on games:

Order of play is determined by the roll of one die—the highest roll goes first. The first player rolls two dice until he rolls a "MAIN", can be any number from 5 through 9.

He then rolls again. On a 2 or 3, he loses (the former roll was called "AMES-ACE").

If the main is 5 or 9, and the player again rolls the main, he wins. This is called a "NICK". If he rolls an 11 or 12, he loses.

If the main is 6 or 8 and the player rolls the main or a 12, it is nick. If he rolls 11, he loses.

If the main is 7, and the player rolls the main or 11, it is nick. If he rolls a 12, he loses.

Any other roll is called the "MARK", and the player continues to roll until he gets the mark, and wins, or gets the main, and loses. If the player wins, he goes again from the beginning; if he loses, play moves to the next player.

CARDS

Cards in this period were also widely popular throughout society, and printed decks were cheaply available. The cards tended to be slightly larger than modern ones, and were unwaxed. As in modern usage, cards would be shuffled and cut before play.

Maw

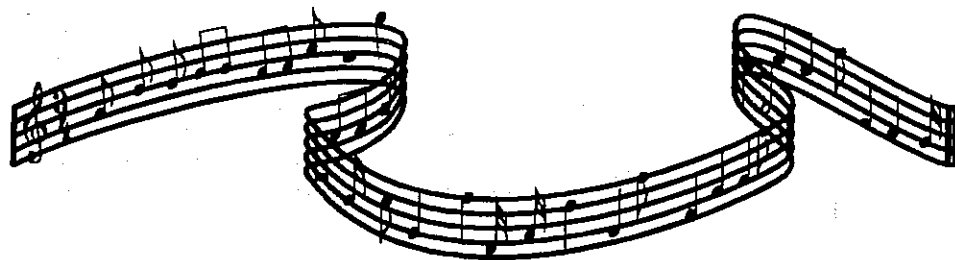
Players: 2-10
Deck: 52-card French

This game started out as a peasant pastime, but by 1576 it became a favorite of the upper-class, played by kings and queens alike, including Elizabeth I.

In this simplest version, each player pays one chip or coin to a pool and receives five cards. The aim is to either sweep the pool by winning three or more tricks, or at least, to prevent anyone else from doing the same, thereby carrying the pool to the next round. A player winning the first three may claim the pool without further play, but if he leads to the fourth he is said to "jink", it, thus undertaking to win all five tricks, with appropriate rewards or penalties.

The basic idea can be 'decorated' with all sorts of complications to make it more amusing to play. For example, one version includes ranking two of the suits, usually black or red, in reverse order (deuce high and ace low). Trumps are added, with the top three being trump Five (called 'Five Fingers') trump Jack, and Ace of hearts (regardless of current trump suit) in that order.

Pax vobiscum
Dunbar



To Be A Good Companion

C Dm G7 Dm

I'll drink one, if you'll drink two And here's a lad that'll drink with you And

C F G G7 C

if you do as I have done You'll be a good com - - pan - - ion com - -

Em F G G7 C

pan - - - ion com - - pan - - ion You'll be a good com - - pan - - ion

I I'll drink one, if you drink two
And here's a lad that'll drink with you
And if you do as I have done
You'll be a good companion
Chor: Companion, companion
You'll be a good companion

V I'll drink five, if you drink six
We're the lads that'll drink like bricks
And if you do as I have done
You'll be a good companion

II I'll drink two, if you drink three
And here's a lad that'll drink with thee
And if you do as I have done
You'll be a good companion

VI I'll drink six, if you drink seven
We're the lads that'll drink up eleven
And if you do as I have done
You'll be a good companion

III I'll drink three, if you drink four
And here's a lad that'll drink for an hour
And if you do as I have done
You'll be a good companion

VII I'll drink seven, if you drink eight
Here's a lad that'll drink till he's tight
And if you do as I have done
You'll be a good companion

IV I'll drink four, if you drink five
And here's a lad that'll drink till he dies
And if you do as I have done
You'll be a good companion

VIII I'll drink eight, if you drink nine
We're the lads that'll drink any time
And if you do as I have done
You'll be a good companion

IX I'll drink nine, if you drink ten
We're the lads that'll drink again
And if you do as I have done
You'll be a good companion

Ma' Sylaina's Home Remediesummm.....Recipes

Scotch Eggs

6 servings

1 lb Sausage; pork, seasoned, ground
6 ea Egg; hard-cooked, peeled, chilled
1 ea Egg
1/2 c Bread crumbs
Oil, vegetable

Divide sausage into 6 equal portions and flatten into patties large enough to encase the hard-cooked eggs. Place one egg in the center of each patty and mold the meat around the egg.

Lightly beat the raw egg in a medium-size bowl. Roll each sausage-encased egg first in beaten egg and then in bread crumbs, firmly pressing the crumbs into the meat.

In a medium-to-large pot, heat oil to 375 degrees F, and deep fry the egg for 4 to 6 minutes. Drain on paper towels and chill until serving time.



'magination Station and the
Shakespeare Factory present the
3rd ANNUAL SUMMER SHAKESPEARE FESTIVAL

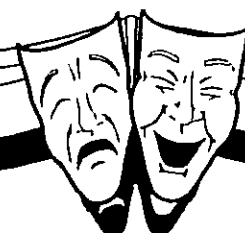
The 1995 Summer Shakespeare Festival promises something for everyone. It has been a great year at 'magination Station theatre—crowds, superb acting and singing, fabulous costumes, scenery, lighting, music—truly a season to remember! Exciting theatre continues this summer at 'magination Station during the 3rd Annual Summer Shakespeare Festival, when the Shakespeare Factory presents two Shakespeare comedies. *Measure for Measure*, a tragic-comedy with a central plot revolving around conservative/liberal themes, and *Much Ado About Nothing*, a lively, romantic comedy involving eavesdropping and playful trickery.

In addition, The Shakespeare Factory is proud to present a third play during this summer's Festival: *All The World's A Play*, an original work featuring young actors (grades 3-9), portraying Shakespeare's best-loved characters in some of his most memorable scenes.

New to the Festival this year are two special events to be held in conjunction with the first weekend of *Measure for Measure*: a special Opening Night Celebration July 7 with a wine and cheese reception, and authentic Renaissance music to begin the festivities at 6:00 p.m. On Saturday July 8th, bring the whole family to the theatre to experience our first-ever Shakespeare Fair! You won't recognize the sidewalks surrounding the theatre, as they are transformed into a magical Renaissance Village.

Photo opportunities will abound and the kids will love the juggler, face painting, games, herb booth, and arts and crafts—including floral head wreaths, perfect for getting into that Renaissance spirit. Don't be alarmed when you hear the clanging of swords, as the streets come alive with fencing demonstrations, complete with costumes and snarly barbs! Plenty of refreshments will be available to quench the hunger and thirst of all Ladies and Lords in attendance.

Bring the whole family to historic downtown Bryan for the 3rd Annual Summer Shakespeare Festival this year with three productions in 13 performances, and the 1st Annual Shakespeare Fair, at 'magination Station, 302 North Bryan Street from 10 am until 2 p.m., Saturday, July 8th. Admission to the Fair is Free and all seats for the Festival are \$5.00 except on July the 7th (\$6.00).



PERFORMANCE SCHEDULE:

MEASURE FOR MEASURE

Fri., July 7	6 p.m. (reception) 7 p.m. (performance)
Sat., July 8	7 p.m.
Sun., July 9	2 p.m.
Fri., July 14	7 p.m.
Sat., July 15	7 p.m.

ALL THE WORLD'S A PLAY

Fri., July 28	7 p.m.
Sat., July 29	2 p.m. and 7 p.m.

MUCH ADO ABOUT NOTHING

Fri., Aug. 18	7 p.m.
Sat., Aug. 19	7 p.m.
Sun., Aug. 20	2 p.m.
Fri., Aug. 25	7 p.m.
Sat., Aug. 26	7 p.m.

*****NOTE*****

A Order form for these plays
can be found on the
back cover of THE STAR

Advertisements, Challenges & POSITIONS VACANT

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Calendar of Events

AUGUST

6th

Kingdom Relic Quest

11th-14th

Festival of the Mask II

Bifrost
(1:00 p.m.)
Dragons Haven
(Camp Finlayson)

SEPTEMBER

1st-3rd

Kingdom Crown Quails
(THIS IS A CAMPING EVENT)
Kingdom Coronation

15th-17th

Dragons Haven
(Finlayson)
Burnel