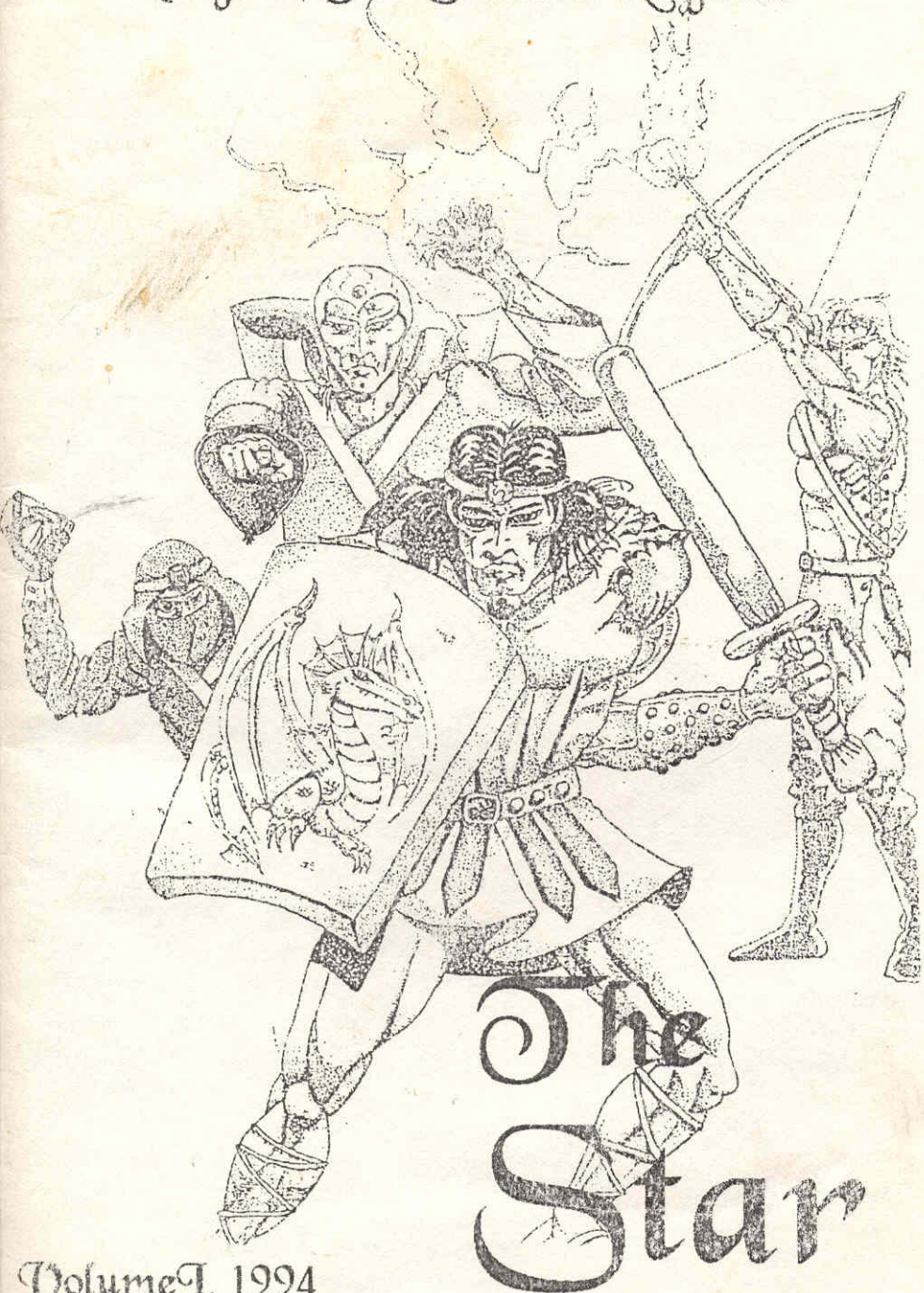


Antgard, The Celestial Kingdom



Volume I, 1994

The Star

Volume I, 1994

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Published on January 1, 1994 by Prime Minister Baron Squire Fnord Farthing, with no help from the potato farmers.

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, advertisements, maps, poetry, art, etc. are only a small sample of the kind of item that might be published in The Star. Articles involving or relating to potatoes or potato farming in general are discouraged. A STRONG bias will be given to those who submit their items on computer diskette! DOS based or Macintosh are acceptable. Microsoft Word or Pagemaker files are optimal. Publication dates are printed on the calendar at the center of this issue. Please submit items by the deadline indicated in the calendar (center spread).

Know unto all whom these presence come that this be
the court of The Celestial Kingdom

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Royal Guards

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Tatsu Kokugawa
Darkstar

Prince's Defender
Kingdom Herald
Court Bard
Court Jester
Potato Inspector

Squire Manacles
Hulka of Allendar
Duke Sir Pebyr ap Cucorin
Baron Sir Calvin MacDruin
Squire Manacles
Baron "Mash'em!" von Spudster

Table of Contents

	Page
Cover (Art by NightLynx)	Front Cover
The Court of the Celestial Kingdom	Inside Front Cover
Submitting to The Star	Inside Front Cover
Table of Contents (duh!)	1
King's Letter	2
Prime Minister's Letter	3
Rules Clarifications	4-11
Kingdom Quals Flyer	12-13
Amtgard and your Budget by Franchesca de Pisa ...	14-15
Kingdom Calendar	16-17
Midreign Report	18
Financial Summary	19
Clan Flyer	20
Olympiad Flyer	21
DrakenRoc Map	22
Dragons Haven letter and map	23
Election declarations	24
Paid Members Report	25
Tiger Clan Quest Flyer	26
Celestial Kingdom Group Summary	27-28
Inter-Kingdom Group Summary	29
Manuel Seguin Dedication	30
Peformance in Amtgard by Duke Sir Pebyr Ap Cucorin	31-32
Kingdom Guildmasters	Inside Back Cover

GREETINGS TO THE POPULOUS OF THE CELESTIAL KINGDOM

Well we have reached the half way point or a little more of my reign. I feel that so far this has been a good period for the Kingdom. I would like to hand out thanks to those who have made it easier and better so far. Earl Sir Zephram did an excellent job as Prime Minister. Duchess Tinuvial and the people of Tirana put on an excellent Mid-reign event. All of the Dukes and Barons who just stepped down did exemplary jobs as their other officers. Also I would like to offer a more personal thank you too both of my squires, Baron Fnord and Lord Vlar. When I need help with an ugly job both have been asked to step in more than their fair share of times and both have always been there.

So much for thank you's. Too move on to other issues, those of you who were at mid-reign know that there is a new Barony of Dragonroc, in Roundrock, Texas. I was up there about a week ago and I had a lot of fun. Their group is young but they have lots of enthusiasm. I think Baroness Vasha and her officers are doing a great job of bringing new players into the Amtgard dream. I recommend a visit to this group for all of you interested in travel. Also the barony in Killeen, Texas is now called Dragon's Haven instead of Ragnarock. As the Kingdom symbol is a gold dragon I love both of these new names.

As you know in my campaign for king I promised to visit each group in the kingdom for a normal battle game day twice. So far I did manage to get to each group once before mid-reign, and I am optimistic that I will visit every place at least once more. Still I feel that I don't get to see all of you near as often as I would prefer. I know my reign is winding down but if any one has any concerns that I should know about don't hesitate to call me at (210)-377-2251.

Finally I would like to say a word about the up coming Coronation. I don't know who will be the next lucky head wearing the crown but I intend to make their coronation the best possible. In fact my goal is to make it the biggest and best event ever in the Celestial Kingdom. We are being invaded by the Burning Lands, the oldest group in Amtgard, their will also be visitors from several other groups. I recommend that all of you clear your calendars and prepare to show the Burning Landers that we can throw out our Potato farmers anytime we want and that we will not accept their high handed attitude in trying to stop us.

YOURS IN SERVICE OF THE DREAM.

MICHAEL HAMMER OF GOD.
REX CELESTIUM

A Letter from the Prime Minister

Greetings... and welcome to my first Star! One of the first things you might notice about this issue is how information heavy it is. There is 32 solid pages of information in here!

For my first Star I wanted to concentrate mainly on getting the important information into the populace's hands as quickly as possible. There are few articles, few poets and very little art in this issue. I hope to include these staple items in future issues, but there was just too much information for this issue. I also want to give everyone in the Celestial Kingdom an opportunity to submit items for The Star. I have published a deadline and a publication date for the next issue, so there is no excuse for missing it.

Which brings me to my policy on dissemination of The Star. The previous policy has been that only paid members of the Celestial Kingdom receive a copy of The Star. Unpaid members have sometimes been able to get "bootleg" copies of The Star, but by and large the majority of our regular battlegame attendees never get to see one. The Star has been seen as a "perk" of the paid members and was used as a way to coerce people into becoming paid members.

The plain fact is that membership donations account for less than 10% of the Celestial Kingdom's gross income. The vast majority of our income is derived from events. Events are, generally, only advertised in The Star. Thus, the advertisements for our biggest source of revenue is only shown to a small minority of our potential event attendees. My feeling is that if we advertise to a wider market, we will greatly increase our event attendance, and therefore, our revenues from those events.

I feel that anyone who attends Sunday Fighter Practice at least twice a month, on average, should receive a copy of The Star. This is the kind of person who is most likely going to attend an event. During my reign as Prime Minister we will see a test of this theory. Actually the deck is stacked quite in my favor, since the next coronation appears likely to be our biggest event ever!

I am still working on gathering and updating paid membership statuses. A report of my progress so far is on page 25 of this issue. By no means is this a final report! I am still trying to catch donations that have slipped through the cracks. If you feel you have paid and are not included on the list, please feel free to contact me. Remember that I am doing my best to gather and accurately report this information. It is not in my best interest to deny you membership status that you rightfully deserve and you should not take it personally if you are excluded. Zephram did a tremendous amount of work in getting the information together from the total chaos that Xavier left the Prime Minister's box in. We have had local Senechals and Chancellors who have also been less than organized. Tirrana has only recently been able to recover their records from the previous Chancellor.

It is my intention to visit each group as often as I can. I enjoy tremendously traveling to new places, meeting new people, and killing them! Occasionally I might even stop and do PM work.

Anyway, please feel free to comment to me verbally or in writing on The Star, the Celestial Kingdom or any other problem (or good thing!) that might be occurring within the scope of Amigard.

Yours in the Dream!

Prime Minister Baron Squin Inord Jarthing

Notes on New-Rules Clarifications

These clarifications are being made on some of the problems I am already foreseeing in the new rules. I am also including notes that I believe particularly important and want to point out, as well as clarifications from the old rules that have been overlooked yet again. If you see anything that I have not included and want to bring to my attention, please write it down, and get it to me. Not all rules changes are included, and reading this does not exclude you from needing to look over your own classes and noting the differences. I encourage everyone to look over the rules in the next couple of weeks and learn them. There are many changes that affect everyone, and as always, new things take time to learn. We won't be playing by the new rules for a little while, but we will go into them later. My list of clarifications of the old rules includes some of the changes in hopes of a simpler integration of the new rules. The clarifications of the old rules are still to be used until we start with the new ones. Once use of the new rules has been initiated there will be a two week period where these clarifications will not be used, but the notes should be looked at. Any other gripes that arise during the two week period should be brought to my attention, and I will make a supplementary list of clarifications.

Your servant and GM of Reeves

Russell Richardson

New-Rules Notes

- I. Page 3
 - A. Anti-Paladin Reanimate is an enchantment. (see Wizard)
- II. Page 4
 - A. Archer Flame arrow - must be relit. Good for 2 minutes.
 - B. Archer Special arrows will not affect any type of protected shields.
 - C. Any type of magical enchantment placed on an arrow will allow that arrow to do it's normal damage plus the effect of the magic if any.
 - D. Note that an enchantment may not be placed upon a Special arrow. (See Magic Clarifications #24)
 - E. Assassin Traps is clarified.
- III. Page 6
 - A. Barbarian may now use more than one projectile. (one throwing axe, one javelin, one short bow, and rocks)
 - B. Look at Clarifications on Fight after Death.
- IV. Page 7
 - A. Monks above 4th level may not have a life stolen. (see

Protection from Death.

- V. Page 9
 - A. Scout First aid - note the 100 count needed, and other restrictions.
- VI. Page 10
 - A. Warriors - Note the Garb rules!!!!
 - B. Warriors +1 to armor worn - note the 6 points max.
- VII. Page 11
 - A. Look under the Arm area in Damaging wounds. see what weapons are and are not assumed to have hand protectors. If you wish to have hand on weapon count on these, put on a real hand protector. Note that staves and javelins are considered polearms.
- VIII. Page 12
 - A. Note #8 under damage and wounds. Deflections that hit count.
 - B. Note #7 under weapon types. Orange weapons (single edged weapons.)
- IX. Page 13
 - A. Javelins may be used as melee weapons.
 - B. Red weapons are 1 pound for every foot in length, and must be more than 4 ft in length.
- X. Page 14
 - A. Mixed armor is averaged.
 - B. Note the reductions in armor value for Non-authentic materials (aluminum), poor workmanship, shoddy or artificial appearance, and stacked armor (highest point value counts only.)
 - C. Stoneskin/barkskin may be mended.
- XI. Page 15
 - A. See definition of longbow.
- XII. Page 16
 - A. See Note #5 under Battle game rules.
 - B. See Note #6 " " " " " " " " " " " "
- XIII. Page 17
 - A. NOTE #6 UNDER GAME ETIQUETTE.
- XIV. Page 22
 - A. Note Reincarnated/Reanimated people do not keep their enchantments unless they can carry 2 enchantments at once.
- XV. Page 23
 - A. Note #14 see definition of invulnerability.
- XVI. Page 25
 - A. Note #13 - see notes on Dispel Magic
 - B. Note #20 - no casting with weapon or shield in hand.
 - C. See Note #21
 - D. See Note #22
 - E. See Note #23!!!!!!
 - F. See Note #24
 - G. See Note #27!!!!
 - H. See Note #29

- XVII. Page 27
 - A. Note new weapon costs and point distributions on all magic using classes.
- XVIII. Page 32
 - A. Wizard Mend is one point per location for armor.
- XIX. Page 36
 - A. Sphere of Annihilation - counts only on a DIRECT hit, and Protection from Magic will stop Sphere of Annihilation.
- XX. Page 38
 - A. Stack - May not be combined with other classes enchantments.
- XXI. Page 39
 - A. Note new 4th level spells.
- XXII. Page 40
 - A. Healer Mend is different from Wizard/Druid Mend. Healer fixes one point all over, not locations.
- XXIII. Page 43
 - A. Note that Barbarians, and monks above 2nd level are immune to Yield.
- XXIV. Page 45
 - A. Pass w/o Trace is 2/game, and immunities to Bardic Charms.
- XXV. Page 48
 - A. Druid Mend is one point per location for armor.
- XXVI. Page 50
 - A. Flame-blade will not kill on a limb shot.
 - B. Stoneskin will give one point of invulnerable armor, not 1 pt armor and 1pt protect.
- XXVII. Page 55
 - A. Voice - allows enchantments, neutrals, and spells.

New-Rules Clarifications

- I. Page 3
 - A. Anti-Paladin Steal life ability - Does not have to be over the heart. Just touch the victim and state that a life is being stolen. This is to protect people who don't wish to have contact that familiar with someone on the field. (i.e. to keep Anti-Paladins from using game rules to "feel up" females, or men that don't want their chest touched.)
 - B. Steal life does not affect monsters, unless otherwise noted in the monster description.
 - C. Anti-Paladin must inform victim that he/she lost a life. If the victim had no lives left, the Anti-Paladin's ability is considered used.
 - D. The Anti-Paladin may use this ability on anyone. (exception: I.B. and Monks above 4th level.)

- E. Poisoned Edged Weapon may only be used on Slashing, Thrusting, or Javelins.

II. Page 4

- A. Any type of magical enchantment placed on an arrow will allow that arrow to do it's normal function (i.e. damage), plus the effect of the magic.
- B. Only Specialty arrows may be destroyed, and they may only be destroyed by magic, or by being shot with another arrow.
- C. Stun Arrow does not count through any amount of armor, nor does it do any damage to armor.
- D. Armor Piercing Arrow will destroy the armor it hits as well as go through it.
- E. Assassin 1 additional ability from above - may not be used on an ability already used. (i.e. no 4 points of armor)
- F. There is no limit to the number of traps that an assassin may have active at one time. (Unless a reeve says otherwise...) (The "may only affect one person at a time" means per trap.)
- G. Traps may not be set within 20 ft of a base. They may however be set so as to snare someone running with a flag...
- H. "Teleport" must have "arriving"x5 stated at destination. May not be used if wearing an enchantment (class abilities may not be stacked upon enchantments. see magic clarification #24)

III. Page 6

- A. The Barbarian may fight, or defend themselves while eating herbs, but may not move their feet from where their count was started until the count is finished. If the count is interrupted, then the Barbarian must start the count from the beginning again and the ability is not considered used.

IV. Page 7

- A. Monk Block projectiles - may still not block siege weapons or spell balls (exception: magic bolt (may still not block magic bolt with hands though). Monk may block all normal arrows, and special arrows, with the exception of Penetration Arrow. Penetration Arrow will wound the arm if blocked with hands, or destroy the weapon, or the arm (victim's choice) if blocked with a weapon.
- B. Monk Transfer life - adds a life to the recipient. Does not act as a resurrect.
- C. The Monk may fight, or defend themselves while eating herbs, but may not move their feet from where their incantation was started until the count is finished. If the incantation is interrupted, then the Monk must start the incantation from the beginning again and the ability is not considered used.
- D. A monk may not carry a weapon in their hand while in

Sanctuary.

E. Immunity to charm or control does not include Assassin traps or Scout entangle abilities.

F. Immunity to Traps includes Assassin traps and Scout entangle abilities.

V. Page 8

A. Monster states that you may only PLAY a monster twice a month. (I'll clarify this one as Play = get credit)

VI. Page 9

A. Paladin - Extend immunities 10' effects all within the radius, including the enemy team.

B. Scout Special arrows - 1/life means only one of the 2 may be used for that life. The arrow is still reusable on that life.

C. A slashing weapon must be used to free someone from Scout entangle.

VII. Page 10

A. Warrior - Must remain stationary while repairing armor, weapon, or shield. Repair one point of armor is all over(may only be used on damaged armor, and may be used even if armor was destroyed by fireball, or anything else, except Sphere of Annihilation.(assumes that armor may be pieced together with some small amount of protection even if charred, or shattered, etc.))

VIII. Page 11

A. Look under the Arm area in Damaging wounds. See what weapons are and are not assumed to have hand protectors. If you wish to have hand on weapon count on these, put on a real hand protector. Note that staves are considered polearms.

IX. Page 13

A. 2nd level Assassins may still use a short bow even though it has been left out again.

B. Red weapons are 1 pound for every foot in length, and must be more than 4 ft in length.

C. A javelin must be at least 2ft. in length. Anything less is considered a war dart.

D. The only thing that will protect you from a siege weapon are levels of invulnerability and the shield of reflection, and protection from projectiles if the siege weapon fires projectiles. Grazes and garb hits count.

X. Page 15

A. See bottom line on page (Dead people, provided they are not affecting or impeding play, may stay on the field as long as they want.) Note that your 300 count for a death does NOT start till you reach nirvana. You may not be resurrected after 60 seconds after you died is still in effect. Also, you may not be Resurrected if you leave your place of death (exception: Summon Dead).

XI. Page 23

- A. Note #8 must stand still - don't move feet. also applies to non-combat class abilities and skills. (Self Healing...)
- XII. Page 24
- A. On Note #7 Cure disease affects the target for one life.
- XIII. Page 25
- A. Ball Spells only affect the first target hit.
- B. Ball Spells must be thrown to have any affect.
- C. You must have a free hand to cast a ball spell, but you may, after casting the spell on the ball, hold the ball in the same hand as a weapon or shield.
- D. The limitation on number of Entangles/Iceballs bought with the limit of number of people to be Entangled/Iceballed means that if you purchase 2 Entangles, you may only have 2 people Entangled at any one time, even though the uses section of the spell lists states that use is unlimited.
- E. Protection from Death will not protect a wizard from his/her own Mutual Destruction, or Killing Grounds.
- F. All Relics may only be used for one life per game.
- G. Dagger of Infinite Penetration will destroy any type of protected or unprotected shield, and will wound the arm of the target. DoIP will not affect someone with both Projectile Protection and Magic Protection. DoIP may be destroyed as a normal weapon.
- H. Home Stone may be destroyed for one game with Shatter or Pyrotechnics.
- XIV. Page 26
- A. Shield of Reflection will stop DoIP.
- B. Sword of Flame is same as Flame Blade, but also give Protection from Flame to wielder and will kill on a limb shot. Is itself impervious to Entangle and Iceball. SoF may be destroyed as a normal weapon (note: Pyrotechnics, etc. will not affect it due to its immunity to flame)
- XV. Page 30
- A. Iceballs and Entangles, when hit by 2 fireballs will kill you, even if one bounced off your shield, or weapon, unless you have some form of magical protections. (Prot. from flame, etc.)
- B. Magic Bolt will destroy a bow if it hits the bow.
- XVI. Page 31
- A. Lightning bolt - only a DIRECT hit counts, meaning equipment still does not save you. A garb hit still counts. (Note that DIRECT means not on a bounce.)
- XVII. Page 36
- A. Teleport may only be cast on someone not wearing an enchantment, unless Stack is also used or a 6th level Scout with only one enchantment, etc.
- B. Feet must remain stationary while casting another spell

- while in Flight.
- C. Sphere of Annihilation - counts only on a DIRECT hit, and Protection from Magic will stop Sphere of Annihilation. (Note that DIRECT means not on a bounce.)
 - D. Stack - May not be combined with other classes enchantments.
- XVIII. Page 38
- A. Stack allows a 6th level Scout to have a total of 3 enchantments for that one life. Any magic using class may use the Stack.
 - B. Classes with extra lives keep those extra lives as that class after being Transformed (ex. 6th level warrior loses 4 lives to play monster for one life, then may come back as a warrior for his last 2 lives).
- XIX. Page 40
- A. Healer Mend is different from Wizard/Druid Mend. Healer fixes one point all over, not locations.
- XX. Page 41
- A. Bless cannot be stacked upon itself (no simulcast).
 - B. Entangle - See page 30 - Iceball
- XXI. Page 42
- A. Stun only affects one target.
- XXII. Page 43
- A. Note that Barbarians, and monks above 2nd level are immune to Yield.
- XXIII. Page 44
- A. Summon Dead may be used on someone in Nirvana or within 50ft if still on the field even if Nirvana is further away than 50 ft.
- XXIV. Page 45
- A. A Druid may only use a short bow if they choose to take a bow.
 - B. Pass without Trace is an ability and non-magical in nature. It may not be used while moving (see magic clarification #24).
 - C. Immunity to sleep includes both Sleep and Mass Sleep.
 - D. Immunity to woodland charm and bardic charm is same as Monk immunity to charm.
 - E. New verbal components may be used for spells used in a non-offensive way (ex. Healer incantation for Heal spell used to heal someone).
- XXV. Page 46
- A. Entangle - see page 30 - Iceball
- XXVI. Page 47
- A. Magic Projectile will go through Protection from Projectiles (all damage the arrow would do). The Projectile is enchanted until the user is killed or the projectile is destroyed. It is just like any other enchantment. Only affect one projectile and may not be cast on a bow, it will only one arrow.

- XXVII. Page 48
- A. Druid Mend is one point per location for armor.
- XXVIII. Page 49
- A. Commune - 20ft radius that druid may not be harmed or harm others. Druid may dodge attacks from outside of 20 ft radius.
- B. Protection from Flame works against Call Lightning as well as other forms of flame.
- XXIX. Page 50
- A. Flame-blade will not kill on a limb shot.
- B. Stoneskin will give one point of invulnerable armor, not 1 pt armor and 1pt protect.
- C. Passplant acts as Teleport for all intensive purposes. (Don't worry about needing a tree.)
- XXX. Page 51
- A. Reincarnate - The life that was just lived counts as one of the 4 lives lost. Otherwise only Archers above 2nd level, Warriors, Anti-Paladin's that have stolen a life, or anyone except Barbarians that have had a life transferred to them from a Monk.
- B. Reincarnate may be cast on the opposing team and control of the Monster given to the Druid, provided it does not cause a game imbalance. The victim must be willing to play the monster, and suffer the restrictions of the enchantment (i.e. loss of 4 lives). Note that Barbarians are immune to Reincarnate.
- XXXI. Page 54
- A. Imbue allows the purchase of any bardic magic of 1st or 2nd level.
- B. May not carry a weapon on their person while in visit.
- C. The victim of a Truth spell may not be harmed while the question is being asked, or an answer of yes/no is being given. If the caster is killed, then the victim is freed from the spell. The victim may not harm anyone else while under the influence of the spell.
- D. Additional people are ensnared in a Legend by repeating the poem used for the spell.
- E. Immunities are considered non-magical for Mimic
- F. A musical instrument must be an actual instrument. It may not be a shield as a drum, or voice, etc. If the instrument is expensive, or large and bulky, it may be left in nirvana, but the instrument must be at the field.

CELESTIAL KINGDOM QUALIFICATIONS AND ROYAL ELECTIONS

Crown tournament will be held as planned on February 13th in the Barony of Bifost. To get to the park come into Kerrville on I-10 from the East. Use exit 505 and take a left into town. Drive about two miles on that road which becomes Harper street. Take a right on Lois and drive 2 blocks to the Park which is on the left hand side of the road.

All candidates for Monarch or Regent must declare their intent to run in writing to either me or Prime Minister Fnord. One of us must have the declaration by February 1st, 1994.

Qualification Requirements

- Monarch** :
- Declaration filed on time
 - Enter 7 Cultural events
 - Enter 6 War events or all War events if we don't have time for 6
 - Score 28 total points between your 7 best cultural and all war events
 - Pass reeve and corpora test with 70% (on sixth edition rules)
- Regent** :
- Declaration filed on time
 - Enter 9 Cultural events
 - Score 33.75 total points between your 9 best cultural events
 - Pass reeve and corpora test with 70% (on sixth edition rules)
- Champion** :
- Declaration filed on time
 - Enter one Science event
 - Highest total among all war events among qualified totals
 - Pass reeve and corpora test with 70% (on sixth edition rules)

The cultural tournament will be run by Regent Mandrake rules are as follows:

- 1) Entries may not have been entered in other Amtgard tournaments.
- 2) All entries must have been finished within the last six months
- 3) No entries may have previously received an award.
- 4) If assistance is received for more than 1/4 of the total effort then the assistant must be listed as a co-entrant. Failure to do this can result in both parties being totally disqualified.
- 5) All entries will be judged blind with only a number identifying them.
- 6) All entries judged on a 5 point scale.

Arts Events:

- 1) Cooking
- 2) 2-D Art
- 3) 3-D Art
- 4) The Rose
- 5) Factual Writing
- 6) Fiction Writing
- 7) Poetry
- 8) Singing
- 9) Instrumental Music
- 10) Non-musical Performance

Crab Events:

- 11) Fighting Carb
- 12) Non-fighting Carb

Science Events:

- 12) Weapon construction
- 13) Shield construction
- 14) Armor construction
- 15) Active construction
- 16) Passive construction

Points for war events will be assigned as follows:

<u>number of participants</u>	<u>1st</u>	<u>2nd</u>	<u>3rd</u>	<u>4th</u>
1-25	3	2	1	
26 and up	4	3	2	1

Reeves will be empowered to call shots as necessary, however as always Honor is the key. Nonetheless, if you a reeve makes a judgment about your shot arguments will not be tolerated. Outbursts will cause disqualifications

- 1) Single sword
- 2) Sword and shield
- 3) 2 Swords Florentine
- 4) Double Dagger
- 5) Two handed Weapon
- 6) Archery
- 7) Spell ball or throwing weapon
- 8) Two man teams (only one shield and one flail per team)

Proxies:

Since not all of us can always get Sundays off a proxy system is essential. However since we have had cases of proxies being used in an attempt to fix an election in the past, I am enforcing the following restrictions on proxies. Proxies will be accepted only by myself and Prime Minister Fnord and only on the day of the tournament. Proxies must be signed with both mundane and persona names. Any member voting by proxy must have his or her dues paid up at the kingdom level by the week before the tournament. That is no proxies will be accepted with an enclosed dollar. Payment at the time of the vote will be accepted from voters who are present at the event. If you want to make sure your proxy will be accepted, then make sure that Prime Minister Fnord has your dues status updated before you turn in a proxy. Local Chancellors should take note that if they fail to keep Fnord informed of their people's dues status, it will be their fault if their people can not vote by proxy.

Yours,

Michael Hamner of God Rex Celestium

Amtgard and Your Finances

Now that your away from home and on your own financially you may have some questions concerning money. Well what you need is a budget that fits your life style.

How do you make a budget? A budget is the allocation of your funds, or where the money goes. First, you want total up how much money you get each week, say at minimum wage. Then make a list of "Must pay" bills, ex: rent, utilities, food, telephone. List next outstanding bills, ex: car expenses, school, credit cards, loans. Lastly list other expenses, ex: Amtgard, eating out, books and magazines, software, cable. Your list may look like this:

Money in per week:	170.00
---------------------------	--------

Expenses:

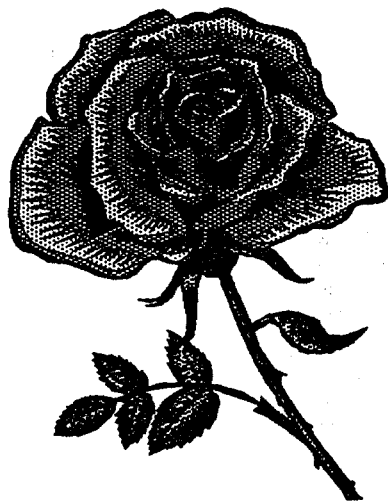
rent	80.00
utilities	10.00
food	5.00
telephone	8.00
car expenses	8.00
school	-0-
credit cards	-0-
loans	-0-
Amtgard	10.00
eating out	5.00
books and magazines	5.00
software	-0-
cable	<u>7.50</u>

Totals	138.50 (-) 170.00 = +31.50
---------------	----------------------------

That my hypothetical numbers worked out is a miracle. If your numbers do not work out then you need to reallocate your money. If your budget is more complicated than this then you can go to the local Consumer Credit Counseling office and get a free budget fixer packet. If your budget works out to where you have something left over put it in a savings account so that when that next trip to Clan comes up, or that fabric you wanted, or your favorite Star Trek star comes to a local convention you have money to go.

Wait!, you scream, It can't be that easy! Well, it can if your single. If not modify it to fit your circumstance. Keep up your check book, it can be the end to your finances. Keeping it all in your head doesn't work for everyone. Questions? Ask me!

*Contessa Franchesca d'Pisa bella note dulce vita Vec-
chio Havas Grande Corleone*



The Celestial

January

Sat	Sun	Mon	Tue	Wed	Thu	Fri																																																																																				
	2	3	4 Last Quarter	5 Alvin Ailey (1931)	6	7																																																																																				
8	9 Quest at Biph- ost. Spon- sored by Annihulus	10	11 New Moon	12	13	14																																																																																				
15 <i>Quest 16 Moved</i>			18	19 1st Quarter	20 Edwin (Buzz) Aldrin 64th Birthday	21																																																																																				
22	23 Chita Rivera 61st Birthday Publication Deadline for January issue of The Star	24 Oral Roberts 76th Birthday	25	26	27 Full Moon	28																																																																																				
29	30 Tiger Quest at Turris Lunae Declarations for Celestial Kingdom Crown Quas Kingdom Alighting	31 Anna Pavlova (1885)	<div>December 93</div> <table> <tr><td>S</td><td>S</td><td>M</td><td>T</td><td>W</td><td>T</td><td>F</td></tr> <tr><td></td><td></td><td></td><td></td><td>1</td><td>2</td><td>3</td></tr> <tr><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td></tr> <tr><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td></tr> <tr><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td>31</td></tr> </table> <div>February 94</div> <table> <tr><td>S</td><td>S</td><td>M</td><td>T</td><td>W</td><td>T</td><td>F</td></tr> <tr><td></td><td></td><td></td><td></td><td>1</td><td>2</td><td>3</td></tr> <tr><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td></tr> <tr><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td></tr> <tr><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td></td></tr> </table>				S	S	M	T	W	T	F					1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	S	S	M	T	W	T	F					1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
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al Kingdom

February

Sat Sun Mon Tue Wed Thu Fri

			1 John Ford (1895)	2 Groundhog Day	3 Last Quarter Norman Rockwell (1894)	4 Charles Lindberg (1902)																																																																																				
5	6	7	8	9	10 New Moon	11 Thomas Alva Edison (1847)																																																																																				
12 Lincoln's Birthday	13 Celestial Kingdom Crown Tourney - Biphost Chuck Yeager 71st Birthday	14 Valentine's Day	15	16 Ash Wednesday	17 Raphael Peale (1774)	18 1st Quarter																																																																																				
19 Publication deadline February issue of The Star	20 Gloria Vanderbilt 70th Birthday	21 President's Day	22 Rembrandt Peale (1778) Washington's Birthday	23	24	25 Full Moon Pierre Renoir (1841)																																																																																				
26 Celestial Kingdom Coronation. Sponsored by the Duchy of Tori Mar	27 Celestial Kingdom Coronation. Sponsored by the Duchy of Tori Mar	28 Tommy Tune 55th Birthday	<div>January</div> <table> <tr><td>S</td><td>S</td><td>M</td><td>T</td><td>W</td><td>T</td><td>F</td></tr> <tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td></tr> <tr><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td></tr> <tr><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td></tr> <tr><td>29</td><td>30</td><td>31</td><td></td><td></td><td></td><td></td></tr> </table> <div>March</div> <table> <tr><td>S</td><td>S</td><td>M</td><td>T</td><td>W</td><td>T</td><td>F</td></tr> <tr><td></td><td></td><td></td><td>1</td><td>2</td><td>3</td><td>4</td></tr> <tr><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td></tr> <tr><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td></tr> <tr><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td></tr> <tr><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td>31</td><td></td></tr> </table>				S	S	M	T	W	T	F	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31					S	S	M	T	W	T	F				1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	
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Midreign Report

Costs

Reserve Camp Ben McCullough	\$200.00
Arriela (Food for feast Chk #132)	\$100.00
Tent fee	\$70.00
Total Costs:	\$370.00

Money on hand at end of event:

Cash	\$651.00
Checks	\$40.00
Last Minute feasts:	\$35.00
Change:	\$00.45

Total money on hand: **\$726.45**

Less Initial Investments:

Change fund:	\$65.00
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Total Income from event **\$661.45**

Less costs of \$370.00 creates a profit of: **\$291.45**

Split due to sponsoring group (Tirana): **145.72**



INCOME AND EXPENSE REPORT

1/1/93 Through 12/31/93

<u>Subcategory</u>	<u>Total</u>
INCOME	
Income - Unassigned	533.11
TOTAL INCOME	533.11
EXPENSES	
Bank Charges	
Blank Checks	13.05
Bank Charges - Unassigned	25.00
Total Bank Charges	38.05
Events	
Event fee Disbursement	75.00
Feasts	100.00
Fees for Sites	200.00
Misc Supplies	18.00
Quests	50.00
Reimbursements	19.50
Total Events	462.50
Postal Expense	
Communications with other groups	2.10
Postal Expense - Unassigned	32.38
Total Postal Expense	34.48
Star	
Copying	65.93
Total Star	65.93
TOTAL EXPENSES	600.96
INCOME LESS EXPENSES	(67.85)

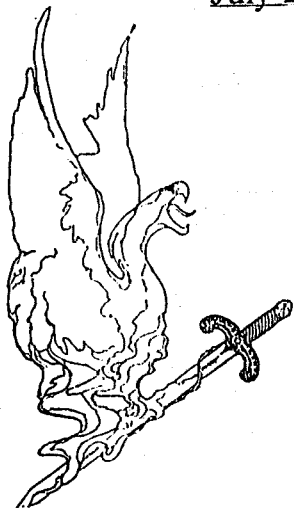
Cash Report

The following are monies collected during midreign. They have not yet been deposited in the Amtgard account so they are not included in the above report

Cash	\$651.00
Checks	\$40.00
Last Minute Feast payments:	\$35.00
Dragon's Haven monthly donations:	\$4.50
Turris Lunae Donations	\$8.00
Biphost Donations	\$5.00
Total cash held out of account:	\$743.50

Gathering of the Clans, XII

July 21, 22, 23, & 24, 1994



Payment Schedule for Gathering of the Clans XII is:

\$4.00 per person if received before 12/31/93
\$5.00 per person if received before 04/16/94
\$7.00 per person if received before 07/16/94
\$10.00 at the gate.....

These event fees will help pay for pavilions, special props and constructions, equipment and transportation, mailings, advertisement, etc., etc. At event's end a financial statement will be published and distributed to all Kingdoms. *Remember, there is a separate camping fee payable to the Blake Company.* At 10th year it was \$6.00 per car per night— if you're smart and car-pool, this is negligible. Vans or the one truck plus one car combination are the most economically sound (4 people in the car and 2 in the truck plus all gear in the truck will equal \$2.00 per person per night). If you're real smart and pay the early-bird \$4.00 event fee and stay four days it would cost only \$12.00 per person for the entire event!

A more detailed mailing, listing the proposed events at GOTC #12 will be forthcoming, so we want to solicit your ideas and observations now— what events would you like to have and with which would your group like to be specifically involved? Right now our biggest lack is the dearth of addresses. If you want to get all the information, all the time, about Clan #12 please write or call and you *will* get all the mailings:

Countess Gwynne
900-A Stockwell Ln.
El Paso, Tx 79902
915-544-0191 (home) 915-542-6601 (work)

Thus far we have come up with the following attractions for 12th year: 1) "The Pub" probably open from 6:00-8:00 for coffee and rolls, 8:00 - 10:30 for breakfast, 12:00 - 2:30 lunch. 2) Olympiad—Arts, Bardic and Tournaments probably held on Friday. 3) Merchant's Row with various specialty booths and someone came up with the idea of a "consignment" flea market. 4) Battlegames, Wars, Quests. 5) Plunder Tourney Sunday morning. 6) Pot-Luck Revel (main meat dish provided) with bonfire (Forest Service permitting), dancing girls, drums, dancing boys, (hopefully) no dancing bears. 7) A (short) full Kingdom, colorful (short) entertaining (short) and very (short) court - Probably held Saturday a.m. (short).

What would you like? Is there something you're really good at? Something you'd like to help run? We need input as a reasonably firm schedule needs to be done by January, 1994. Let me know what you liked at 10th year— as important, let me know what you *did not like* at 10th year. We are open to new ideas and will give consideration to all suggestions.



Olympiad

Thursday & Friday
of Clan XII

July 21 & 22, 1994



Arts

Dragons (Garb, Art Music, Performance)
Garbers can be awarded in addition to a Dragon Art (judged on Amtgard period, quality & artistic value)

2-D art 3-D art Photography

Writing

Please submit all writing entries as typed, double-spaced pages with 4 copies. DO NOT submit originals as there may be comments written on them! Word quantities are suggestions. Go over them at your own risk. All items will be judged on Amtgard period

Prose (500 words or 2 1/2 pages)

Judged on entertainment value.

Poetry (200 words or 1 page)

Judged on entertainment value.

Informative (800 words or 5 pages)

Judged on information value.

All entries will require a description of the item, this will count as an informative:

Category
Title
Period
1st attempt or not
Detailing of crafting

Food

Cooking
Vintners

Garbing

Court
Fighting (not armor)
Color (everything else)
Stitchery

Bardic

Oratory
song
story
Instrumental
Dance



There is an event I would like to introduce this year and perhaps it will continue. It is called the Judge's Corner. In the Judge's Corner each judge is to bring an item never before entered in a competition. Your fellow judges get to judge them.

Sciences

Owls (armor, weapons, woodwork, metalwork, etc.)
Warriors can be given for winning tournaments.

All entries will be judged on construction, originality and safety.

Shield Construction

Armor Construction

Weapon Construction

Spell Balls

Swords

Bows/Arrows

Other Weapons

Engineering Construction

Siege Weapons Construction

Furniture

Camping Equipment

Heraldry

Devices with correct Heraldic descriptions

Rose Items

Sages

Corpora/Reeves test

Informative discussion on Amtgard period science debates that occurred before 1650 A.D.

Passive/Active Construction

Gladiator Tournament

Single Sword

Florentine

Sword and Shield

Two Man Teams

Archery/Spell Ball Distance

Quarterstaff



Gladiator scoring will be announced in the next flyer, one month from this flyer date. We are still debating it.

Scoring

To win the title of Olympian, 12 event entries must be entered. 4 from Arts, 4 from Sciences, and 4 Gladiator events. Scoring on culturals range from 0-5 points. 0 being why did you bother, 5 being you are a god. 1st, 2nd and 3rd places will be awarded. You must score at least a 3.5 to place. As in Olympiads before, a placement of 1* through 3* will give you 1 to 3 points toward a final score tabulation. (example: 1st place in 2D Art gives you 3 points)

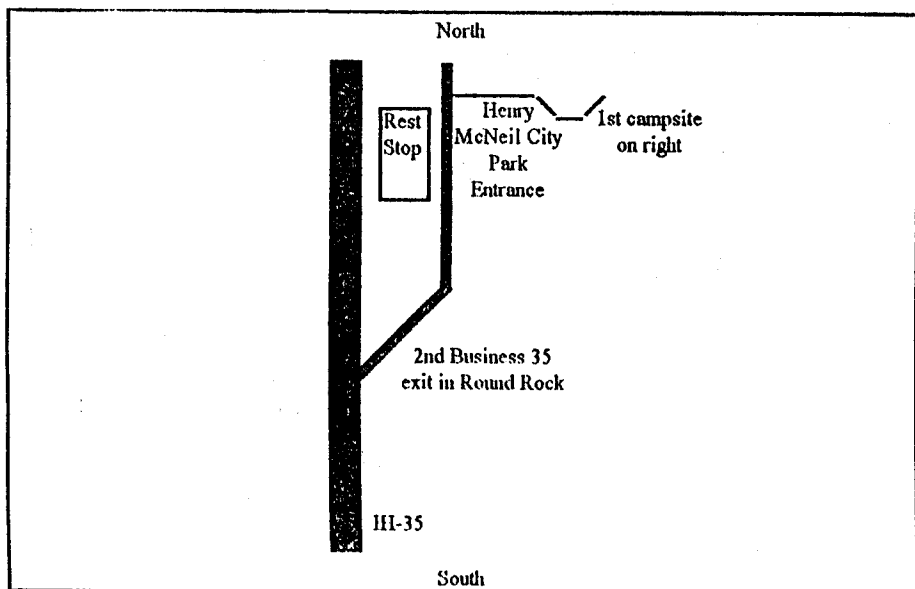
*The Celestial Kingdom Welcomes
It's Newest Barony
DrakenRoc*

Located in Round Rock, Texas at
Henry McNeil City Park

Contact information:

Baroness Tokugawa Basha
c/o Raye Kofoed
P.O. Box 200553
Austin, TX 78720-0553
(512) 255-5712

Senechal Dunbar of Dungleinn
c/o Bart Starr
101 Glen Oak Lane
Leander, TX 78641
(512) 259-5593



To Celestial Kingdom:

Please let it be known that the Barony of Ragnarok is now known as the Barony of Dragon's Haven. This name change was done at the populous demand.

We would like to thank all of our visitors who came down for our Mid-reign. Even though the weather did not cooperate, we hope you enjoyed yourselves.

We would like to extend a special thanks to all the members of Royalty of the Celestial Kingdom for their patience and understanding during our time of turmoil. And to Prime Minister Zephram: thank-you for being ever so patient with us while we straightened ourselves out. Your presence as the Prime Minister of Celestial Kindom will be missed

Good Venturing to All

*Cordially,
The Barony of Dragon's Haven*

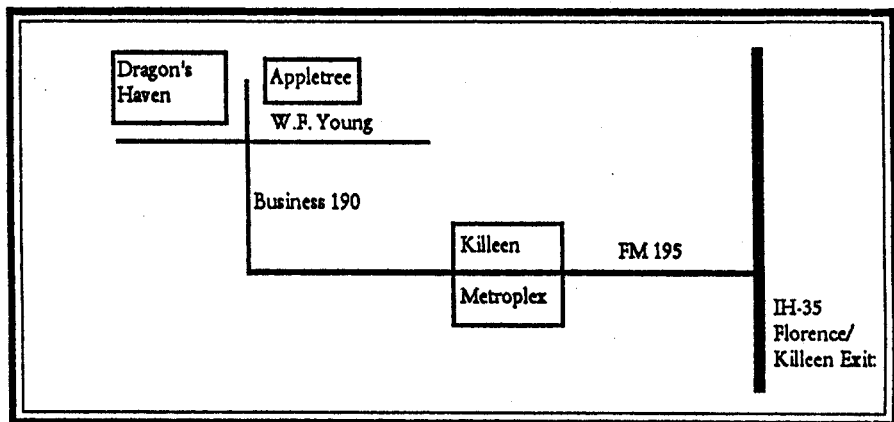
Contact names:

Baron Angrist

c/o Kelly T. Cochran
2504 Greenbrier Dr.
Killeen, TX 76543
(817) 690-1167

Seneschal Moreta

c/o Angel Morrison
205 E. Cardinal Ln.
Harker Heights, TX 76543
(817) 699-1984 (after 4 pm)



Notices of Intent for Crown Elections

King of the Celestial Kingdom

Hulka Dungen of Allendar
c/o Carl Bodley
P.O Box 791
Round Rock, TX 78680-0791
(512) 255-8418

Dom Perimone
c/o Russell Richardson
1306 Belmont Parkway
Austin, TX 78703-1416
(512) 482-0925

Lord Nietrick Hersteller
c/o Ken Eddlestein
2304 Leon, Apt D
Austin, TX
(512) 469-0460

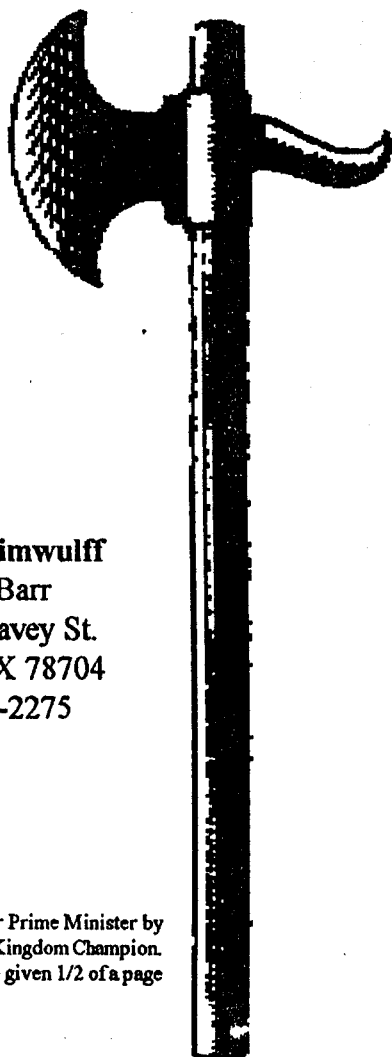
Prince/Princess Regent

Helalexia Warchylde Grim
c/o Allison Roth

Latros (the nameless)
Manuel Seguin
709 Lamar Place #206
Austin, TX 78752
(210) 561-7776

Eric Bloodeye
c/o Mike McGinnis
3912 Stoney Hill
Round Rock, TX 78681
(512) 255-8818

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



Remember that declarations have to be turned in to the King or Prime Minister by January 31, 2001! So far I have not gotten ANY declarations for Kingdom Champion. In the January 23 edition of the Star, all candidates will each be given 1/2 of a page to state their views on why they should be elected.

Paid Members Report

Biphost

	Date Paid	Am't Paid	Paid Thru
Pickett, M	12/1/93	\$5.00	
Wade, J.D.	9/2/91	\$20.00	

Dragon's Haven

	Date Paid	Am't Paid	Paid Thru
Glen	10/9/93	\$8.00	
Cochran, Kelly	10/9/93	\$6.00	
Dugruise, Mitchell	11/10/93	\$10.00	
Fedewin, Tim	11/3/93	\$1.00	12/3/93
Frost, Michael	11/13/93	\$1.00	12/13/93
Hschmann, Sheldon	11/3/93	\$1.00	12/3/93
Jones, Sean	11/13/93	\$1.00	
Lebel, C.J.	11/10/93	\$8.00	
McMilly, Philip	11/13/93	\$1.00	
McMilly, Saval	11/1/93	\$1.00	12/1/93
Oliver, Fernando	11/10/93	\$6.00	
Platzgraph, Karen	11/1/93	\$1.00	
Sizgetti, Shelly	11/13/93	\$1.00	
Viega, Brian	11/1/93	\$10.00	
Walsh, Josh	11/3/93	\$2.00	12/3/93

DragonRok

	Date Paid	Am't Paid	Paid Thru
Starr, Bart	8/22/93	\$5.00	

Tirana

	Date Paid	Am't Paid	Paid Thru
Baker, Joe	7/19/93	\$10.00	
Cooper, Chris	8/22/93	\$5.00	
Cooper, Toni	5/22/93	\$5.00	
Glover, Chris	11/9/92	\$20.00	
Glover, Matt	11/13/93	\$5.00	
Green, Alex	8/22/93	\$2.00	
Kes, Irlen	5/22/93	\$5.00	
Keys, Ken	5/22/93	\$5.00	
Pumpley, Harry	8/22/93	\$5.00	
Rhodes, William	5/29/93	\$5.00	
Winnie, W.	8/1/93	\$5.00	

Tori Mar

	Date Paid	Am't Paid	Paid Thru
Augenstein, Gary	8/12/93	\$5.00	
Bodley, Carl	7/31/93	\$5.00	
Boyd, Jessi	7/15/93	\$5.00	
Bradford, Shawn	8/13/93	\$10.00	
Chancy, Larry	5/16/93	\$5.00	
Cote, Steve	11/7/93	\$1.00	
Dabney, Deborah	11/7/93	\$1.00	
Davidson, Patrick	2/14/93	\$50.00	
De'Lacey, Alan	6/13/93	\$5.00	
Edelstein, Ken	11/7/93	\$1.00	
Faye, Frank	11/13/93	\$1.00	
Gephart, Ben	8/19/93	\$5.00	
Grauman, Keith	11/13/93	\$1.00	12/13/93
Havas, Kerry	8/20/93	\$10.00	
Hudson, Lance	8/15/93	\$5.00	

Julen, Janet	8/28/93	\$20.00
Kady, Wallace	5/18/93	\$5.00
Kennon-Barr, Jackie	11/7/93	\$1.00
Kramer, Angela	11/1/93	\$1.00
Laird, Steve	11/7/93	\$1.00
Lebel, C.J.	11/13/93	\$8.00
Limon, John	5/10/93	\$10.00
Manning, Mike	11/7/93	\$1.00
Martin, Kevin	11/1/93	\$1.00
Menduel, Janet	7/3/93	\$7.50
Mills, Jerry	7/3/93	\$5.00
Moser, Corey	5/9/93	\$10.00
Nichols, Chris	5/18/93	\$10.00
Parmer, Russell	11/13/93	\$1.00
Reynolds, Dale	8/22/93	\$5.00
Richardson, Russell	7/18/93	\$5.00
Robson, James	10/17/93	\$5.00
Rock, Gary	11/1/75	\$0.00
Roth, Allison	11/7/93	\$1.00
Scott, Mike	9/12/93	\$5.00
Smith, Brett	10/0/93	\$6.00
Starr, Bartie	8/22/93	\$5.00
Starr, Bea	8/22/93	\$5.00
Stewart, Carleton	8/22/93	\$5.00
Thomas, Clifton	8/19/93	\$5.00
Trainer, Mykal	8/12/93	\$5.00
Vecchio Havas, Francesca	8/20/93	\$10.00
Wade, Curtis	7/15/93	\$5.00
Wade, Donna	8/22/93	\$5.00
Youghl, Bud	11/7/93	\$5.00

Turris Lunae

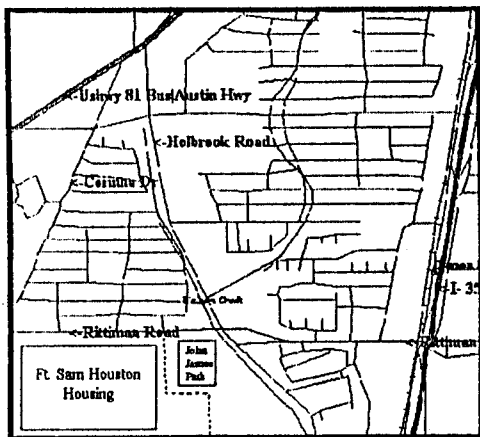
	Date Paid	Am't Paid	Paid Thru
Benson, Larry	11/1/01	\$1.00	12/6/93
Bohne, A.J.	11/15/93	\$5.00	11/15/94
Brammer, April	8/8/91	\$57.45	8/8/97
Brenner, April	6/8/91	\$57.45	
Colberson, Eric	11/8/93	\$1.00	12/8/93
Collins, Chris	1/1/01	\$0.00	5/8/94
Dodd, William	8/19/93	\$15.00	
Gleeson, Scott	5/8/93	\$10.00	5/8/94
Hall, Kenny	2/20/93	\$6.00	
Hart, Brian	11/3/93	\$5.00	5/6/94
Jordan, William	1/1/01	\$25.20	12/8/97
Laurel, Joe	1/1/01	\$5.00	8/8/94
Moreno, Rachel	1/15/93	\$10.00	
Robinson, Sam	1/1/01	\$130.00	5/4/2004
Seguin, Beth	5/9/93	\$6.00	
Seguin, David	1/1/01	\$0.00	5/6/94
Tomlin, Bruce	2/11/1993	\$10.00	2/16/94

I am still compiling information on our paid members. Please let me know if you have been omitted from this list. Remember that in order to vote in the Kingdom Elections, you must be registered with the Prime Minister as a paid member PRIOR to the event. Please inform me in writing, if there is a discrepancy. Please include who you paid, how you paid, elected positions that exempted you from paying, etc.

Attention!!!

All questers are called forth to the Northern Wastes to stop the barbarian hordes. The quest will contain the following artifacts: Flamesword, Shield of Reflection, Homestone, and Ring of Power. It will be held at John James park in San Antonio. (see below for map) at 12:00 on Sunday, January 30, 1994. Quest teams will be limited to only six. Magic will be limited to 3 people, only one of each class, at a total of 15 levels for the team To enter a quest team, you must submit a letter to either Shadow or Vlar by Jan. 8. This letter should contain a detailed list of your quest team with classes, levels, and team name. If your team does not show up by 12:30, your team will be forfeited. Good luck and good fortune. Monsters will have a chance to win artifacts too. A kingdom level All-thing will be held after the quest is done.

**Good Luck,
The Tiger Clan**



Shadow

3815 Southport
San Antonio, TX 78223

Vlar DeGuerre

5310 Green Grove
San Antonio, TX 78223



Names and Addresses for local groups

Duchy of Tori-Mar

Duke Balinor Darkwolf
c/o Lance Hudson

Regent Jade Grimwulff
c/o Jesse Boyd

Duchy of Turris Lynae

Duke Darkstar
c/o Chris Collins
#6, 21455 IH 10W
San Antonio, TX 78257
(210) 698-2115

Chancellor Vera
c/o Beth Seguin
709 Lamar Place #206
San Antonio, TX 78752
(210) 561-7776

Duchy of Tiran a

Duchess Tunuvial
c/o Kat

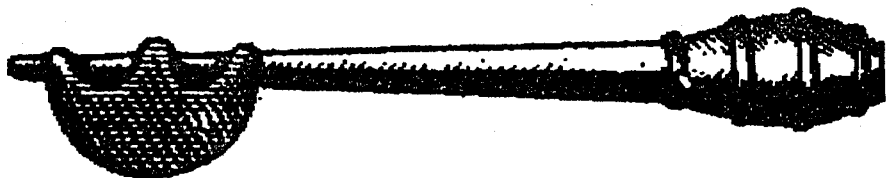
Chancellor Wilhelm
c/o Ken Keys
511 Ramble
Austin, TX 78745
(512) 447-7413

(512) 371-7735

Barony of Biphost

Baron Imagg NFeasant
c/o Jimmy Coogins
HCR 7, Box 456-A
Ingram, TX 78025
Phone c/o Theo Blackflame
(210) 896-2261

Senechal
c/o Shonda Yarbrough
805 Blue Bell
Kerrville, TX 78028
(210) 257-2818



Barony of Dragon's Haven

Baron Angrist
c/o Kelly T. Cochran
2504 Greenbrier Dr.
Killeen, TX 76543
(817) 690-1167

Senechal Moreta
c/o Angel Morrison
205 E. Cardinal Ln
Harker Hts, TX 76543
(817) 699-1984

Free Barony of Mordengard

Baroness Shadowcat
c/o Theresa Bodley
Please contact through Carl Bodley (Hulka) (512)-255-8418
or Chris Bodley (409) 775-4813



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- Amtgard, Inc.
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Kingdom of the Burning Lands
(West Texas & New Mexico)
King Aramithris of
Meadowlake
c/o J.W. Donnelly
900-A Stockwell Ln.
El Paso, Texas 79902

Kingdom of the Emerald Hills
(Dallas/Fort Worth)
Duke Nevron Dreadstar
c/o Mike Murphy
826 Dalworth
Grand Prairie, Texas 75050

Kingdom of the Iron Mtn.
(Colorado)
King Rift Gorhan Tele
c/o Keith Dirs
7575 E. Arkansas,
Apt. 13-10B
Denver, CO 80231

The Celestial Kingdom
(Austin & San Antonio)
Princess Franchesca di Pisa
c/o Franchesca Vecchio
2607-B Reeves Cr.
Austin, Texas 78741

Kingdom of the Golden Plains
(Texas Panhandle)
King Dustin Shelves
c/o Clayton Harris
5106 Azalea
Amarillo, Texas 79110

Kingdom of the Mystic Seas
(Oregon)
King White Wolf the Hunter
c/o Hunter Mayer
1375 S.W. 192nd
Aloha, OR 97006



*This issue of The Star is dedicated to Manuel Seguin,
who died on Wednesday, December 29, 1993.
He was an Amtgarder, a Saracen, a Father and a Friend.
He touched our lives, and we are the better for it.*

Latros the Nameless (the nameless). By profession, I am a mercenary soldier. I hired my sword as a caravan guard out of Byzantium, along the spice trails. In a fight with bandits, I took a blow to the head that the surgeon who treated me swore would have killed me if it had struck me anywhere else. We Ropemakers (Spartans) are a very hard headed breed. Because my injury affected my memory I have to write each days occurrences here in my journal (prop) when I awake each day, I read of what has been written previously for in this way I am able to remember events, friends and enemies. When I wake up each day, I remember nothing, not even my name.

I was recently reading my journal and came across a most amusing jest that I would like to tell you about.

After my injury, I was fortunate enough to obtain a post on the city's night watch, which is easier for me to work since most of the people you meet in the darkened city streets and alleys are enemies and you don't have to know them to kill them.

I was bored, and with me that is always a dangerous thing. My partner Demetrius and I were patrolling the Southwestern Quadrant of our assigned area when we came across a ragged robed priest enjoying the pleasures on our fair city...lying face down in a puddle of his own vomit. Acting under standing policy, Demetrius and I transported him and his bundle of possessions to our hold over cell where we discovered, he was a Bishop.

It is common practice for the high clergy to sample the lower order of city pleasures in the disguise of wandering monks.

As demetrius and I were examining the costly robes and laughing, the same idea occurred to both of us at the same time and after Demetrius dared me, I decided to do it if he would go along as a witness. When our watch ended, I instructed our relief not to disturb the sleeping monk and departed. That afternoon a parade and inspection of the Varenigion Guard by the Emperor and the Bishop were scheduled.

At the appointed time I mounted the royal platform and stood by the Emperor as the proud Varenigion Guard passed in review. I delivered the Benediction in my Bishop style and the Emperor gave a stirring speech to the assembled royal guardsmen. Pleading illness I departed immediately after the ceremony. The deception was possible due to the loose garments and the general similarity in our appearance and most especially since I work nights and sleep days very few people would recognize me.

When we came on duty that night, our guest was howling his head off. After the proper amount of groveling and fawning, I sent a runner to the Chancellory for suitable clergy and released and his property him without any red tape...again according to official policy. Walking our lonely beat that night Demetrius and I howled with glee thinking of the prelates confusion when the Emperor discussed the royal ceremony and his part in it. We also agreed that it should remain a secret shared only by the two of us, since the emperor, though he is a just and good man, would have both of us crucified if he ever learned of our prank.

Latros the Nameless (Manuel Seguin)

Wednesday Night

*As I drove under the
Wednesday night sky,
a bright shing star burst
forth it's final glorius
light.
It's fire so bright, tears ran
from my eyes
And my heart sank when it
finally died.
Never again will it burn in
the sky
That was the price to se
fire in our hearts.
It will burn wit us til'
we have our moment of
final glory*

*Franchesca di Pisa Belle Note
Dolce Vita Vecchio-Havas
Grande Corleone.*

Beevis & butthead makes you laugh
"uh... Fire... Fire... Fire"

Evil Ernie is your man

"Bite me fan boy"

Henry Rollins impressed you

"The end of silence"

If you could see the you that I see
When I see you seeing me
You'd see yourself so differently
believe me

Pubear is your son
"This is my dad, my real dad"
Cable & Kurgan are your chieftans
"Dad, your a Saracen, "Vargar"
Tristan is your jesture
"Dad I think I broke a rib... thud!"
Whisper is your equal
"There he is, how can you see him, I don't
were kindred spirits"
Myky reminds of yourself
"Have a syko today"

If you could see the you that I see
when I see you
You would see things differently
I assure you.

You became an S,
and an S is what you are.
The Vargar is your tribe,

the hairy bikers is where you fit
We love you for who you are.

I know the self doubt that runs inside your
mind.
I know the self doubt that treats you so
unkind

You will give me away to Myky
as you like to call him
So wear your best black belt. Dad.

If you could see the you that I see
When I see you seeing me
You'd see yourself so differently
believe me

If you could see the you that I see
when I see you
You would see things differently
I assure you.

I know the self doubt that runs inside your
mind.
I know the self that treats you so unkind

If you could see the you that I see
When I see you seeing me
You'd see yourself so differently
Believe Me!

Warchyde

"Performance" in Amtgard

or

"I'm so bad that pigs run in fear"

"I can't sing!"

"They will laugh at me!"

These are but some of the many excuses I have heard, in response to my asking people to perform. For some reason, people think it is hard to get up and abuse people with what you want to say. Well, I can tell you that it isn't as bad as you thought. We all have to start somewhere, and I can assure you that the best of us started out being horribly bad.

If you can't play an instrument, don't sweat it. Playing the guitar has quite often gotten me less respect than singing a capella. My guitar unfortunately isn't period, but that little instrument in your throat is screamingly period. Remember, that period counts for a lot in some circles. So get up there and sing. If your singing isn't that good, try these helpful pointers.

- 1 The female voice is almost always melodic. So ladies remember that!
- 2 Sing with confidence and emotion. It help, trust me. My more memorable moments have came with singing a song that spoke to me at that moment.
- 3 At a campfire or a hall with poor acoustices, remember to sing as loud as possible without distortion. Your voice box isn't that different from a stereo speaker. Speakers always sound better at medium volume and if you turn them up too high, they distort.

If you do all this and still feel uncomfortable singing, remember that a good story is always welcome. Anyone can tell a story and have a good chance of making it sound delightful. All it takes is a good flair for melodrama, or the ability to ham it up, without shame.

However, even with improved singing/story telling abilities, you can flop bigger than a vegetarian in a meat packing plant, if your performance style is bad. But remember, that the audience wants to be entertained. Therefore they tend to forgive beginning performers of more than people realize. So don't be discouraged, get up and try.

beginning performers of more than people realize. So don't be discouraged, get up and try. Performance is a skill that can be developed just like singing or playing any instrument. The more you perform, the better your audience is entertained. This is a lesson it took me years to learn and I'm still learning. Here are a few tips:

- 1 Keep it give minutes or less, unless you have incredible confidence in your piece. It's almost impossible to keep an average audience's attention for longer.
- 2 If you forget something, wing it. I have done some wonderful song rewrites this way.
- 3 In connection with #2, never mutter or use the dreaded "uh,uh", to fill in an awkward gap. If you're going to mess up, do it with style. The vast majority of the time, if you act like it was meant to go that way, nobody will know any different.
- 4 If you only know depressing songs/stories, try to follow someone else's funny or happy song/story. This way people will be able to appreciate the merits of your story/song better, and not just tune it out as boring.
- 6 Never stop unless you have no choice. At a campfire, people talk and tend sometimes to treat you as background noise. Don't let this discourage you.
- 7 Pay attention to your audience. Learning to read an audience is perhaps the most precious skill that a performer can have.

These are good tips to remember, when performing, so that you can avoid some of the most common pitfalls that beginning bards/skalds are prone to. But remember to be respectful of other performers, and watch carefully for the telltale signs that inform you that you have either overstayed your welcome, or need to shut up for a while. This isn't an easy thing to teach, because most audiences are too polite to come out and tell you in plain language, to get lost. But don't get discouraged, there are more fires out there . . .

***Bard's primary rule #1: There's no such thing as talent . . .
Only I want to bad enough!!***

*Thank you very much
Master Pabyr Ap Cucorin*

Class Guildmasters

Antipaladins	Sir Imagg NFeasant
Archers	Lord Aillios
Assassins	Darkstar
Barbarians	Lord Durrin SeaEagle
Bards	Squire Mandrake Buabhar
Druids	Matthew LeGrey
Healers	Squire Ballnor
Monks	Lord Squire Connor MacAidlan
Monsters	Thistlewy
Paladins	Sir Michael
Reeves	Dom Perimone
Scouts	Sir Shadow
Warriors	Baron Squire Fnord Farthing
Wizards	Baronet Squire Felonius

Arts & Sciences Guildmasters

Guildmaster of Smiths	Duke Sir Rufus Grimwulff
Guildmaster of Engineers	Squire Graylin Silverstar
Guildmaster of Armorers	Squire Martel
Guildmaster of Literature	Baron Sir Calvin MacDruin
Guildmaster of Garbers	Contessa Franchesca ...
Guildmaster of Art	Lord Master Nightlynx
Guildmaster of Potatoes	Lord Spudmeister



The Celestial Kingdom

