

Echoes from the Hills



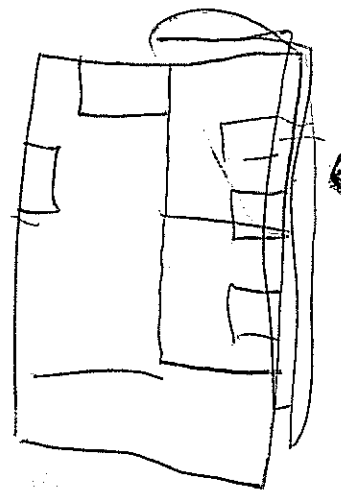
Ant Guard

Malissa Greenweight

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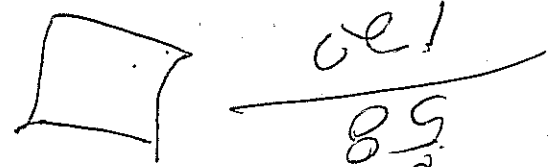
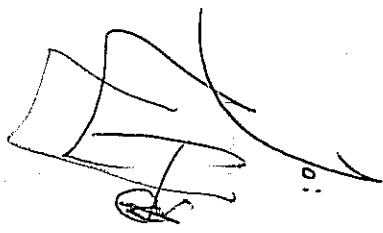
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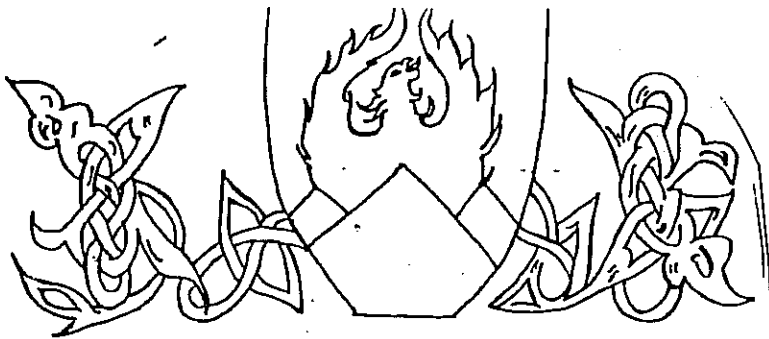
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Nov 18-19-20



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Ant:



COURT
 QUEEN SELKA SHADOWCAT
 PRINCESS CONSORT AISLINN
 PRIMEMINISTER CUTTER
 PRIMEMINISTER'S ASSISTANT MELISSA
 CHAMPION COUNT SIR TUNEAR
 COURT SCRIBE COUNT SIR CABAL DUKE
 COURT JESTER SQUIRE TALDAK

COURT GUARD
 CAPTAIN - DUKE SIR NEVRON DREADSTAR

FALAMAR LACRANE
 BOOTS
 SQUIRE INFINITY
 SILVERTHORN

LORD YAHOO SHROOM
 COUNTESS SQUIRE ALEXIS
 THE TRACKAIN BITCH TIRAKIAN
 CROTALUS
 SILVERSHADE

PRINCESS'S DEFENDER
 CORBIN

GUILDMASTERS

ASSASSIN- SQUIRE WHISPER	BARD- ROGUEA
SCOUT - FAELIN THE MAD SCOUT	DRUID- HRAST
WIZARD - TRYSTAN	HEALER- SQUIRE NAFT
REEVES - DUKE SIR NEVRON	KNIGHTS- DUKE SIR NEVRON
BARBARIAN- OG	WARRIOR- DUKE SIR NEVRON
ARCHER - NAZGUL	MONSTERS- CUTTER
PALADIN - DUKE SIR CABAL	ANTI-PALADIN- DUKE SIR NEVRO
MONK- VISCOUNT SQUIRE ZANTIKALI	

ARTS AND SCIENCES

GARBER - MELISSA	ART - CLOVE
HERALDRY - OMINIQUE	LITERATURE - ARIANNE
SMITH - ARCHANGEL	THEATER - LORD FORREST EVERGRE

UNTO THE POPULACE OF THE EMERALD HILLS,
 WE SEND OUR GREETINGS;

First let us say thankyou for trusting us enough to be your monarchs for the next six months, and now that we are in the position we must now begin the job. It seems that we had a slight problem with the campsite after the last event. To be more precise, Amtguard has now been banned from Camp Ellowi. After four years of camping there, it seems impossible to get anyone to clean their campsite. And to top that off, someone decided it would be a good idea to destroy some of the property. No names or campsites will be named, there would be no purpose in doing that, but you know who you are and so do we.

Because of the problems with the event, we have had many talks and spent alot of time thinking about our Halloween event. The final decision?

CANCELLED!!

How could we expect to keep the public under control when we can't even control ourselves? It's a shame that after so much planning and so much excitement over it, that we are forced to do something like this. You can only thank yourselves.

On to better subjects. Before long we will have our Mid-reign event. I think you have some interesting surprises coming there. So much of the fun has gone out of Amtgard lately so our main objective at the event will be to have fun. We still need someone to sponsor the feast so if any one is interested just let us know.

At the present time, we are endeavoring to gain our non-profit status ("our" meaning Emerald Hills). It's a long process but it will be well worth the trouble. If and when we get that we get alot more responsibility and more advantages. Bout time, huh?

Congratulations to everyone who recived awards, titles, and knight-hoods.

Also congratulations to the Border Keep, Corsairs, and Sable Pride for having the cleanest campsite. Well done!! And everyone else, lets get with it. Also, everyone, please keep an eye out for a new campsite. We need it and have limited time to find one. only one more word--

Clan!!!!

YOURS IN SERVICE,

Queen Selka Shadowcat

Princess Consort Aislinn

Tales of the Prime Minister

Greetings to all,

Before getting on with this letter I need to get something out in the open. To Infinity, Melissa, Aislinn, Selka, Squeak, Wolverine, the rest of Emerald Hills, and to all who attended coronation, I wish to apologize for my behavior on Friday night. It was irresponsible of me and I wanted to say that I am sorry for what I did and that it won't happen again.

Now, with that out of the way, on to business. The credit list is progressing fairly well. There is only one problem, and that is that certain parks haven't submitted copies of their sign-in sheets and totals of the number of credits earned. I need these as soon as possible so that I can post them into the kingdom records. Otherwise, it has been suggested (but not by me) that parks who fail to turn over these records will have their people play at the level I have them down for at the next event (which means you will only have credits for events and parks that turned in their sheets). A quick bit of addition will show that many of you would be knocked down to 1st level by this so I highly encourage you to influence your local PM into turning over their records.

For all of you who earned awards at this past coronation but failed to receive the paperwork, I have them. The problem is that only about half of them have been signed but I am trying to get this taken care of as soon as possible. Also, get those collections of awards together. I am trying to update the awards list but I will need your help. Get all the paperwork together and see me or my assistant Melissa. We will record what you have and update the list as needed. I am also preparing to put persona sheets together for the entire populace. Actually, I am going to provide the blank forms for persona information that you will get to fill out (I will put in the credit and award information).

It has also been suggested that a directory of names and phone numbers be compiled to make it possible to get a hold of people. If it is done, being included will be completely voluntary since we can't force anyone to give out personal information such as phone numbers. This would also include mundane names so as to help when calling people who live with non-Amtgardians.

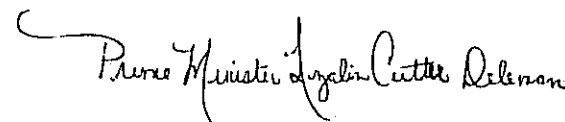
Clan is coming up but information on that is elsewhere in this newsletter.

At Mid-Reign there will be the election for PM. All dues paid members may vote. I myself have submitted a letter of intent to run for the next term so if anyone else is crazy (and masochistic) enough to want the job I need a letter of intent no later than two weeks before the event.

One final note, I do have a list of all those who attended Coronation and failed to pay a site fee. **Remember, no fee, no credit.** Anyone who didn't sign in (and obviously didn't pay a site fee) will also not get any credit. The royal treasury isn't overflowing so we need you to cough up the money.

If I think of anything else, I will let you know as soon as possible.

Sincerely



Prime Minister Azalin Cutter Deleman

The things we fear most in organizations—fluctuations, disturbances, imbalances—are the primary sources of creativity.
—Margaret J. Wheatley, *Leadership and the New Science* (Berrett-Koehler)

NOTICE UNTO THE POPULACE:

THERE WILL BE HELD DOLLAR TURNIES IN THE NEXT FEW MONTHS TO HELP SPONSER THE PRODUCTION OF NEWSLETTERS FOR THE UPCOMING MONTHS. (SEE INCLOSED CALENDER)

Notice to all GUILDMASTERS:

PLEASE GIVE ANY WRITINGS, LETTERS, OR ANY THING YOU THINK THE POPULACE SHOULD OR WANT TO KNOW, FOR THE NEXT NEWSLETTER. PLEASE GIVE THESE EITHER TO PRIMEMINISTER'S ASSISTANT MELISSA OR TO THE COURT SCRIBE DUCK SIR CABAL. WE THANKYOU FOR YOUR SUPPORT.

NOTICE TO POUPLACE:

WE ARE LOOKING FOR SOME ART WORK, POEMS, AND OTHER THINGS LIKE GOOD INFORMATION THAT PEOPLE IN OTHER PARKS NEED TO KNOW. WRITE IT UP AND GET IT TO EITHER SIR CABAL OR MELISSA ANY INFORMATION SHOULD BE FOR THE NEXT MONTH SO WE CAN PUT IT ON THE CALENDAR THAT WILL BE IN THE NEWS LETTER.

THANKYOU

MONTH OF JULY

SUN	MON	TUE	WED	THUR	FRI	SAT
					1	2
	4 Forth of July Independence	5	6	7	8	9 Tanglewood Facts at 3:00
	11	12	13	14	15	16 DOLLAR TOUREY AT Tangel wood
	18	19	20	21	22	23
				CLAN		
17 Dollar Tourey & Eagle Shire	25	26	27	28	29	30

Dollar Tourey's
July 16
to
July 31st

**QUALIFICATIONS MAY 94'
ARTS AND SCIENCES**

ARMOR CONSTRUCTION

- 1- Archangel
- 2- Boots & Falamar
- 3- Yahoo Shroom

WEAPON CONSTRUCTION

- 1- Xenon
- 2- Tuneat
- 3- Selka

PASSIVE CONSTRUCTION

- 1- Squeakl
- 2- Aislinn
- 3- Faelin

SHIELD CONSTRUCTION

- 1- Selka
- 2- Archangel
- 3- Seth dove

COOKING

- 1- tie Selka & Devon
- 2- Aislinn
- 3- Cutter

BREWING

- 1- Aislinn ✓
- 2- Faelin
- 3- Faelin

COURT GARB

- 1- Xenon
- 2- Aislinn
- 3- Arianna

POETRY

- 1- Tuneat
- 2- Archangel
- 3- Forrest

FACTUAL LIT.

- 1- Hoggie
- 2- Arianna
- 3- Aislinn

FLAT ART

- 1- Clove
- 2- Fytakin
- 3- Clove

FIGHTING GARB

- 1- Kendrick Bloodgate
- 2- Selka
- 3- Tuneat

3-D ART

- 1- Squeakl
- 2- DawnShadow
- 3- Selka

SINGING

- 1- Corbin
- 2- Selka
- 3- Black Page

STORY TELLING

- 1- Nevron
- 2- DEVin
- 3- Faelin

INSTRUMENTAL

- 1- Corbin
- 2- Tarcus
- 3- Yahoo

PERFORMANCE

- 1- yahoo
- 2- Forrest
- 3- Selka

FICTIONAL LIT.

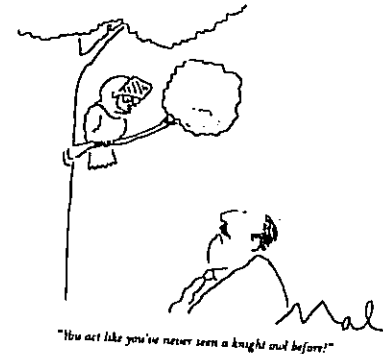
- 1- Selth Dove
- 2- Archangel
- 3- Forrest

DANCING

- 1- devon
- 2- Arianna

CHESS

- 1- Cutter
- 2- Forrest
- 3- Yahoo



DRAGON WAGON

Don't be "Dragon Your Flagon"! Let the DRAGON WAGON do it for you. We know how boring and long the road at CLAN get, so for a minimal charge you can ride in comfort up and down the dirty road July 22-25.

Getting water at CLAN we know is difficult at times because of transportation and the distance to the watering hole. So the DRAGON WAGON will also be at your disposal for retrieving water. You furnish your own containers.

The DRAGON WAGON will be making flights into the town of Cloudcroft every 2 hours with full loads only. I will not take orders and money. But I will be very pleased to take you.

The main DRAGON DISPATCH will be next to the garbage container in the main large parking lot. Information will be posted there.

PRICES

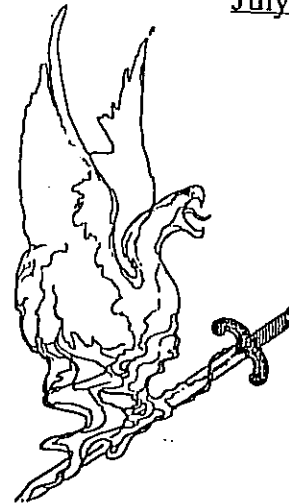
SINGLE RIDES WITHIN CLAN — .35	WEEKEND PASS — \$1.50
WATER RUNS — large container .50	small container .25
owners accompanying containers .50 total	PASS — \$2.00
TRIPS TO TOWN — .75	PASS — \$1.00
ALL WEEKEND PASS — \$3.00	

If interested in this, please contact:

Duchess Dame Andralaine
(Kerry Hunter)
10004 Mercedes
El Paso, Texas 79924
(915) 755-4304

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.....

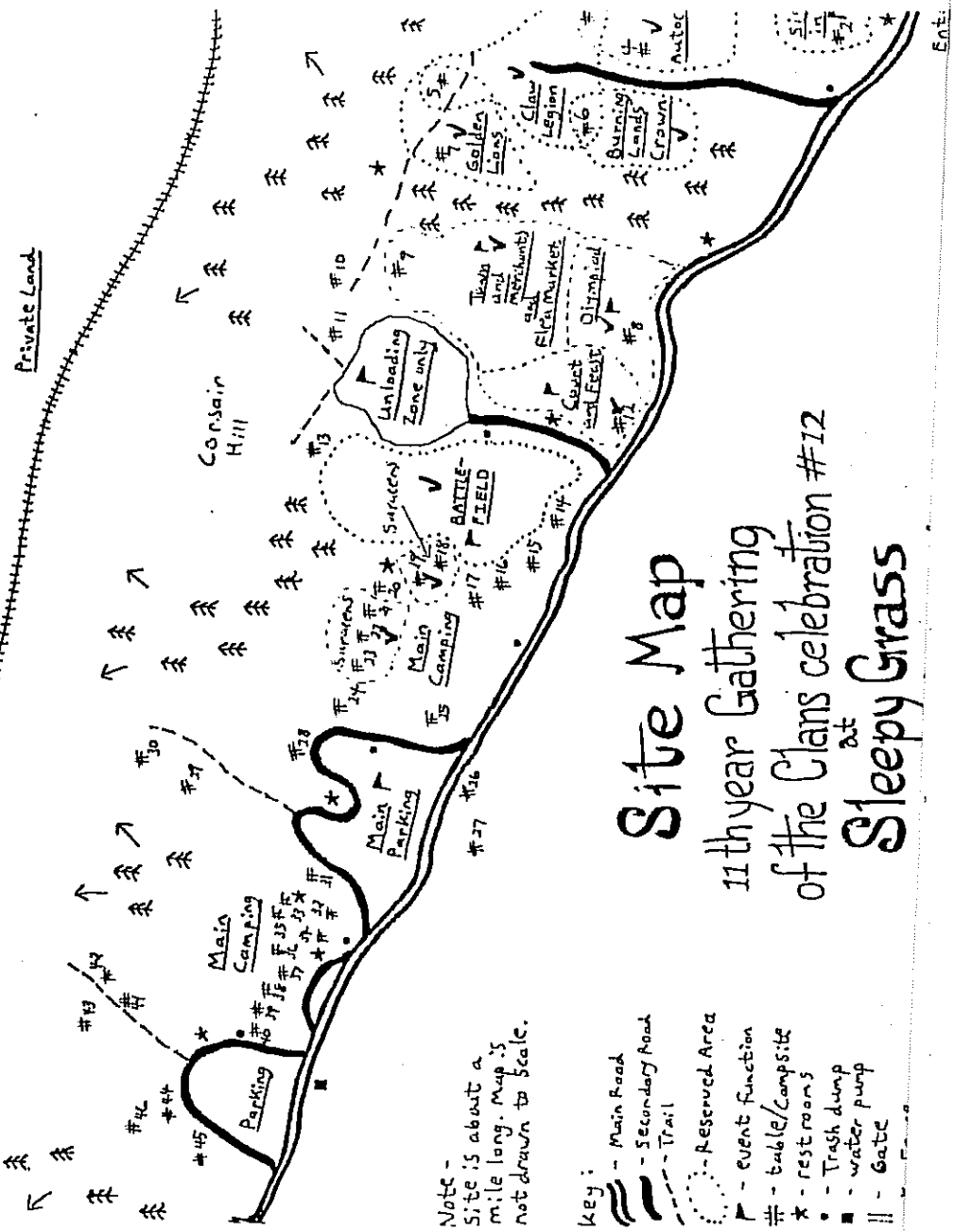
These event fees will help pay for pavilions, special p
and constructions, equipment and transportation, mail
advertisement, etc., etc. At event's end a financial statem
will be published and distributed to all Kingdoms. Remem
there is a separate camping fee payable to the Blake Comy
At 10th year it was \$6.00 per car per night— If you're smart
car-pool, this is negligible. Vans or the one truck plus one
combination are the most economically sound (4 people in
car and 2 in the truck plus all gear in the truck will equal \$
per person per night). If you're real smart and pay the e
bird \$4.00 event fee and stay four days it would cost only \$1
per person for the entire event!

A more detailed mailing, listing the proposed events at GOTC #12 will be forthcoming, so we
to solicit your ideas and observations now— what events would you like to have and with which would
group like to be specifically involved? Right now our biggest lack is the dearth of addresses. If you
to get all the information, all the time, about Clan #12 please write or call and you will get all
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
from 6:00-8:00 for coffee and rolls, 8:00 - 10:30 for breakfast, 12:00 - 2:30 lunch. 2) Olympiad—
Bardic and Tourneys probably held on Friday. 3) Merchant's Row with various specialty booths—
someone came up with the idea of a "consignment" flea market. 4) Battlegames, Wars, Quest
Plunder Tourney Sunday morning. 5) Pot-Luck Revel (main meat dish provided) with bonfire (if
Service permitting), dancing girls, drums, dancing boys, (hopefully) no dancing bears. 7) A (short
Kingdom, colorful (short) entertaining (short) and very (short) court - Probably held Saturday a.m. (s

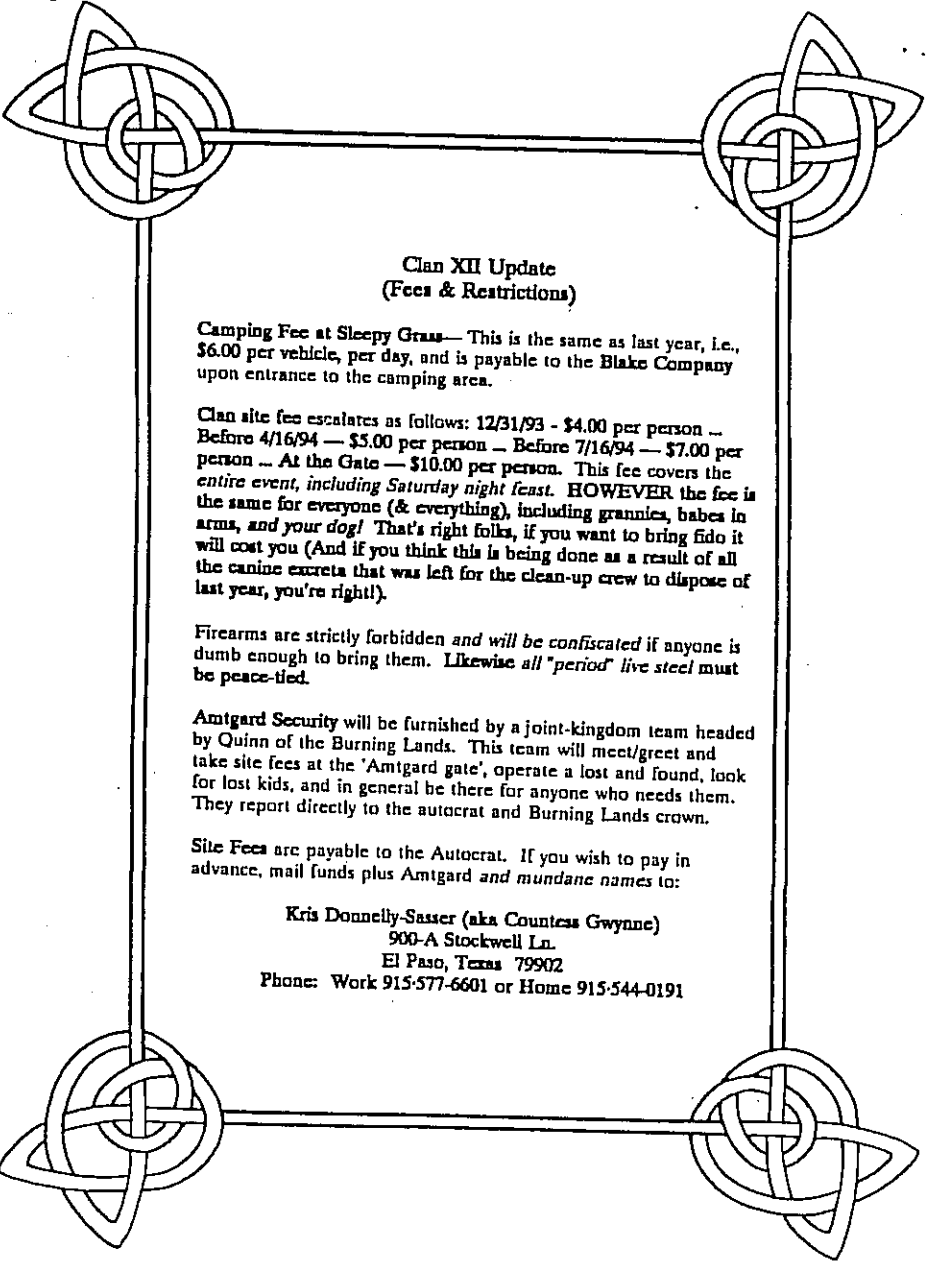
What would you like? Is there something you're really good at? Something you'd like to help
We need input as a reasonably firm schedule needs to be done by January, 1994. Let me know what
liked at 10th year— as important, let me know what you *did not* like at 10th year. We are open to
ideas and will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



Site Map

11th year Gathering of the Clans celebration #12 at Sleepy Grass

Entr.



Clan XII Update (Fees & Restrictions)

Camping Fee at Sleepy Grass— This is the same as last year, i.e., \$6.00 per vehicle, per day, and is payable to the Blake Company upon entrance to the camping area.

Clan site fee escalates as follows: 12/31/93 - \$4.00 per person — Before 4/16/94 — \$3.00 per person — Before 7/16/94 — \$7.00 per person — **At the Gate** — \$10.00 per person. This fee covers the *entire event, including Saturday night feast. HOWEVER the fee is the same for everyone (& everything), including grannies, babes in arms, and your dog!* That's right folks, if you want to bring fido it will cost you (And if you think this is being done as a result of all the canine excreta that was left for the clean-up crew to dispose of last year, you're right!).

Firearms are strictly forbidden *and will be confiscated* if anyone is dumb enough to bring them. Likewise all "period" live steel must be peace-tied.

Amtgard Security will be furnished by a joint-kingdom team headed by Quinn of the Burning Lands. This team will meet/greet and take site fees at the 'Amtgard gate', operate a lost and found, look for lost kids, and in general be there for anyone who needs them. They report directly to the autocrat and Burning Lands crown.

Site Fees are payable to the Autocrat. If you wish to pay in advance, mail funds plus Amtgard *and* mundane names to:

Kris Donnelly-Sasser (aka Countess Gwynne)
900-A Stockwell Ln.
El Paso, Texas 79902
Phone: Work 915-577-6601 or Home 915-544-0191

Editorial

GATHERING OF THE CLANS XII UPDATE:

Garbers, Inc. All journeyman/master garbers invited to participate in this town booth. All types of new garb and accessories on consignment basis—90% to garber, 10% to defray costs. Please provide hangers (where applicable). **Most wanted garb items** thus far are great shirts, cloaks, and accessories. *It's not too early to start sewing!* Director of this booth is **Lady Kayrana** (Esther Anderson, 600 Gregory, El Paso, Texas 79902 (915) 533-4692).

The White Elephant Baubles, Bangles, Beads, Mugs, Boxes, Platters, Furs, Trim, Tents, Material, *Good* used garb . . . Any and all Amtgard related goodies you no longer need. A consignment booth, same 90%-10% as above. Director of this booth is **M'lady Weilok** (Rayanne Le Blank), P O Box 64, San Miguel, NM 88058 (505) 233-2264.

Olympiad Arts, Athletics and Bardic. Additional information elsewhere in this publication. Director is **M'lady Francesca Del Vechio**, 2607-B Reeves Circle, Austin, Tx 78741 (512) 445-7390.

Site Transportation & Road Scenarios A taxi service with scenario encounters running every 30 minutes up and down the site road. There will be a small charge per trip and/or a weekend "pass" for unlimited trips. Director is **Duchess Andralaine** (so you know this is going to be a fun thing!)

Photo Booth Polaroid photos of 1) You and your lord the night before, 2) Your lady and you the morning after, etc. Suitable props provided (possibly including some 'hunks' & 'babes' for "color") Director/artist is **Grand Duke Gilos**.

BOOTHS-FUNCTIONS-SCENARIOS STILL IN LIMBO:

Site Marshals & Medics • Wandering Minstrels & Traveling Players • Armorers • Special Scenarios • Booths not yet listed (need ideas! • Contact Countess Gwynne, 900-A Stockwell Ln., El Paso, Tx 79902 (915) 544-0191 (evenings).

NOTE: Tables & chairs will not be provided for booths, so make arrangements to bring your own. **Booths are available at a very modest fee** and will consist of an 8X8' frame which you can drape/decorate as you please and a water proof 'roof'. The page following gives a map of the main unloading (only) area and town/court/tourney site.

Olympiad

Thursday & Friday
of Clan XII
Arts

July 21 & 22, 1994

Sciences

Dragons (Garb, Art Music, Performance)
Garbers can be awarded in addition to a Dragon
All entries will be first time entries made within year 1994.

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 (judged on taste)

Cooking

Vintners

Garbing (judged on detail)

Court

Fighting (not armor)

Color (all other garb)

Stitchery

Bardic (entertainment)

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.

Francesca V. Havas
2607-B Reeves Circle
Austin, Texas 78741 (512) 445-7392

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

All new entries will be judged on construction, originality and in

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 16 A.D.

Passive/Active Construction

Gladiator Tournament

Single Sword

Florentine

Sword and Shield

Two Man Teams

Archery/Spell Ball Distance

Quarterstaff

Scoring

To win the title of Olympian, 12 events must be entered: 4 from 4 from Sciences, and 4 Gladiator events. Scoring on cultural events range from 0 points (0 being why did you bother, 3 being you are God). 1st, 2nd and 3rd places will be awarded. You must score at least 3.5 to place. As in Olympian, before, a placement of 1st through 3rd will give you 1 to 3 points toward a 1 score tabulation. (Example: 1st place in 3D Art gives you 3 points). Please contact me if you have any questions. The more letters I receive the better.

In Service to the Dream,
Countess Francesca V. Havas
Please beta note dulce vita Decio 91 was G's
Courtney.

Clan XII is about one month away as I write this and it's getting down to the wire. Most of the heavy stuff has been accomplished. We have the town and booths ready to go, the Olympiad events and pavilion are taken care of, the stuff for the medieval scavenger hunt is done (really nice prize for the winner), war events are organized, feast almost ready, an event newsletter prepared, some inspired gifts secured for the Mad Rhymer to bestow at his whim, security is on line and...THE FAVORS ARE DONE! Yes indeed, folks...hundreds of the little suckers, embossed on leather and Aramithris' sword arm will never be the same! Add to this the stuff for sale in the town (Amtgard weapons, Amtgard miscellany, The Royal Flea Market, garb, etc., etc.), the feast, a kissing contest, bardic, Olympiad, tournies and there should be several somethings for everybody.

QUESTION AND ANSWERS. There have been of course many questions on Clan XII. Here's my best shot at answering:

- Q. What if we send in our \$7.00 reservations and they are not received before Clan?
- A. Send fees now or pay at the gate. Any checks I find in the mail box after Clan I will send back by return mail.
- Q. What about the sneaks who don't pay?
- A. Sigh... There's always a few who try and steal what everyone else pays for. The only answer I have is no favors, no newsletter, no feast and no honor. NOTE: BE SURE AND WEAR YOUR FAVOR, IT'S PROOF YOU PAID.
- Q. If I don't pay can I- 1. Buy stuff at Merchant's Row?, 2. Eat at the feast? 3. Participate in the Olympiad? 4. Join the scavenger hunt? 5. Participate in any other Clan XII events?
- A. NO X 5! Specific autocrats will ask to see your favor before enrolling you in anything and merchants are being asked to not sell to anyone not wearing an Event favor.
- Q. What is this reserved site business?
- A. Relax, folks. Sites 1 through 23 out of the 46 available are reserved for either kingdoms, town, court, battlefield, large paid in advance groups, or autocrats, and comprise about 1/3 of the total available area. The site is so large that we almost have to cluster the gate, autocrats, and monarchies fairly close so we can communicate and keep the event running smoothly. If truth be known, some of the choicest sites are in the other 2/3. Don't forget there will be transportation runs for a very modest fee, courtesy of Duchess Andralaine, up and down the site most of the event.
- Q. Who do we see about what at the event?
- A. For your information the event autocrats are: Countess Gwynne-overall, Grand Duke Gilos-war events, Her Majesty Ladyhawke-feast, Lord Quinn-security, Grand Duke Aramithris-newsletter and reservations, Contessa Franchesca-Olympiad and bardic, Grand Duke Michael Hammer of God-Olympiad tournies, His Royal Highness Trinity-Royal Engineers, Lady Kayrana-The Tailor Maid, Mistress Weilock-The Royal Flea Market, Mistress Arialla-waterbearers.
- Q. What if I lose something?

- A. There is a lost and found with security but your possessions are your responsibility. If it's rare or valuable or irreplaceable, either don't bring it or take adequate care.
- Q. I want to bring my kids, my dog, my ferret, my dragon and-or my mother-in-law. Is this ok?
- A. Sure. Pay regular event fee for them and make sure they are kept under control- especially the dog and your mother-in-law.
- Q. What if we don't want to cook? What if we need ice? What if we want to buy some steaks to grill? What if we want a 45 minute hot shower? What if?
- A. Included in your newsletter is a comprehensive list of merchants, motels and services available just minutes away in Cloudcroft.
- Q. How do we know who is Security?
- A. Anyone wearing a baldric vert with a phoenix head or, erased sinister is one of our charming marshals. Ladies, beware... they are all inveterate wrist kissers. BRING YOUR CHAPSTICK!
- Q. What if it rains?
- A. Waterproof everything, especially tents, boots, and cloaks.
- Q. What about wildlife?
- A. Use good sense and leave them alone... it's their home after all. Keep food in cooler and keep cooler in car at night or when camp is unattended. Don't ever leave food out or in your tent.
- Q. What about alcohol?
- A. Alcohol is permitted on site. Note, however, you folks from near sea level areas, that the high altitude will drastically multiply alcohol's effect, so by all means drink and be merry but in moderation.
- Q. What about firewood? What about showers?
- A. Firewood for sale at main gate. Showers available off-site...see maps.
- Q. I didn't get a receipt for my event fee. How do I prove I paid?
- A. A guaranteed master list of paid at Amtgard gate. Give your Amtgard name. MAKE SURE TO WEAR YOUR FAVOR DURING THE EVENT.
- Q. Can I pay for site and or event fee with a personal check?
- A. Sure. Make site fee payable to The Blake Company- Make event fee payable to Kris Donnelly-Sasser.
- Q. What if I arrive before the event and haven't paid yet?
- A. Go to Amtgard gate Thursday the 21st to pay and get your favor, newsletter, scavenger hunt list and have your name entered on the master list. If you have paid, but arrive early, same routine but keep your money in your pocket.
- For questions I have not answered, please contact Gilos through the net or via mail to Kris Donnelly-Sasser (aka Countess Gwynne), 900-A Stockwell Ln., El Paso, Tx 79902 or phone days 915 577-6601, evenings 915 544-0191.
- Helpful hints for a more enjoyable event. 1. Bring light. Tiki torches and lanterns a plus. Be careful you place them safely away from tents and trees. 2. BE SURE AND BRING FEAST GEAR. NO PLATES, ETC. PROVIDED AT FEAST. 3. Bring some spending money for merchant's row. 4. Make sure your weapons are Amtgard legal. Looking forward to seeing everyone at Clan XII...Countess Gwynne

Definitions of Categories

The following are definitions and my synopsis of definitions from an article on *Winning Crown Qualifications*. The article was written by Grand Duchess Tawnee Darkfalcon, her definitions are in italics:

2-D art: (drawings, paintings, banners, scrolls, etchings on other works) *A piece which is really 3-D, such as a pillow or banner, can be entered in this category if all you want judged is the actual picture. This category has seen the destruction of people's work. Don't just bring out an unframed pencil sketch, unpainted and free to be caught up by a tree or flippant wind. Pencil drawings are hard to see. Color pencils, mat boards, ink pens are cheap.*

3-D art: (jewelry, sculpture, corinets, ceramics, toys, games, etc.) *Basically if its three dimensional, and you want it judged for its artistic qualities rather than the complexity of construction, it can be entered here.*

Photography: (black and white, sepia, or color) This category is neither period or appropriate but it has it's place. We need to document the growth of our great organization thus the new category. Photographs must be tasteful, no nudes. You must have developed the film yourself and printed the photos to get full credit for this category. If you are not the technician you will only receive partial credit, 30%. If you do not indicate on your entry form that you are the technician as well as the photographer it will be assumed that you will receive 30% of the credit on your score.

Bardic: (instrumental, dance, oratory) *Both instrument and piece should be period if possible. If the instrument isn't period, the piece should certainly be so. If you are playing your own work, tell the judges. For Oratory most entries consist of poetry recitations and theatrical soliloquy. If you are reciting your own work, tell the judges. If possible, you should memorize your entry, and perform it with vigor. If you are singing remember that carrying a tune has become very important of late. Have a musician play along with you for confidence, you'll be surprised how wonderful you really sound. Ask the great Bards in your area for a copy of their articles about singing or just pick their brains 'til there's nothing left.*

Garbing: (court, fighting garb that is not armor such as monster garb and class garb, color including hats, masks, gauntlets, cloaks, boots, pouches, etc., needle work) *The very finest of Amtgard garb has passed through this category. Feel free to have someone else model your garb, but choose your model wisely. Flash and sparkle are popular in moderation, but even court garb should be reasonably functional. If there's something special about your entry, tell the judges about it. Accessories where you can, and don't forget the details. Color and fighting garb are the most basic art to Amtgard. This is a competition to use durable materials and practical designs in an imaginative fashion. Lame's and other fine fabrics are more durable than your might guess, don't be shy about trying new ideas. Simple variations on standard designs can be real winners. Grand Duchess Tawnee stresses that a judge will count off for a model that is wearing jeans and sneakers, under the garb. Needlework is a category that is near and dear to me. If you designed and stitched the item yourself then you receive full credit. If your entry was preprinted on the cloth or plotted by someone else then you get 50% of the credit. If you have ever had to draw out your own pattern you understand.*

Food: (cooking, vintners, desserts, beverages, herbal remedies) *Always bring serving and eating utensils and dishes. This includes bread if it is a jam or butter, crackers if it is cheese, sipping cups for your wines and liquors, etc. If your food is spicy, the judges appreciate a cup of water. Appearance is important. Be practical in your choice of entries, often cooking entries must sit around for a couple of hours. I will have a schedule put together in June 1994 so that you can time your cooking. I might be able to provide an area for cooking close to the judging area for freshness sake. Last year we had a great deal of homemade liquors that went over big and strong.*

Writing: (prose, poetry, informative) *These are to be submitted as typed, double-spaced pages with at least 5 copies enclosed in a page protector. DO NOT submit originals as there may be comments written on your entries. Word quantities are suggestions. Go over them at your own risk. All items will be judged on Amtgard period. Things that win: short, interesting, humor, or humorous renderings of actual events for prose; helpful useful articles, or processes used to create your entry for informative; humorous, serious, but try to choose a subject other than affairs of the heart in poetry*

Active Construction: (period machines such as clocks, spinning wheels, looms, crossbows, muskets, wagons, etc.) *Active construction entries are constructs with moving parts. Musical instruments such as a mandolin could also be entered because of the adjustable tuning pegs. Passive Construction: (stonex, feast gear, real steel) This category shares a solid border with 3-D art. If you want your work judged on the quality and difficulty of construction, rather than simple beauty, enter it here.*

Heraldry: (devices, rose) *Devices are your personal or company or household symbol on a tabard, banner, or scroll. Being that we are a fantasy society and have not established in our corporas' proper heraldry I ask that you present your devices in creative descriptions that can be documented. Just make a copy that I can keep of your documentation and add it to your entry form with due credit to the source. This way we can begin the wheels of progress. The Rose consists of banners, coronets, belts, favors, publications, games, etc. Entries in the Rose should somehow improve the club, whether in appearance, informative value, etc.*

Sages: (corpora/reeves test, debates) *The Corpora/Reeves test sample will be sent out in May. The Corpora test will be over basic information that is uniform to all the groups. The Reeves test will be over the 6th edition rules. The debates are the fun part of this category. You will be paired up with a random opponent and given a topic to debate. If there are sides to take you will be told who is pro and who is con at that time. All topics will cover the period before 1650, here are your topics: When were the Knighthoods of Amtgard separated into the different categories and why. Is the Earth flat or round. The new world was discovered in what year and by whom, the Vikings, Italians, Indians, who, when. Who was the most powerful military force of the old world, the Romans or the Mongols. Is the Earth the center of the Universe. Amtgard weapon construction-are they practical, safe. What is the best defence Sword and Shield vs Spear. You will have 10 minutes to debate. Good Luck!*

Armor/Shield/Weapon Construction: (Amtgard legal weapons and shields, leather, chain mail, plate mail, scale mail, quilted, studded) *Entries in this category should be Amtgard legal. Breakthroughs in technology notwithstanding, the pretty stuff often wins. It should be both attractive and functional, and meet all safety requirements. The use of period materials find favor with the judges. Judges like a good soft weapon, too. We've seen hundreds of swords, dress yours up to enter it.*

Engineering Construction: (Siege weapons, furniture, camping equipment) *Siege Weapons are becoming more and more popular. This is an excellent opportunity to show off your craftsmanship and research abilities. This is a good category because it makes the Kingdom sparkle at Intergroup events. This usually consists of period items that dress up the campsite. Due to the difficulty of getting around the site to judge your item I am willing to allow photos and maps to your campsite of your entry so long as the item is at the event and we can find it.*

Entry Form

Item # _____ Category _____ Time Period _____
 Title _____ Shared entry (circle one)
 % Work done _____ Novice attempt (circle one)

Judges Scores
 Name or number: _____ Score: _____

This is an example of the control sheets that you will fill out at the event so that your entries will be found and scored properly. Each person will have a number, each item entered will be that "number-item" number. Ex: you are number 21, your first entry is in 2-D art so you will identify your item as 21-1.
 Control Sheet #21

Person name: King Elvis Hunka Bumen Love
 Item Name: El Via
 Address: 21 Alpha Centaury
 None, Kawi 00119
 Phone(s): Unlisted

Item #	Category	Witt	Bliss	Prose
21-1	2-D art			
21-2				
21-3				

Contessa Francesca d'Pisa bella notte dolce vita Vecchio Havas Grande Corlone
 Francesca V. Havas
 2607-B Reeves Circle Austin, Texas 78741
 512-445-7392

CLAN XII MISCELLANY

LET THERE BE LIGHT— preferably Coleman or propane lanterns, although tiki torches are great provided they are used with discretion and away from tents and trees.

FIRE PITS— See "Smokey the Bear" aka fire restriction, if any, during the event. **NOTE:** Firewood is available for purchase at the gate from the friendly Blake Company people.

TRASH— Urp, ugh, garp, gasp ... yucky stuff! **NOTE:** Bring trash bags and pick it up as you go. **NOTE/NOTE:** You cigarette fiends, kindly throw your butts in the fire pits, not on the ground. **NOTE/NOTE/NOTE:** Medieval 'Snipe Hunt' Sunday morning. Must be 14 years of age and under to participate. Prizes for 1st, 2nd, and 3rd greatest amounts of trash picked up.

COLOR— Banners, personal symbols, flags, shields, great camp sites, etc. Any great 'period' color. **NOTE** The Mad Rhymmer (the Burning Land's premier arbiter of good taste, exquisite sense of costume and master of malicious gossip and horrible poetry) will attend this event and will distribute prizes for all kinds of odd reasons at his personal whim. *Be prepared!*

SUNDAY AUCTION— Some items will be available for auction Sunday a.m. near the town site. Some \$60.00 folding tables for the paltry price of \$15.00 ... if you have the wherewithal to haul them off, you can get a real deal! Some tiki torches for sale and maybe some goods from the Merchants' who don't want to haul stuff home.

VISITORS— There may be some mundane site visitors this year...*BE COUTH, BE GALANT, BE MEDIEVAL...kiss wrists, make sweeping bows, do cute curtsies, pose for photos, etc., etc. In other words, "charm their socks off, gang."* *The good will of the local ladies and gentlemen is imperative!*

FEES— Still only \$7.00 preregistration if received by July 20th ... \$10.00 for each and every warm body at the gate. **NOTE:** A sticker will be applied to your vehicle when you pay/register at the Amtgard gate ... If you plan on being one of the early-birds and arrive before the 21st, please check in with gate security as soon as possible to register and/or pay. Those who choose not to pay will be asked to leave the event; politely by Amtgard security or not so politely by mundane law enforcement...THERE WILL BE ABSOLUTELY NO EXCEPTIONS; NO PAY. NO PLAY.

ADVANCE EVENT FEES OR BOOTH RESERVATIONS PAYABLE TO: Kris Donnelly-Sasser (aka, Countess Gwynne), 900-A Stockwell Lane, El Paso, Texas 79902.

WAR EVENTS— The exact scheduling and events is not completely formulated, however you can absolutely count on the (insert blare of trumpets, roll of drums) the never before, first time ever, will go down in history 'OLD VERSUS NEW KINGDOMS WAR! There will be other battle scenarios of course, so count on Saturday the 23rd as being mayhem glorious mayhem most of the daylight hours.

OPENING AND CLOSING COURTS— Thus far the consensus of opinion seems to be toward a short, informal opening court early Saturday morning and we do mean short and informal...five minutes per kingdom (count 'em— FIVE [ONLY] !!!) and a more leisurely closing court Sunday morning around 10:00 with a generous fifteen minutes per kingdom.

MEDIEVAL SCAVENGER HUNT— An ongoing event Friday and Saturday. There will be approximately 25 items on the list ranging from the ridiculous to the sublime. Five of the items are exceedingly spiffy and will be 'planted', that is they were made/purchased specifically for the hunt and are 'finders-keepers' no matter who wins the hunt. This will be judged by Valaria of the Burning Lands and the prize awarded Sunday morning during court. Get the scavenger list from Valaria or from security at the Amtgard gate.

OLYMPIAD EVENTS/COMPETITIONS— These will be ongoing for most of the event. The Olympiad pavilion should be up on Thursday. Items can be entered Thursday (once the pavilion is up), Friday all day, and up until noon on Saturday. Judging will on-going during the three days and results will be announced at the Sunday morning court. Bardic will be Saturday night after the feast.

OTHER EVENTS HELD DEPENDING ON TIME/MOOD/WEATHER/NUMBER OF BEARS ON SITE AND OPPORTUNITY— Kissing Contest, Slave Auction, Quest Scenarios, etc.

FEAST/BARDIC/BONFIRE— Begins with feast at 5:00 or so and progresses from there.

FAVORS, CLAN XII SPECIAL EDITION NEWSLETTER— Available at the Amtgard gate when you pay your site fee (register, for those who have pre-paid). One favor per adult while they last (should be plenty) and one newsletter per group (if there are extras, you can get a personal copy).

MERCHANT'S ROW— Garber Booth ... Amtgard Weapons Booth ... Herbalist Booth ... White Elephant Booth ... Live Steel Booth ... Amtgard Accouterment Booth (spells, sashes, etc.). There will be more booths offering different attractions. You will be kept updated on developments.

Questions?

Contact Countess Gwynne (Kris Donnelly-Sasser), 900-A Stockwell Lane, El Paso, Texas 79902 Phone: 915-577-6601 days and 915-544-0191 evenings.

Clan XII - Update

"So, where's all that event money going?"

I have heard this tired, old refrain from some surprising sources, and since I think all of Amtgard has a valid interest in knowing how their event fees will be spent, I am herewith presenting a partial list of expenditures. However, before the list I want to point out that this is a four day event, complete with feast, war events, event newsletter, favors and etc. so why the complaints about the enormity of the fee? Gee, if you pay \$10.00 at the gate....why, (gasp) that's an entire \$2.50 per day! Outrageous, I say! The autocrat should clearly be tarred, feathered, ridden out of town on a rail for asking such a stupendous price for a paltry four day event! *It is the autocrat's expressed opinion that such asinine, carping, ignorant statements are made by blathering idiots.*

Partial List of Expenditures for Clan

•One large Olympiad pavilion	\$ 325.00
•Booths for merchants	\$ 175.00
•Food for feast	\$1,200.00
•Transport (pavilion & etc.)	\$ 150.00
•Favors (est. 600)	\$ 200.00
•Security (supplies & tabards)	\$ 30.00
•Tables, display boards	\$ 150.00
•Event newsletter	\$ 100.00

That's the 'to date' stuff; I'm sure there will be additional expenses. As an ending comment to those few of us who always bitch but never contribute; let me give you a hint as to where most of the expenditure funds to date have come from ... Try 'the autocrat's personal pocket.' That's right, you few sniveling cowards ... *the autocrat is personally underwriting the expenses for this event and hoping for reimbursement from event fees.*

If anyone (anyone at all) has a problem with the site fee, how the funds are spent, or how Clan XII is being organized, please (PLEASE) come talk to me ... I promise all conversation will be enlightening.....Gwynne

Feast Menu — Clan XII

Duchess Andralaine's Chicken

Delight (The chickens were *not* delighted, but you will be!) A savory chicken stew for those of us who have at least some pretensions to being civilized.

Countess Gwynne's Son of a Bitch

Stew (Named after the most common pronouncement after consuming same, i.e. "Son of a bitch, that's good!") A hearty beef stew with lots of beef, potatoes and beer (beer?). A surefire attraction for the Irish, lumberjacks, Scotts and other barbarian types.

Her Majesty Ladyhawke's

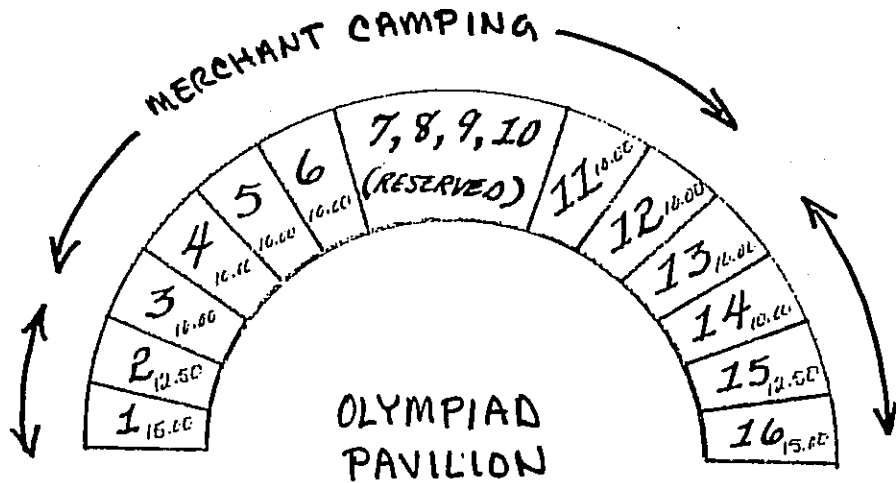
Minestrone with Italian Meatballs

A calorie filled soup for lovers (Ah, those Italians!), and the truly Renaissance man and woman.

Accompaniments

All of the above served with fresh, hot breads of every description: garlic Italian, Russian rye with herbed butter, American sourdough with drawn butter and lightly toasted, etc., etc. Sliced cheeses, spicy condiments, fresh fruits and deserts also offered for your gustatory edification.

G.O.T.C. XII - TOWN SITE



as they stalk their prey
 There's a gleam in their eye,
 The smell of fresh meat
 Gives them a welcoming sigh,
 The female of the kind
 Can stop you with a glare,
 and the male in the group
 Is the one to beware.
 They're cat's in the night.

They're known as the Pride
 and it describes them to heart,
 They may be sometimes alone
 But they are never apart,
 When they join in a fight
 Very few can contend,
 Many think they can beat them
 But it's all in pretend.
 They're cat's in the night.

So when you're walking in darkness
 And a sound floats in the air,
 Never try to run from it
 Just always be aware,
 The chase is what they crave
 And some playing with the dead,
 They too readily enjoy the hunt
 And it's what you should dread.
 They'er cats in the night.

Aislinn

TO COURT/UNLOADING AREAS, BATTLEFIELD + CAMPING

Booth size is approximately 8 feet square. You will have to provide your own tables, chairs, hangings, etc. although there is a waterproof roof. "Color" is definitely encouraged on all booths.

Booths numbered 1 and 16 are \$15.00 *(total). Booths numbered 2 and 15 are \$12.50 *(total). All other numbers are \$10.00 *(total). To reserve a booth (or booths) send your check or money order made payable to **Kris Donnelly-Sasser at 900-A Stockwell Lane, El Paso, Texas 79902. First come—first served basis.

*total = fee for the entire 3 day event. **aka Countess Gwynne.

Emerald Hills Credit List

This list includes all credits turned in to the Prime Minister up to but not including Coronation.

Anti-Paladin

Arioch	9
Cabal	2
Calcom	47
Kaz	41.5
Lorn	24.25
Morluck	1
Nevron	76
Tuncar	2
Xenos	51

Archer

ArchAngel	67.25
Bengauria	13
Black Page	21
Cutter	16
Damian	16
Darius Celesteel	2.25
D'okynn	41
Dougan	2
Grouk	1
Hummingbird	5
Jonathon R.	1
Kaz	2
Lorn	3
Max	2
Pharon Bullseye	8
Roggs	3
Seika	18
Solace	15
Staltus	1
Stratos	44
Taldak	22
Thorin	3

Assassin

Antiblan	3
Antioch	6
Aragon	2
ArchAngel	3
Ardith	1

Arioch	9
Artimus	1
Asp	1.25
Avante	2
Badger	1
Black Page	6
Blackthief	19
Bishop Worthington	18
Boots	2
Calcom	4
Cedric	25
Chris Jones	2
Crotalus	16
Cutter	5.25
Dead	8
Dog	37.5
D'okynn	5
Elonzo Blackmist	1
Faelin	12
Fagin	2
Ferret	2
Gord	1
Happy Jack	14
Harry C	3
J'Daj	13
Jehannum	44
Katalina	.25
Kaz	1
Kindrik	1
Kurris	6
Lorn	113
Malachi	1
Malon	12.25
Max	10
Marde	2
Merth	1
Moonstar	4
Mortos	4
Naldo Montalvo	1
Nevron	9
Poxy	2
R. Storer	3
Rave	1
Rengjs	2
Reyals	2
Roguea	7
Ryu	2
S'Lane	3
Sage	5
Saltham	29
Saltham	2
Sasha	10
Seal	3
Seldsazar	3
Sigil	7
SilverManc	13.5
Silvershade	48
Solithin	2
Spanky	1
Squeak	6
Taldak	19
Talen	36
Talisin	3
Thorin	56
Tuncar	11.25
Ulrich	21
Weasel	2
Whisper	70.5
Winter	2
Wolfgorn	2
Wolverine	30
Zanzabar	2
Zippith	5

Barbarian

Alexis	67
A'shob	2
Bjom	19
Blackwolf	3
Blanca	1
Bloodmoon	73
Boorbane	4
Boots	.5
Carol	2
Cedric	13
Cole	2
Cron	1
Crotalus	1
D. Claude	1
Damion	1
D'Arian	2
Dilligut	2
Dolph	.25
Dougan	1
Drakkar	2
Felix	1

Flagg	20
Gang-Hiss	37
Gonad	1
Gregory Banc	1
Grimwood	1
Helius	
Hrog	96
Inyo	2
Khronnus	1
Kirgin	27
Kurplunk	2
Laurel	3
Lendar	9
Lorac 3-Feathers	20
Lorn	2
Maltore	1
Michelle P.	1
Moogie	41
Muppet	8
Nevets Darnoc	10.5
Nevron	41
Nickolai	19
Noomun	1
Norder	1
Og	50
Ogre	3
Orog	2
Piper MacBadass	2
Plague	41
Paul G.	1.25
Rebel	5
Rook Worthington	14.5
Russell Herd	1
Semaj	73
Shard	1
Shorn	1
Silvermane	6
Silverthone	1
Strebor	3.5
Suven	1
Taldak	3
Taos	1
Tarkas	60
The Unknown	7
Thorin	30
Tiblin	.25
Torahnorceros	5.25
Trina/Tripdoc	6

Ulrich	4
Uncle Joe	18
Watchlower	3
Wolverine	2
Wulfsbane	2
Xac	16
Xenos	20
Zweiback	1

Bard

Abaggon	2
Ariel	5
Art Hawk	1
Ayla	2
Barbob	1
Barnhart	1
Bereg Crosstic	9
Cabal	1
Cedric	1
Celestine	13
Clove	6
Clu	38
Conochbar	2
Demon	19
Deova Banc	11
Devon	6
Devona	3
Faith	3
Gamamine	2
Gang-Hiss	1
Gypsy	1
Hellnurse	3
Hrog	1
Ilphryn	2
Jamison Rook	1
Jandar of Verlon	3
J'Daj	5
Jithe	6.5
Kalabelk Kender	16
Moogie	51.25
Malachi	11
Max	85
Mina	7
Page	2
Red	1
Roguea	14
Romwar	3.25
Seldzar	2

Seth Dove	32
Silverthone	6
3-D	5
Taldak	64
Talthyr	7
Thorin	1
Torahnorceros	2.5
Ulrich	1
Vandra	1
Xac	1
Yahoo Shroom	27.25
Zarabeth	1

Druid

Allanon	15
Angus	3
ArchAngel	37.25
Aurelmorir	1
Blackwolf	5
Calcom	9
Chesa	6
Clu	33
Conochben	1
Cutter	1
Darkwood	11
Devon	1
Gang-Hiss	26.25
Gilthanas	1
Gramalkin	9
Gwen Karr	12.25
Hellnurse	20
Helter	2
Hirgon	1
Hrast	76.25
Infinity	2.75
Kayna Longhorn	2
Khronnus	2
Krimdarr	1
Loc Dog	1
Loki	3
Lorn	5
Makio	1
Malkin	2
Meiglan	13
Misdetoc	2
Myndelyn	4
Neeva	4
Plague	80

Quintahr	86	Malachi	1	Baby Suin	2
Rathamom	2	Maltore	1	Blackwolf	2
Sinila	5	Max	5	Bloodmoon	1
Sirrakhus	15	Merth	58	Cabal	2
Spiritwalker	1	Hrast	1	Cain (Richardson)	2
Thorin	8	Moshcr	2	Calibanc	4
Triel	2	N.A.F.T.	77.5	Cuisinart	19.25
Wolverine	13	Nazgul	4	Dog	5
Yahoo Shroom	19	Nevron	2	Duncan	2
Healer					
Agarwacn	11	Nicholai	12	Ekim	13
Aislinn	8	Nickabon Yahvus	12.75	Elonzo Blackmiat	7.25
Akasha	22	Ozzy	75	Flag	1
Alaura	2	Penniquin	8	Gaelin	1
Alenda	1	Phoenix	1	Gramalkin	13
Alexzander	73.25	Raksha	2	Humming Bird	2
Allastayrc	7	Random	5	Laerica	1
Andrea	2	Roguca	20	Lemnoc	18
Angelique	8	Russell	2	Lorn	7
Arcadia	3	Saxton	9	Khaain Ryu	6.5
Arianna	7	Selka	87	Malachi	3.25
Arke	7	Silverthonc	16	Morgana	5
Arkon MyrhStahd	3.25	Sinila	5	Munk E. Nearuth	2
Arlie	16	Sleuth	2	Nestor	3
Beldarona	2	Squeak	93	Nevron	61.5
Cedric	2.5	Sting	10	Palissan	12
Celinda	2	Striel	.25	Plague	2
Cherriidwyne	12	Strongheart	5	Poul	2
Constanzie	1	Swaggart	11.25	Roguca	2
Corbin	47	Taldak	71	Sirrakhus	66
Corwin	6	Tarnac	2	Skullband	2
Curt	2	Tatter	3	S'lanc	2
DarlosGoldenlight	1	Tazcy	24	Squeak	13
Darum	1	Toolc	55.25	Taldak	68
Euphoria	3	Trysten	7	Tac	1
Falco	4	Tunear	2	Tatiana	1
Forat	5	Tyranny	88	Tung Tia	13.5
Fusdo	3	Udo	5	Uncle Joe	3
Fythkin	10	Wolfman	1	Watchtower	5
Hrast	3	Wolverine	12	Wolverine	11.5
Infinity	74	Xac	5	Zantikali	28
Ivy	1	Xenos	90	Monster	
JDaj	1	Zakath	2	Alexzander	1
Khy	5	Zameal	1	Ancestasia	2
Kyrie	51	Monk		Antioch	1
Lucus	46	Alexis	10	Archangel	2
M. Storer	3	Altair	3	Arianna	5
		Annak	3	Arioch	4

Arkon MyrhStahd	1
BlackPage	5
Blackwolf	3
BloodLust	1
Boots	1
Bridget	3
Calcom	4
Ccysm	3
Constanzie	6
Corbin	1
Cutter	27
Demon	1
Devin	1
D'okynn	1
Faclin	2
Falamar LaCrane	1
Fusdo	1
Gang-Hiss	1
Hrog	5
Jithe	1
Kalabeck	1
Kaz	10
Kindrik	1
Kryoam	1
Krellin	1
Lorn	4
Moshcr	4
N.A.F.T.	4
Nevron	36
Oris Silverwind	5
Plague	3
Rook Worthington	1
Sarah Hawksdotter	2
Selka	4
Semaj	2
Sirrakhis	7
Squeak	2
Taldak	26
Talthyr	2
Tarkas	4
Thorin	2
Tunear	4
Tyranny	4
Wolverine	1
Xenos	5
Yahoo	1

Paladin

Cabal	17
Tunear	6.5
Reeve	
Adinrach	2
Aislinn	2
Arioch	1
Arkon MyrhStahd	4
A Tree (?)	19
BlackPage	1
Cabal	1
Calcom	3
Cutter	18
d'Nalerom	8
Draethen	1
Forest Evergreen	1
Hrog	4
Kaz	1
Lorn	2
Max	3
Melissa	8
N.A.F.T.	2
Nevron	16
Plague	7
Sarac	2
Selka	18
Semaj	12
Taldak	4
Tazcy	1
The Tree (?)	19
Tyranny	6
Wolverine	2
Scout	
Andromedia	5
Angus	1
Aragorn	8
Argus	1
Baltrelar	2
BlackPage	3
Blade	24
Booble	3
Corbin Longbow	2
Cutter	27
Cyric	2
Darkhow	41
Devon	2
Dougan	6.25
Faclin	81

Fagin	1
Felix	2
Flectfoot	10
Gaidin	
Infinity	68.75
Jafo	3
Keebler	1
Kenta	5
Khamon-Rae	3
Kindrik	33.5
Lightfoot	5
Lorn	33
Maiko	4
Malachi	2
Marcus Ludwig	11.25
Maynard	41
Morpheus	7
Nevron	2
Plague	1
Rook Worthington	1.5
Sarah Hawksdotter	9
Silverleaf	8
Silverthonc	69
Skelter	2
Sparrowhawk	28
Steele	2
Taldak	6
Trysten	72
Tunear	85
Ulrich	2
Uncle Joe	3
Verin	1
Wolverine	6
Xenos	1
Zantikali	10
Zook	13
Warrior	
Achilles	1
Adinrach	17
Alexis	11
Allanon	1
Anneliase	1
Altair	2
Antioch	27
Apex	5
Arce	1
Archangel	2

Arioch	2	Evil Krigg	2	Kristoph	2
Arkon	20	Fagin	2	Kurris	1
A'shob	2	Falamar	25	Kylara	5
Asp	.25	Fallen Blackhawk	11.5	Laertes	2
Avalar	2	Felix	4	Lear	1
Azziok	1	Fleefoot	2	Lemnok	3
Badger	7	Forest	66	Lendar	14
Bane	1	Fytakin	4	Levticus	7
Blackwolf	21	Gang-Hiss	2.5	Lom	32
Bloodlust	12	Gecko	1	Lothar	19
Bloodmoon	2	Glider	2	Loviatar	3.25
Bluzz	1	Gravdigger	1	Luance	1
Bishop Worthington	1	Gregory Bane	.25	Lucus	2.25
Bob M.	2	Grendel	14	Macht	4
Boots	17	Grouk	1	Madigan	5
Brair	2	Gwathanis	2	Maiko	19
Brimstone	.5	Gwen Karr	.25	Malachi	1
Cabal	88	Hagen	2	Malicious	1
Calcom	5	Harliquin	1	Malon	.25
Calif	1	Havic	2	Maltore	34
Catseye	1	Hawk	3	Marcus Ludwig	.75
Cedric	28.75	Henry Clark	1	Masil	2
Chaos	4	High Cross	1	Max	5
Clay	2	Holt B.		Maynard	1
Columbis	1	Hrast	3.25	Mephias	3
Conochban	2	Hrog	25	Merth	3
Constanzie	32.25	Humming Bird	2	Mestoph	11
Crotalus	20	Ian	1	Michelob	6
Crud	1	Infinity	71	Mike	2
Cutter	8	Inyo	7	Monica	9
Daggoth	15.25	Jackson	3	Moogie	.25
Damian	26	J'Daj	59	Moogun	1
Darius Celesteel	1	Jehannum	1	Moonstar	.25
Darkbow	1	Jobe	2	Mosher	97
Darkstar	2	Johnathon	2	N.A.F.T.	66
Darren	1	John Paul	1	Nameless	13
DearClayer	7	Jynx	21	Nephra	1
Demon	4	Khasin Ryu	1.5	Nevets	.75
Dhalaren	2	Kalabeck	1	Nevron	65
d'Nalerom	15.25	Kat	4	Nickabon	.25
Dog	2	Kaz	76	Og	.5
D'okynn	36.25	Kezgar	2	Ogani	9
Donal	3	Khamen-Rac	7	Ominique	26.5
Drathen	8	Kindrik	101	Oris Silverwind	13
Driz'zar	2	Kirgin	22	Ozzy	27
Dymas	2	Kitiana	1	Oxymandius	1
Elijah	1	Kiya	6.5	Pain	1
Eman Non	2	Krinin	4	Penneguin	1

Plague	26
Pogan	5
Quazar	2
Refer	1
Rook Worthington	.75
Rougea	3
Ruhk	1
Sage	1
Sanguinokh	5
Sarac	3
Sasha	5
Scab	5
Scritchy	2
Scum	5
Scuthe	2
Seldszar	.25
Selka	17
Semaj	1
Setanta	2
Setoro	2
Sheogra	2
Silvermane	17
Silverthone	1
Sirrah	1
Sirrahhis	6
Sirroute	1
Smurf	18
Snuff	1
Sorsha	2
Spawn	4
Squeak	4
Squeegee	3
Sting	13.25
Stonefist	2
Stryker	3
Styjah	16.25
Swaggart	.25
Taldak	65
Talen	4
Talisen	39.25
Talthyr	3
Tarkas	11.75
Tarquin	29
Tazey	19
Telar	4
Tempest	13.25
Thorin	38
Tibbar	13

Tink	3	Itchy	5
Tonto	2	Jamison	5
Toole	.25	Jilith	14
Tree	1	Jithe	22.75
Trysten	1	Kaz	3
Tuer	4	Krellin	13.5
Tuncar	76	Maddox	2
Tung Tia	1	Mama Shroom	24
Tyranny	53	Mari Newstadt	1
T'Zhal	9.25	Mark	2
Udo	31	Massengill	1
Ulrich	2	Max	1
Uncle Joe	8	Merth	4
Urk	2	Mildr	2
Usagi Yo-Jimbo	1	Myanceeb	2
V. Steiner	2	Nevron	24
Valor	2	Nickolai	3
Valkyrie	2	Palen	3
Wand	3	Prometheus	.25
Wedge	3	Rutree	15
Wolfcub	2	Salthan	1
Wolfgaen	3	Savart	4
Wolverine	13	Seldszar	2
Wren	2	Shadowwalker	2
Xenos	109	Silverthone	15
Yahoo	1	Skritch	11
Zameal	25.5	Sparrowhawk	47.75
Zom	1	Tempest	11
Zweiback	6	Tibbar	2
		Trysten	57
		Tuncar	1
		Xenon	27
		Zantikali	10

Wizard

Adinrach	24
Altair	4
Anestaya	1
Antioch	2
Antrophy	2
Arioch	2
Ars Animorum	1
Brimstone	12.25
Creslin	5
Cutter	65
Demon	3
Dougan	59
Dragonlord	2
Entiopy	2
Forest	2
Gwathanas	18
Hrast	1

THE LIST

DEMON FIRES DANCE IN HER EYE
SCREAMS TO HELL WERE HER ONLY REPLY
THE DEVILS WHORE ON NIGHTBLACKEND WINGS.
THESE ARE A FEW OF MY FAVORITE THINGS.
COLD STEEL TO THE SPINE,
A MISMATCHED RHYME
THE HEAT OF A ROPE,
AS IT PULLS AT YOUR THROAT.
A CAT WITH A GRIN,
A KIND, DEMENTED FRIEND
THE GLEAM OF HIS SMILE,
THE PLEASURE IT BRINGS.
THESE ARE A FEW OF MY FAVORITE THINGS.
BRITTLE THINGS WILL BREAK BEFORE THEY SCREAM
A FIGMENT OF THE IMAGINATION, THIS MUST BE A DREAM:
VISIONS OF GOD, TORTURED SOULS: HOW THEY WRITHE,
WHIPS AND CHAINS, BEING BURIED ALIVE.
WOODEN CROSSES WITH NAILED UP KINGS.
THESE ARE A FEW OF MY FAVORITE THINGS.



THE DAY AFTER AN EVENT

Perry

The Last Good-Night

When night is sunset hiding
And shadows gather round;
By his spiny-tinted leaflets
Fall gently to the ground.
When the wind is rustling
Through the grasses' dewy sheet,
These stars of love are watching
The good-night kiss, my sweet.

When Heaven's dome expanding
Gathers all into its breast;
Nestling quietly white clouds,
Peaceful in the evening rest.
The moon then rises slowly,
With stilled and silvery light;
There God is with us, dear one,
As we kiss the last good-night.