

Echoes of the hills

Echoes of the hills | v. XXXVI 1.1 | Feb. 18. 2006 | Reigen 36

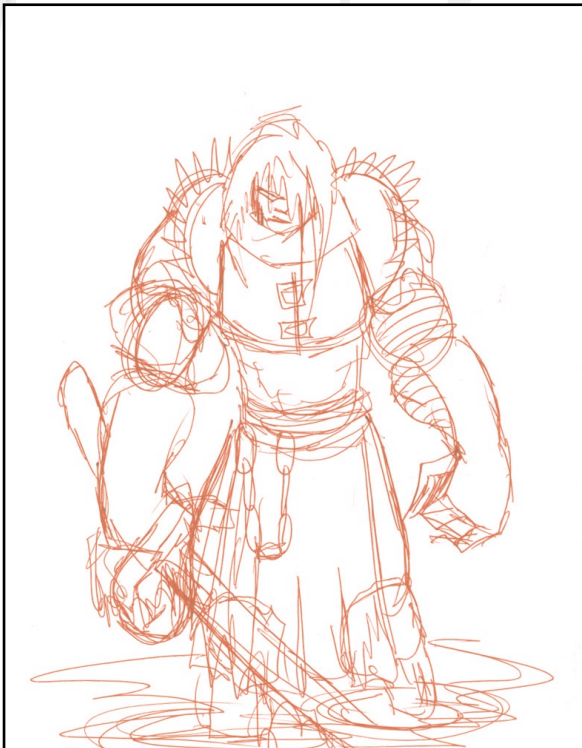


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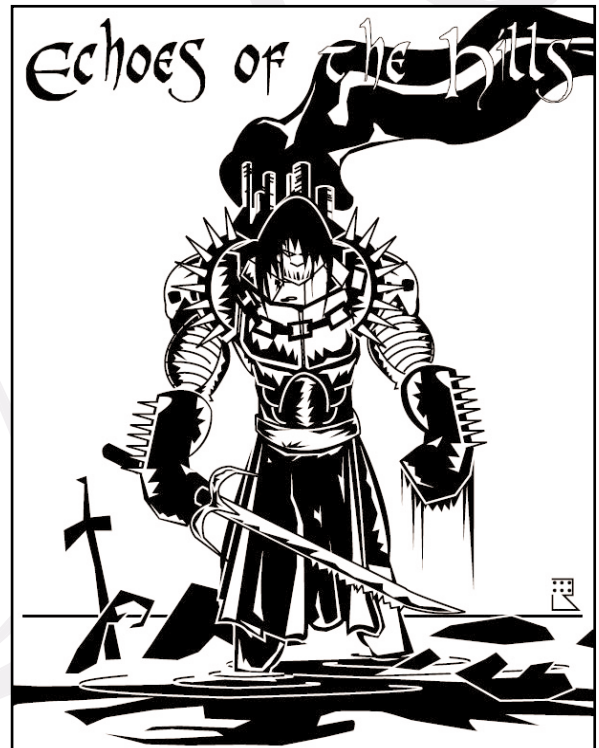
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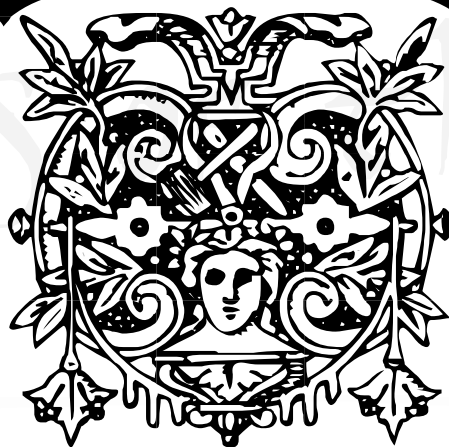
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Hand Sketch



Finished Product





The Monarchy of Reign XXXVI 2006

Monarch
Regent
Champion
Prime Minister
Treasurer
GM of Reeves
7.0 Rules Committee
Representative

Clio Ninetails
Blaise DeMurray
Shef
Sistar Tolken
Reine von Doom
Rayel Greenholde
Sistar Tolken

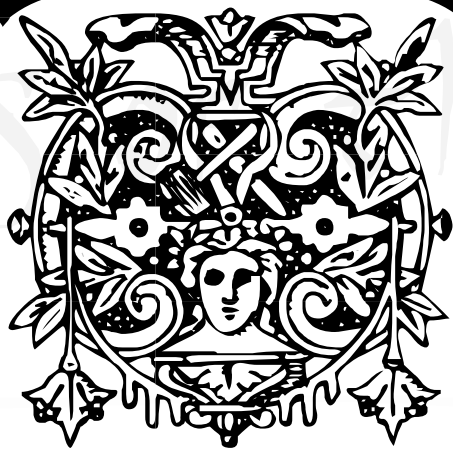
monarch@Amtgard-EH.com
Regent@Amtgard-EH.com
champion@amtgard-eh.com
pm@amtgard-eh.com
treasurer@amtgard-eh.com
gmr@amtgard-eh.com
pm@amtgard-eh.com

The August 2005 Weaponmaster is Sir Brennon Viridian.
The August 2005 Dragonmaster is Sistar Tolken.

The Class Guildmasters

Anti-Paladins
Archers
Assassins
Barbarians
Bards
Druids
Healers
Knights
Monks
Monsters
Paladins
Scouts
Warriors
Wizards

Delphos Darkheart
Dante
Delphos Darkheart
Kodiak
Larin Moonstar
Kodiak
Forest Evergreen
Delphos Darkheart
Gabriel
Elder Vermillion
Forest Evergreen
Kenta Redhawk
Draeven Somerstorm
Martello Entropy



The BOD	Mundane Name	Position	Term Expires
Clio Ninetails (Queen)	Samantha Caudill		JUN 2006
Reine von Doom (TR)	Kala Schmitto	Treasurer	MAR 2006
Martello Entropy	Aaron Simpson	President	JUN 2006
Sistar Tolken	Kevin Kidwell		JUN 2006
Shef	Kevin Russell		JUN 2006
Dante	Dorian Snider		DEC 2006
Kodiak	Chris Koeberle		DEC 2006

The RGK	Term Expires
Ewen McFadden (Landlord, 972-686-7755)	N/A
Samantha Three Jugs(RGK Selected Seat)	N/A
Reign Von Doom Treasurer/EH BOD Rep	BOD Rep
Clio Ninetails (Queen)	JUN 2006
Shamus Green	SEP 2006
Kenta Redhawk	MAR 2006
Allys'siandra	MAR 2006

Email the RGK at rgk@tanglewoodforest.org

Emerald Hills



*Azure
three hills in base vert
A phoenix, Or*

Amtgard-EH.com Contacts
Webmaster

Webmaster@Amtgard-EH.com

Administrator

admin@Amtgard-EH.com

Freehills



*Gules and Vert,
a chevron rayony*



Calendar of Events

Jan-06

8	Sunday	Crown Visit	Finder's Keep
14	Saturday	Crown Visit	Shire of the West
15	Sunday	Crown Visit	Campus Supernus
21	Saturday	EH Althing	Midnight Sun
22	Sunday	Crown Visit	Mourningwood Glen
28	Saturday	Crown Visit	Tanglewood Park
29	Sunday	Crown Visit and Dollar Tourney #1	Eagleshire

Feb-06

10-12	Fri-Sun	Winter War	Kingdom of Rising Winds
11	Saturday	Dollar Tourney #2	Midnight Sun
18	Saturday	EH Weaponmaster	Midnight Sun
19	Sunday	EH Weaponmaster	Mourningwood Glen
24	Friday	BANNER WARS BIDS DUE	
24-26	Fri-Sun	NeverWinter Coronation	Kingdom of NeverWinter

Mar-06

3-5	Fri-Sun	EH Birthday Bash/Relic Quest	Tanglewood Forest
11	Sat	Dragonmaster	TBA
11	Sat	PM/RGK Elections	All parks
12	Sun	PM/RGK Elections	All parks
15-19	Thu-Sun	Spring War	Giddings, TX
25	Sat	Crown Visit and Dollar Tourney #3	Tanglewood Park

Apr-06

2	Sun	Crown Visit and Dollar Tourney #4	Mourningwood Glen
7-9	Fri-Sun	Tri-Kingdom Midreign (EH, CK, WL)	Giddings, TX
24	Sun	Crown Visit	Eagleshire

May-06

6	Sat	Crown Quals	Tanglewood Park
7	Sun	Crown Quals	Finder's Keep
13	Sat	Crown Elections	All parks
14	Sun	Crown Elections	All parks
14	Sun	Crown Visit and Dollar Tourney #5	Campus Supernus

Jun-06

2-4	Fri-Sun	Wetlands Coronation	Kingdom of the Wetlands
9-11	Fri-Sun	Akon	www.a-kon.com
15-18	Thu-Sun	Rakis	Iron Mountains
23-25	Fri-Sun	EH Coronation XXXVII	Tanglewood Forest





Messages from the Monarchy

Greetings! I enjoyed my "whirlwind" tour of the kingdom last month. February is a period of rest (One dollar tourney and Weaponmaster!). Next month I look forward to our Relic Quest/Birthday Bash, Dragonmaster, Spring War and another visit to Tanglewood Forest at the end of the month to celebrate the birth of the Freehills.

Making me burst with Pride,
Queen Clio



Fellow EHers:

We have some interesting and fun activities intended this Spring 2006 reign. These activities are expanded from the normal hack & slash items we usually have on the agenda. There are still many chances to get your kills in. However, there are added opportunities for role play and craft development.

Each month please watch the list for the monthly workshops. The Dragon Master in March has some additional prizes and added interest of narrowed submittals to encourage the contestants to enter their best pieces. The 18th Birthday Bash in March is an all role-play/all weekend event. The Tri-Kingdom Mid-reign in April will have a large quest maze with interplay and questing opportunities inside, as well as, outside the maze. Also planned, is a roving bardic tournament that will go all weekend. Everyone will get to pay their favorite bard. There were voices calling for more non-martial opportunities to interact within Emerald Hills Amtgard. Your voice has been heard and this should be an enjoyable reign for everyone.

As the many faces of the populace have changed and the years have gone by in the Emerald Hills, we tend to focus on change. There has been much online discussion of the changes. Let us focus on those things that have remained the same for a moment. Remained the same is the enjoyment of sharing the blue sky and sunshine with people on a beautiful Texas day. Remained the same is the refreshing feeling of running and playing make believe with abandon like children. Remained the same is the exhilaration of adrenaline running swiftly through the veins to keep up with the action of swinging foam at another person. There is laughter in the air as people make good throws and really bad but funny ones. There is the feeling that no matter what may be going in a person's head before going out to a park everyone is their to forget that stuff for a short time and play a silly game with other silly people.

We need not take ourselves too seriously. We need to remember the simple pleasure that this game offers. It is a unique experience that I wish we could share with more people. Bringing in new players is not just a way to get additional numbers and continuous people to play with; it is a way to share what we have as EH Amtgardians. We have something precious. Please take a moment to remember those days of laughter and sunshine. I hope it all comes rushing back to you.

Your Regent and Consort,
Blaise
Squire Blaise von Permafrost de Morray

Messages from the Monarchy

Populace of the Emerald Hills:

It has been a long and wild year serving as your PM and then Treasurer. Thank you for the opportunity. Focusing on just being Treasurer really gave me a chance to dissect budgets, have spending limited and detailed, and file the taxes in a timely manner. I hope that the spreadsheets I provided online gave others a chance to see where the EH monies are being spent. Hopefully, the next Treasurer will keep up my detailed spreadsheets for your review.

I also wanted to give a BIG thank you to everyone who donated money and time to help me fund and organize all the events during my terms as PM and Treasurer. You guys help keep the dream alive.

This is not the end...look for me running for QUEEN in June. Forest will be running as my Regent and we have a fun action packed summer reign for you guys. Lots of roaming battle games with relics and giveaways. Forest and I will be visiting parks with the Crown leading up to Elections.

Always remember, the most important thing is to HAVE FUN!

Reine Von Doom

Treasurer of the Emerald Hills

Corsairs!!!

Well, we've made some progress in getting our records updated in the last three months, but there is still plenty left to do. I ask again that everyone double check their O.R.K. entry (www.amtgardrecords.com) and make sure your credits and awards are current. If you find something missing, contact your local PM or myself and we will work to get your entry corrected.

Now a word to my local PM's. Some of you have begun using some of the additional feature in O.R.K. I'd like to see all of you make a move in that same direction. The primary feature I would like you to start using if you haven't already is the ability to enter your populous' dues paid status. Second, if you've got a player that you know hasn't been out in a long time, move them over to inactive status. This will help clear up the main park pages.

One final note. In addition to my duties as PM of Records, I am also the kingdom's representative to the 7.0 project. If you have any suggestion on rules revisions, please see me. Right now, I am only looking for minor changes or possible clarifications, as we will have little time to discuss and play test any major changes thoroughly before the next revision. I will, however, record suggestions for larger changes for future discussion.

In you service,
Sistar Tolken

Hi.

The first topic in this blurb is elections. Specifically, the RGK, Prime Minister, and Kingdom Treasurer elections. The elections will be held the weekend of March 11th and 12th, with voting results accepted until midnight on Tuesday, March 14th. I'll begin accepting declarations (via email or in person) after February 1st.

The second topic is rules questions. Got a question about something? Write to gmr@amtgard-eh.com, or ask me in person. I've already gotten a couple questions, and am researching the issue to get the best answer with an ideal of game-wide standards in mind.

Rayel

Emerald Hills Guildmaster of Reeves, Spring Reign 2006



What is Amtgard?

Amtgard is a not for profit, non-sectarian group devoted to recreating elements of the medieval, ancient, and fantasy genres. The thrust of Amtgard is both recreational and educational, with major group efforts devoted to reconstruction of medieval combat. Amtgard weapons are safe, foam padded replicas of the real things.

What does it take to be in Amtgard?

The minimum requirement to play is to be older than 14 years of age, to fill out an information sheet and waiver (available in the Library) and if under the age of 18 have a parent or legal guardians legal consent. It is also encouraged to get a copy of the rulebook, have a medieval costume, and create a history for yourself in the game.

Where is Amtgard?

Amtgard is an international organization. Amtgard gatherings can be found throughout the United States and in many foreign countries.

The Dallas based group's parks can be found in:

Arlington	Eules
Coppell	Denton
Garland	Wichita Falls
Plano	Oklahoma

Additional information on where Amtgard is played under the banner of the Emerald Hills can be found on our Parks page.

The staple of Amtgard gaming is normally in local city parks. However, several times a year we invent excuses (Coronation, Midreign, World Banner Wars!, etc) for weekend-long camping events. On those occasions members of the Emerald Hills groups gather at the Tanglewood Forest event site in Corsicana.

When is Amtgard?

Within the game, Amtgard is based in medieval elements from before 1650 (pre-gun-powder weapons).

In order play the game, you need to have some spare weekend time. Members of Amtgard meet on Saturdays and Sundays in parks around the Metroplex. The day of play depends on the park. Members typically begin gathering at a park between 1 and 2 p.m. For a first visit, arriving closer to 3 p.m. ensures enough players in attendance to get a "fuller feel" for the nature of game without too much waiting around. Because Amtgardians often travel to periodic gatherings, it is recommended that new players



attempt to contact an active park member before attending for the first time. At the very least check out the event schedule/calendar beforehand.

Some Amtgardians also gather during the week to practice their fighting skills.

How long has Amtgard been around?

Amtgard was founded in 1983 and has since spread throughout the world. The Dallas group was the second Kingdom of Amtgard and has been around since 1988.

Who Plays Amtgard?

People from all ages and their families can participate in Amtgard. Amtgard includes:

- Competitive Combat
- Building safe weapons, shields, and armor for play
- Medieval clothing construction
- Wood crafts
- Metal crafts
- Singing, poetry and writing
- Theatrical performance
- Role-play
- Many other cultural aspects of the Medieval lifestyle.
- Weekly gatherings for games fighting and fun.
- Periodic gatherings of the members of the Kingdom for weekend long events, including tournaments, quests, cultural competitions and courts.

Tanglewood Forest Silver City, TX
Duchy of the Midnight Sun Garland, TX
Duchy of Eagleshire Denton, TX
Duchy of Mourningwood Glen Arlington, TX
Barony of Tanglewood Duncanville, TX
Barony of Finder's Keep Wichita Falls, TX
Barony of Cuiviedor Amarth Arlington, TX
Shire of Campus Supernus Plano, TX
Shire of Centaur's Glade (Petitioning) Mabank, TX
Shire of the West (Petitioning) Coppell, TX
Outpost of Die Nordebenen (Petitioning) Edmond, OK
Shire of Shadows Keep Euless, TX
Shire of the Midnight Rain (Petitioning) Meeker, Oklahoma



Parks

Campus Supernus

Bob Woodruff Park South, near the south pavilion, on Sundays at 1 pm.

Park Officers

Sheriff: Aodan Firestalker | Prime Minister: Elder Vermilion

How Do I Get There?

1. Take Central Expressway (US-75) to Park Road.
2. Take Park Road east, past Shiloh Road.
3. Turn right (south) into the parking lot.
4. Follow the sidewalk to the south pavilion.

Mourningwood Glen

Arlington, Texas (West of the D/FW metroplex) on Sundays, around 2:00 p.m.

Park Officers:

Sheriff: Kenta Redhawk | Prime Minister: Allysiandra

First, get to Arlington *grin*. If you're coming from the south, get to I-20, and head towards Arlington. Once you get to Cooper Street, head north on Cooper Street until you reach Arkansas Lane. Turn left onto Arkansas Lane and head down till you get to Spanish Trail. Left on Spanish Trail, and take the second park entrance. We're just over the bridge from the parking lot.

If you're coming from the north, get on I-30, and head for Arlington. Exit Cooper Street, and head south (past UTA) till you reach Arkansas Lane. Right on Arkansas, and you can follow the above directions from there.

Eagleshire

Denton, Texas (North of the D/FW metroplex) on Sundays, around 2:00 p.m.

Park Officers:

Duke: Forest Evergreen | Regent: Tigger | Champion: Everlast | Prime Minister: Tarkas

How Do I Get There?

1. Get to I-35 EAST in Denton (North of the I-35 split)
2. EXIT Bonnie Brae.
3. Take a RIGHT on Bonnie Brae.
4. Take a RIGHT on Scripture.
5. Take a LEFT on Thomas.
6. You will see the park on your LEFT ~ We meet at the Pavilion.



Parks

Finders Keep

2 pm on Sundays at Lucy Park, on the left side of the road (across from the pool).

Park Officers

Baron: Gabriel | Prime Minister: Typhus Deathcaller | Champion: Shades

How Do I Get There?

- 1.From the DFW Metroplex, take 287 to Wichita Falls.
- 2.Take the BROAD ST exit toward US-277/ABILENE. 0.2 miles
- 3.Turn LEFT onto BUSINESS US-277 S/5TH ST/TX-479 SPUR W.
- 4.Continue to follow BUSINESS US- 277 S/5TH ST./Seymour Highway 0.6 miles
- 5.Turn RIGHT onto SUNSET DR. 0.2 miles (its a light and across from a school bus parking lot)
- 6.Turn right on Sunset and this will take you into Lucy Park.

Midnight Sun

Garland, Texas on Saturdays around 2 p.m.

Park Officers

Duchess: Faith Silverose | Regent: Septumus Dio | Prime Minister: Martello Entropy
Champion: Sutra Bahuas

How Do I Get There?

- 1.Take Centerville Road north from LBJ/635. (In Garland, between Garland Rd, and Oates Dr.)
- 2.Take a right on O'Banion Rd. (Landmark: 7-11)
- 3.Troth Ablon Park will be on your left, less than a mile.

Midnight Sun

A-Frame

Occasionally, Midnight Sun special events will be held at an alternate location, in case of inclement weather. In such cases, we'll usually reserve the Gatewood Pavilion, commonly referred to as the Midnight Sun A-Frame.

Directions:

- Take Oates Road north from LBJ/635. (In Garland, between Centerville Rd, and IH30 .)
- Take a left on Duck Creek Rd.
- Gatewood Pavilion will be on your left, less than a half mile.



Parks

Tanglewood

2pm on Saturdays.

Check the forums beforehand to make sure they are meeting that weekend.

Park Officers

Baron: Sir Nevron Dreadstar

How Do I Get There?

1. Take the Cedar Ridge exit off I-20.
2. Head south to Camp Wisdom Road.
3. Turn left at the light.
4. Turn right at the first street, which should be Steger Dr.
5. Follow that road into the park. Look for the basketball court and park as close to it as you can.
6. Tanglewood meets in the front part of the woods, to the west (right) of the playground.

Petitioning Parks

Shire of the Midnight Rain in Meeker, OK

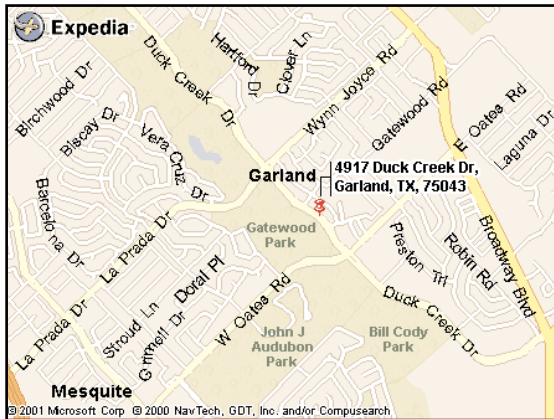
Shire of the West, Coppell, TX

Shire of the Forsaken Lands, Euless, TX



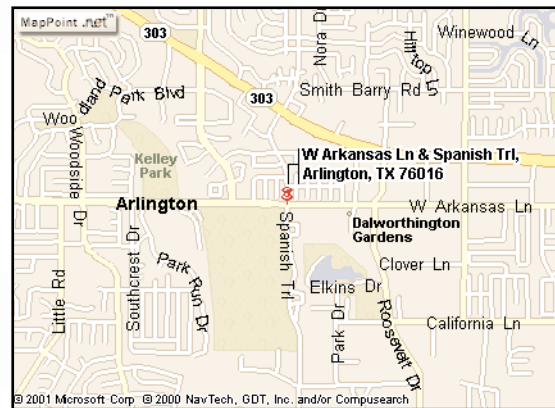


Park Maps Page



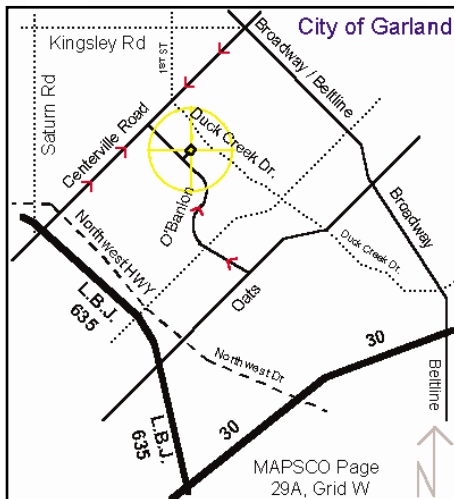
Midnight Sun

Garland, Texas on Saturdays around
2 p.m.



Mourningwood Glen

Arlington, Texas on Sundays, around
2:00 p.m.



Midnight Sun A-Frame

Special Events - TBA



Eagleshire

Denton, Texas on Sundays, around
2:00 p.m.



Links

·Companies (http://www.amtgard-eh.com/links_companies.html)

A list of (and links to) Fighting Companies either based in or with members in the Emerald Hills.

·Households (http://www.amtgard-eh.com/links_households.html)

A list of (and links to) Households either based in or with members in the Emerald Hills.

·Mailing Lists and Forums (http://www.amtgard-eh.com/links_mailinglists.html)

A list of (and links to) Emerald Hills related mailing lists and forums.

·Amtgard (<http://www.amtgard.com/>)

The Official home of Amtgard; the Live Action Role-playing Game and Combat System that the Emerald Hills participates in. From this, all else flows.

·Amtgard Atlas (<http://www.216.63.64.188/index.html>)

Looking for a place to play Amtgard? Start here! Includes geographical breakdowns.

·Amtgard Online Record Keeper (ORK) (<http://www.amtgardrecords.com>)

Online database of credits, awards, and other player information.

·Clan! (The Gathering of the Clans)

(<http://home.elp.rr.com/indexorama/clan/clan21.html>)

Latest information on the largest annual (each July) gathering of Amtgardians anywhere. In addition, recent Burning Land BOD minutes are published here.

·Interkingdom Knights List (<http://www.amtgard-wl.com/ikknightslist/>)

Hosted by the Kingdom of the Wetlands, these pages contain the most comprehensive list of Known Amtgard Knights. [Of course, the best place to get the straight dope on EH knights is right here.]

·Tanglewood Forest (<http://www.tanglewoodforest.org>)

Emerald Hills managed property/campground 20 miles east of Corsicana in Silver City, TX. Used for major events such as Mid-reign and Coronation, it's also available for other groups or organizations.

·World Banner Wars (<http://www.worldbannerwars.com/>)

Get the details on Amtgard's only full class, put-up or shut-up, tournament. Held at Tanglewood Forest every October, this is the Emerald Hills' annual inter-kingdom event.

·Emerald Hills (Yahoogroups) (<http://groups.yahoo.com/group/Amtgard-EH>)

The Primary Mailing List for the Kingdom of the Emerald Hills.

·Emerald Hills Forums (phpBB) (<http://www.amtgard-eh.com/forums>)

The Emerald Hills online discussion forum.

·RGK (<http://two.pairlist.net/mailman/listinfo/rgk>)

Mailing List to keep tabs on the Royal Grounds Keepers. The RGK manages Tanglewood Forest on behalf of the Emerald Hills.

·e-Samurai (<http://www.dragonspine.net/samurai>)

The Electric Samurai is an opinion website covering all things Amtgard. The attached forums have become the primary interkingdom discussion venue in Amtgard.

·Lionesse (<http://nondescript.net/lionesse/>)

An Amtgard forum sponsored by House Lionesse for the support and encouragement of women fighters. Everyone from the novice to the expert is welcome to discuss, share, exchange information/experiences.

·The Emerald Hills Role-Play List (<http://games.groups.yahoo.com/group/ehroleplayers/>)

The official Emerald Hills role-play intensive/exclusive yahoo group focused on role-play immersion.



January 2006 Althing Results

Item #1 - Did not pass

Item #2 - Passed

Agenda Items:

Proposal #1:

VII. Kingdom Events

A. Crown Qualifications (AKA Crown Quals)

4. Crown Contestants are required enter a minimum of 10 (ten) Crown Qualification cultural and war events (each). In addition, to successfully qualify, a contestant's cultural entries must average at least a 3 (three) on a 5 (five) point scale. Only the contestant's highest 2 (two) entries in a category may be figured into this average.

to:

VII. Kingdom Events

A. Crown Qualifications (AKA Crown Quals)

4. Crown Contestants are required [to] enter a minimum of 10 (ten) Crown Qualification cultural and war events (each). In addition, to successfully qualify, a contestant's cultural entries must average at least a 3 (three) on a 5 (five) point scale. Only the contestant's highest 2 (two) entries in a category may be figured into this average. The average of the highest 10 (ten) categories entered will be used to determine qualifying status.

Proposal #2:

Clarify the event budgeting section to actually mean something. Currently the wording is so vague as to be open to interpretation and confusing. Suggest clarifying that the budget is to be based off of the average Kingdom take from gate from the last three events of the same type. And clarifying that Events of the same type; refers to: Spring Midreign; Summer Coronation; Fall Midreign; Winter Coronation as distinct types.

Change the event funding section from:

V. Club Government

A. Duties and Policies of the Treasury

3. Together, the Monarch and Treasurer may budget and approve expenditures for the operation of the kingdom. This includes expenses for:

- Midreign and Coronation - May budget an amount not to exceed the average of the preceding three events of the same type.

- Tanglewood Forest - The annual payment as required by the Kingdom's lease.

- World Banner Wars - May budget an amount not to exceed the average of the preceding three Banner Wars gross expenses.

to:

V. Club Government

A. Duties and Policies of the Treasury

3. Together, the Monarch and Treasurer may budget and approve expenditures for the operation of the kingdom. This includes expenses for:

- Midreign and Coronation - The Kingdom shall not expend an amount for an event Greater than the average of the Kingdom's portion of the gate revenue for the preceding three events of the same type, without prior approval at Althing. Event of the same type refers to: Spring Midreign; Summer Coronation; Fall Midreign; Winter Coronation as distinct types.

- World Banner Wars - The Kingdom shall not expend an amount for World Banner Wars greater than the average of the Kingdom's portion of the gate revenue for the preceding three World Banner Wars for valid receipts submitted. Any receipts in excess of that amount will only be reimbursed by authority of an althing.

- Tanglewood Forest - The annual payment as required by the Kingdom's lease.



How I take Care of me Brother

Chagrin DeMorte

Male 1 His father was a fisherman, was eaten by a whale,
Male 2 His father was a drunkard. Keeled over with an ale,
Male 1&2 Both our mothers in need for work, and brothels did they find,

But they could have no children so we were left behind.
And that's how I found me brother,
Sworn to take care of one another,
Toils and troubles thick and thin,
And this is where our story begins.

Male 1

I took him to an alehouse to get him his first pint,
I told my brother dear not to start any fights,
After a round or two I went to hit the head,
When I came back out three patrons lie dead.
Oh, I took my brother to the back and beat him to a stump,
A gash on his eye and on his head a nasty lump,
It's round after round one after another,
And that's how I take care of me brother.

Male 2

In that same alehouse I got him his first lay,
I told my brother dear not to start any frays,
After a minute or two the wench came running out,
Followed by my brother with whips and chains about.
Oh, I took my brother to the back and beat him to a stump,
A gash on his eye and on his head a nasty lump,
It's round after round one after another,
And that's how I take care of me brother.

Male 1&2

After a long day an inn did we find,
Time for us to rest and leave our differences behind,
The next morning I woke to find my dear beaten brother,
Only to discover he was sleeping with my mother.
Oh, I took my brother to the back and beat him to a stump,
A gash on his eye and on his head a nasty lump,
It's round after round one after another,
And that's how I take care of me brother.



A Change of Disguise

Seamus the Rhymer

Nexus Crow's eyes shifted back into focus as he awakened from a deep meditation. The faces, still running through his mind, seemed so close and familiar now. "I'm getting nowhere just watching, mother", thought Nexus as he shifted his position near the tall oak tree to look upon the horizon to the North, just above the mighty linden trees.

.....

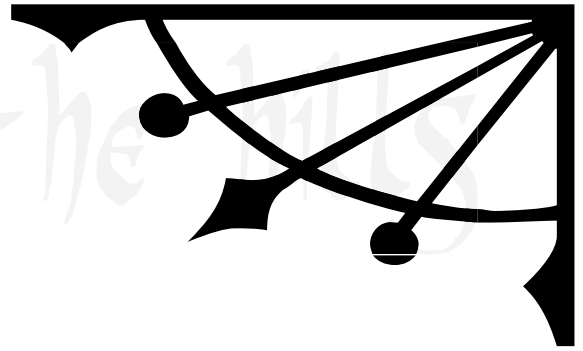
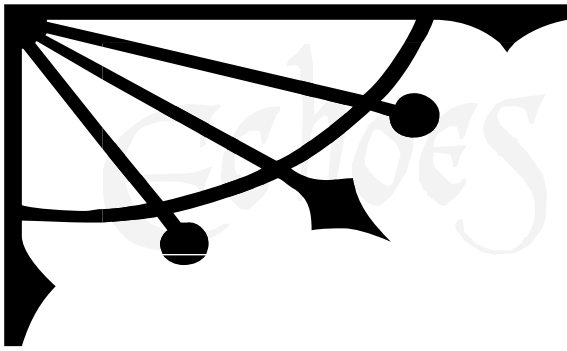
The small village smelled like burning animal flesh and rotting fruit. Even as an owl, he thought he almost felt himself trying to hold his nose from the stench. Nexus landed behind a building and soon changed form, returning from behind with an ensemble that simply didn't fit in his new surroundings. "well then, that won't do at all" thought Nexus, looking at his long robes as he scanned the market place and the various displays. An old gypsy woman looked him deep in the eye and then shouted loudly. "You sir!, you there! come on over here!" Nexus looked around with a rather confused expression. Never had he been addressed by a mortal before in all of his existence...and in such an informal manner! "Yes...er,...hrrmmm,,uh....i need clothes" said Nexus clumsily to the old woman whose eyes were vastly magnified by her garish spectacles. "well then, i'll be the person to help you!" the old woman said as she teetered off into the back part of her shop. In a few minutes she returned with a small pile of browns and blacks. As she stood there messing with the clothes, Nexus' eyes wandered to the side walls and ogled at the sight of instruments, shiny and attractive, hanging from hooks. "will that be all for you sweety?" eyed the woman. "Uh.....er.....no..i think i'll take these too", said

Nexus as he sat a drum, a tambourine and a few other instruments onto the table. "Are you sure?, that's more than 20 gold pieces there!" cried the old crone, her eyes becoming more and more moonish. "gold?" thought Nexus..."perhaps you would accept this. it's not much but if you crush it up and add it to water it's a great healing elixir" At first the lady raised her eyebrow, but she was soon clutching her chest when she realized that this obvious tourist was holding an opal the size of her fist. She thought quickly and tried to see if she could get more. "oh, i am not sure...is that all you can spare?"

"well...uh..i have this too?" said Nexus as he slipped an even larger amethyst out onto the table. "it's not really worth much...but i can spare it" Said the guardian as he looked at the woman with a very confused expression on his face. Oh..i suppose that'll have to do" said the woman, sounding very disappointed. Nexus grabbed his new possessions and headed towards the nearest pub. "how peculiar", thought Nexus "the elves were right when they said that the humans liked to play with rocks..i wonder what they do with them?"

"i hope this disguise works.....can't go around and get noticed by an elf or something...at least i don't have to worry about the humans", he thought. Nexus walked into a pub called "the lucky hound" and asked for a room at the front desk. Minutes later he was heading back down the stairs in his new clothes. Strange, the owner had been so happy with Nexus' payment he had given him a full years stay. As he came around the corner he could hear a large amount of drunken





voices screaming "Bard!" across the room. He looked to his right just in time to see ten men to grab him by the arms and legs and hoist him up onto a table in the middle of the bar. Sing!" cried the men, looking to Nexus like children eager for candy. "uh.....sing?.....oh my....okay" stuttered Nexus as he raised his hands for silence. there was a long silence followed by the sound of wind rushing through the tops of pine trees. Nexus then breathed out and began a strange song, very slow and light. The men around him listened closer as the tempo started to rise. Soon, the tambourine began to rattle and the bard before them was half singing, half shouting a quick and airy song in a strange language. No sooner had the second verse began then the men, and quite a few women, began to dance upon the tables themselves, clapping and dancing, unable to control themselves as they tried to sing the bards song. After an hour of singing, Nexus soon grew weary and started to his room. The same song from an hours past still rang merrily throughout the pub, the men still entranced by the magic Nexus had woven. Obviously, humans are not meant to hear elvish music. As he reached the stairwell a few of the old drunks staggered towards him and asked him for his name. "N.....Seamus....yes, Seamus the rhymer" said Nexus The old men staggered off again and rejoined their friends, his name being muttered across the pub tables. "hmmm, Seamus...yes, that will do nicely" He thought as he smirked and took one last glance across the bar, heading up the stairs to his room. The bard slipped down the stairwell in the dead of night. Two drunk men were passed out at a nearby table...but besides that...nothing else. It was time now. Earlier that night he had watched from his window into the distance of the court. The republic had crumbled and

Clio ha taken her place upon the throne. He had a feeling a few certain individuals had something to do with it too. "seamus The Rhymer" passed outside of the threshold and onto the deserted streets. He had a favor to ask.

The faux bard walked out to the edge of the town along the dark line of trees and crouched down, smelling the earth and looking closely at the tracks in the fallen leaves. He raised his head and grabbed the last green oak leaf from a low branch. Raising it to his lips he mouthed a small song, light and barely heard but with all the power of the air. "Delphos.....Bring me Delphos", said the guardian as he let the leaf go into a gust of strong wind. Somewhere, within the darkness, a call would be heard.





The Seventh Seal

Sutra Bahuas

he stands on the crest of the sandy dune. i can see him from a distance. i scan the crimson horizon, his dark cloak fluttering in the evening gusts. fiercely he stands against the coming storm. the wind whips emotionless sand at him, hoping to blind him. He won't budge. his walking staff sinks into the sand as he leans heavier and heavier unto it.

i descend the small hill of shifty sands and approach the motionless figure. I squint unable to breath for fear of choking to death. i cover my mouth and shield my eyes. It feels like eternity. thoughts race unceasingly like the gray clouds above. the storm is coming. the dark clouds hang over the land, a dark drape coaxing the land to slumber forever. The dream. i remember vaguely the lullaby of the past.

i reach him, his breathing coarse like the sand. face to face at arms length we stand. His eyes peer beyond me, through me. i frown realizing he doesn't see me. i have much to ask and will have no answers...again. the thunder shakes the earth. echoing bursts reverberate my soul. i smirk. all this and for what.

he closes his eyes and speaks. the promise, he was again reminded of. the dream, don't let go of the dream. don't wake up. the realms have shifted like always, and will never end. as long as the land draws breath, men will argue, gods will plunder, time will pass. The dream, that's all some have.

turning to see the focus of the man's attention i peer into the valley. Before my very own eyes life sprang forth. the rain came. hard and heavy. the pattering of rain beat like a drum on my skull. the wind roars and the sound of cascading water floods my senses. The valley takes on a verdant tone. streams turn into roaring rivers. in the middle 7 trees take root and erupt through the sandy earth.

arching and shifting they reach immeasurable heights grasping at the skies. As if by magic they begin to inhale the storm clouds. the stars, i can see the stars dancing above. The storm has gone, taken into the powerful baobabs. in the valley stand seven giant trees, gently swaying in the night's breeze. they sing of heroes and legends. Blazing on their centers are seals, all different; almost representing the essence of its rightful bearer. My heart aches with hope. the sun breaks the darkness, running its course in the sky.

i turn to speak to the man but find myself alone. i had questions only he could answer. I know it. he would know what to do. how to tend the trees. hope to keep them alive and feverish with life. he would know what to do. i blink and realize this is the way it has to be. the answers are never the same. in the distance i can see the storm.

in the distance i can see the storm. the cloak flutters in the wind picking up with force. I sigh heavily waiting for the burden to be lifted. waiting in the dusks waning light i shift weight unto my walking staff. waiting. over the sea of dunes i see a figure. I sense the hope in them. it flows powerfully through their veins. maybe they can answer my questions. i wait. sleep. to dream.



The Rat Septumus Dio

He was trying to breathe with a collapsed lung...It wouldn't last too much longer. Finally he collapsed, dead. Septumus pushed the corpse with his foot just to make sure that it was finished. It was.

Septumus leaned forward and wiped his blood covered blade on his mark's tunic and resheathed it. At least this job had been worth missing the kingdom gathering for. He had a job to do there too but that would have to wait until the next time. Septumus hurried away from the area as quickly as he could without being noticeable, but not before grabbing the dead man's coin purse and other valuables.

Septumus dodged through allies and finally found his way out of the slightly fortified town. These two logs he could squeeze through and out back into the wilderness, so he did. Now for the long journey back to Midnight Sun. The rat left slowly, mulling over the night's events. He had been invited to a gathering of his natural predators which caused him to be tentative in accepting but nonetheless his curiosity got the better of him. He sat in the corner while they all discussed and chatted, listening and not saying much, no point in aggravating the several death knights that now surrounded him.

Hours went by and eventually everyone had left, including the rat. How very strange that was to be surrounded like that and not be nervous, a new experience for sure. One of them had mentioned more than once about curing his "disease." He couldn't imagine that. The rat decided he was going to kill the next healer he saw...out of principle.

Arriving at his camp finally his mind moved to other things, such as his next mark. The client had wanted a very painful death and the rat had just the thing. He picked up a small, razor sharp blade that curved called a harpies claw. This next one he would peel open like an orange, he had never done that before. The noises the mark made would be interesting for sure.... He felt a little guilty just leaving his ... associate lying there in the middle of the woods with little protection but he was more than confident that Sutra could hold his own, even if ambushed. Besides, there were more than enough traps set around the perimeter to warn him and he had even left him some breakfast. Septumus had things to tend to anyways. Being in the den for that long had given him things to think about as well as do.

Septumus headed out to a small crossroads outside of the Duchy to get some things done without causing suspicion. He would have to speak to a somewhat powerful magic user in order to get this done and he knew just the one. A mark he had let live in exchange for the occasional favor, it had worked out nicely from time to time.

He arrived at the healer's hut and let himself in. He already knew what he needed and provided the materials and left. Septumus let her know that she only had until nightfall to complete it for him. He left and wandered around, finding a tavern of his liking and staying there later into the night than he had originally intended, lucky for his friend.

Septumus slowly made his way back to the cramped hut to retrieve his prize. She held it out to him. It was no larger than a marble but she held it like a dragon egg, cupped in her hands like she was afraid to move it too much.



"This is an extremely powerful divining device, be careful how much you use it or the target might start to suspect he is being watched." She warned him. Septumus snatched it from her hand and dropped it in his pouch after admiring it for a moment. He turned around and started to walk towards her door but stopping halfway there and turning around.

"Wait a second...You're a healer aren't you?"

"Yes...You knew that." She replied.

There was a pause followed by a whistling noise. The healer looked down at her chest and the throwing dagger buried in it. Her last words were wheezing gasps spoken through a punctured lung.

"Just on the principle..."

Septumus turned and walked out as she fell to her knees trying to survive but unable to speak spells. Septumus continued his way back to one of his many campsites hidden in the woods surrounding the Duchy. When he arrived it was obvious that someone or something had stumbled in and found the error of that choice. Half of a human foot was left inside a bear trap that had been laid out and camouflaged in the only visible entrance to the campsite. A trail of blood went from there and to the left, disappearing into the woods. The wolves would find him surely, or the orcs, they could smell blood as well. Septumus took the necessary measures to cover the smell himself, turning the dirt over in each of the areas where blood had pooled, burying it.

Septumus rebuilt his camp as much as was needed to be comfortable for the next few nights and then sat down. He looked at his pouch for a few moments and then pulled out the polished stone sphere. He held it in his hands, a look on his face almost that of a child with a new toy. Septumus set it down on the stump in front of him, wanting to try it out but yet ... not.

Curiosity overcame him and he grabbed it off the log. Holding it between his forefinger and thumb he stared into it. The colors swirled around, changing and going darker before eventually forming a vortex inside. The person this device had been attuned to suddenly appeared in the center of the stone. Septumus watched him for several minutes. After not seeing anything interesting at the time he dropped it back into his pouch. He was pleased, it had worked just like he wanted.

Now he could begin...

True Love Sir Forest Evergreen

If we hurt the ones we love,
Then Mommy loves me.

So underneath all the bruises and cuts
I'm an Angel, waiting.

If the rod of correction drives out evil,
Then Daddy's made me a Saint.

For my parents have borne the horns of Demons
To see that I go to Heaven.



















































Crown Quals XXXVI - Results

Name	Entries	Categories	Average
Blaise	12	10	4.226
Shef	12	11	3.606
Chagrin DeMorte	4	4	3.534
Septumus Dio	9	9	3.528
Gabriel	5	5	3.528
Forest Evergreen	7	7	3.511
Sutra	11	6	3.403
Faith Silverose	10	10	3.341
Clio Ninetails	10	10	3.315
Firestalker	10	10	3.094
Brennon	13	13	2.741

Name	Code	Item	Score
Septumus Dio	C1A-1	French bread with bruschetta oil dip	3.1
Faith Silverose	C1A-2	Twice Pickles	3.0875
Firestalker	C1A-3	Feta Salad	3.1125
Clio Ninetails	C1A-4	White Bean Chicken Chile	3.425
Brennon	C1A-5	Shrimp kabobs	3.6125
Shef	C1A-6	Spicy Yakitori	4.125
Septumus Dio	C1M-1	Squirrel hash (stew)	4.575
Blaise	C1M-2	Portobello Chili	4.325
Faith Silverose	C1M-3	Camp Chili	3.1
Gabriel	C1M-4	Chicken Parmesana	4.3875
Clio Ninetails	C1M-5	Rosemary Grand Game Hen	3.3
Brennon	C1M-6	Chili	3.9
Shef	C1M-7	Apricot Glazed HAM	3.425
Septumus Dio	C1D-1	Pappa's pie	3.95
Blaise	C1D-2	Black Forest Pudding Pie	4.35
Faith Silverose	C1D-3	Peanut Butter & Jelly Cookies	2.825
Clio Ninetails	C1D-4	Sweet Potato Pie	3
Brennon	C1D-5	Cream Cheese Brownies	2.8
Shef	C1D-6	Millionaire Pie	2.55
Firestalker	C1D-7	Rubarb Pie	3.875
Septumus Dio	C1O-1	Empanada	3
Faith Silverose	C1O-2	Olive & Cucumber Salad	3.35
Gabriel	C1O-3	Mashed Potatoes	2.975
Brennon	C1O-4	Potato Augratin	2.625
Forest Evergreen	C1O-5	Dressing	3.475



Crown Quals XXXVI - Results

	<u>Name</u>	<u>Code</u>	<u>Item</u>	<u>Score</u>	
	Shel	C1O-6	Dreamwhip Pumpkin Pie	3.175	
	Firestalker	C1O-7	Cornbread	2.85	
	Faith Silverose	C1V-1	Spiced Citrus Cider	3.9125	
	Brennon	C1V-2	Vanilla Tea	2.95	
	Septumus Dio	GA-1	leather pouch	2.55	
	Chagrin DeMorte	GA-3	Squire's Belt	3.1625	
	Firestalker	GA-4	Lady's Muffin Hat	3.25	
	Brennon	GA-5	Green Suede Pouch	2.675	
	Septumus Dio	GC-1	Black velvet cloak with blue velvet lining	4.125	
	Blaise	GC-2	Ladies Renaissance Inspired Dress	4.225	
	Faith Silverose	GC-5	Red and Gold Court Gown	3.7	
	Sutra	GC-6	Elven Coronette	3.3	
	Sutra	GC-7	Roman Gladiator/Soldier Top	2.125	
	Septumus Dio	GFI-1	Black tabard with fancy stitching	2.95	
	Blaise	GFI-3	Warlord Tunic	4.6625	
	Firestalker	GFI-4	Open Tunic	3	
	Clio Ninetails	GFI-5	Green Emerald Hills Sleeveless Tunic	3.625	
	Shel	GFI-6	NightHawk Tunic	4.275	
	Faith Silverose	GJ-1	Chain Mail Choker	3.1625	
	Firestalker	GJ-2	Knights Chain	3.15	
	Clio Ninetails	GJ-3	Jewelry Set Inspired by Regent's Crown	2.675	
	Septumus Dio	WFA-1	How i caught the squirrel's for my squirrel hash	4.425	
	Blaise	WFA-2	Bracketed Fighting Tournament	4.125	
	Sutra	WFA-3	Newbie Guide - How to Sword/Shield/Character Write-up	3.9	
	Clio Ninetails	WFA-4	Interview with Dame Linden Tul	3.825	
	Forest Evergreen	WFA-5	History of Roddy McCorley	4.05	
	Septumus Dio	WFI-1	Character background for Septumus Dio as told by a bard	3.075	
	Sutra	WFI-2	Role-play - Spirit Walk	3.1	
	Sutra	WFI-3	Role-play - Eryn Lesgalen	3.075	
	Forest Evergreen	WFI-4	Dead Men	3.425	
	Brennon	WFI-5	Brennon Charater Sheet	1.125	
	Shel	WFI-6	Prologue - A step into the void	3.375	



Crown Quals XXXVI - Results

Name	Code	Item	Score
Blaise	WPO-1	Streaming and Conscious	3.9
Chagrin DeMorte	WPO-2	That's how I take care of my Brother	3.075
Gabriel	WPO-3	What to Enter for Crown Qualz	3.375
Forest Evergreen	WPO-4	Poison of an Insect	3.725
Clio Nintailles	WPO-5	Ode to Gutermann	3.175
Brennon	WPO-6	Sword Knight Haiku	3.075
Shef	WPO-7	Lucid madness	3.35
Firestalker	WPO-8	Poem	3.05
Sutra	WPU-1	Something Corporate	4.2
Sutra	WPU-2	Assassin Contract	3.75
Firestalker	C2P-2	Chain Hacky	3
Brennon	C2P-3	Silver Topped Cane	2
Blaise	C2AR-1	Augmented Chain/Plate & Studded Lthr/Brig	4.15
Sutra	C2AR-2	Leather/Chain Maille Armor	3.55
Sutra	C2AR-3	Leather Gauntlets	2.825
Brennon	C2AR-4	Brown Leather Bracers	3.25
Blaise	C2AR-5	Studded hardened leather	4.5
Blaise	C2W-1	Polearm	3.05
Gabriel	C2W-3	Spell Balls	3.15
Firestalker	C2W-4	Sword	2.975
Clio Ninetails	C2W-5	Pretty Sword w/Big Pommel	3.65
Brennon	C2W-6	Flame Blade Flat Blade	1.675
Blaise	C2S-1	Sunflower of Protection	4.05
Brennon	C2S-2	Flame Coven Shield	3.125
Clio Ninetails	C2B-2	Sable Pride Banner	3.375
Shef	C2B-3	NightHawk Banner	3.475
Chagrin DeMorte	BS-1	Red is the Rose	4.075
Faith Silverose	BS-2	Don't Leave Nobody but the Baby	3.625
Forest Evergreen	BS-3	The Rainbow Connection	3.625
Shef	BS-4	Born on the List Field	3.825
Shef	BS-5	Fields of Athenry	4.075
Blaise	BO-1	Mark Me	4.875
Blaise	BO-2	Renascence by Edna St. Vincent Millay	4.5
Gabriel	BO-3	The Tell Tale Heart	3.75
Forest Evergreen	BO-4	St. Crispains Day	4.4



Crown Quals XXXVI - Results

Name	Code	Item	Score
Chagrín DeMorte	BI-1	The Foggy Dew	3.825
Faith Silverose	BD-1	Bellydancing	3.175
Sutra	A2D-1	Japanese Horse	4.2
Shef	A2D-3	Welcome to the Jungle Monster Art	4.275
Shef	A3D-1	Miniatures Set	3.35
Faith Silverose	AP-1	Little Assassin	3.475
Clio Ninetails	AP-2	Stewie & Red	3.1
Brennon	R-1	Spaulders Studded Red leather	2.825
Forest Evergreen	R-2	How to Run a Double Elm Tourney	1.875
Firestalker	R-3	Newbie assassin kit	2.675

Dues Paid List

Allasandra.....TW7/25/06	LarinCS05/06/06	TyphusFK03/31/06
Allys'siandra.....MWG 3/30/06	Little ZigES05/06/06	VuzlanEH06/07
BlakeCS05/30/06	LoganCS05/06/06	WyrnCS05/30/06
BoomerEH03/06	MartelloMS06/2/06	YoniCS01/30/06
BoxFK11/06	Mosher7/25/06	ZenticuliTW7/25/06
BrennonES05/30/06	NettleMWG 05/30/06	ZhanelCS06/30/06
CaffiendEH06/07	NicodemusCS06/30/06	ZigTW7/25/06
Chagrín3/23/06	PraxisFK2/28/06	Dues Paid in office:
DakotaES05/06/06	RandomES06/30/06	Clio
DanteEH06/08	RathMS3/31/12	Blaise
D'OkynnEH10/31/12	RayelMS05/19/06	Reine
Draeven S.EH12/08	Sabre R.EH01/06	Tolken
EclipseEH01/07	Santos/SutraMS07/23/06	Permanent Dues Paid:
ElderEH09/06	SeptumusMS11/12/06	Archangel
EverlastES05/06/06	SethEH01/06	Bacchus Silvermane
Faith Silverose .MS12/24/07	ShadesFK11/06	Daj
FalamarTW7/25/06	Shamus G.MWG 05/30/06	Delphos
FaunnaES05/06/06	ShefCS05/30/06	Dog
Fetakin7/25/06	Sir Kaz7/25/06	Kalxen
FirestalkerCS06/30/06	SirrakisES06/06/06	Kodiak
ForestES11/06/07	SolaceES05/06/06	Lief
Gabriel6/06	SparhawkCS05/06/06	McFadden
Greydon W.FK04/31/06	Stormie7/25/06	Murdoch
JasmineEH10/31/12	Taldak7/25/06	Myadeeb
Kat7/25/06	TamisanEH09/09	Nevron Dreadstar
KellES05/06/06	TangeenaTW3/12/06	Raymare
KelldorFK11/06	TarkasES05/06/06	Squeak!
KentaMWG 04/30/06	Telemain7/25/06	Stone
KerbCS05/06/06	TigaraMS05/19/06	Thoron Underhill
KofkaFK6/06	TriannaFK03/30/06	Udo
KrylisFK4/30/2006	TrinityTW3/12/06	Z
K'taiMS1/26/06	TunearTW7/25/06	



Kingdom Relics

Non-rulebook Kingdom Level Relics



Bow of Malice (Mid-Reign) *Available @ Relic Quest*
A hardened 4 (four) point bow. The base damage for arrows shot from this bow is 4 points; regardless of whether the bow used is a short or long bow.

Gauntlets of Ogre Power (Coronation)
Weapons wielded by the wearer's Gauntleted hand(s) are considered (non-magically) blade-sharpened/bludgeoned while meleeing. There are no damage categories above "double red" that blade-sharp/bludgeon can elevate a weapon to.

Mithril Chain (Coronation)
The wearer of this tabard has 3 (three) points of armor where the tabard covers. May only be worn by classes normally allowed to wear armor and may not exceed that classes armor maximum. Like normal armor, is fully restored at the beginning of each life after having died. This armor is NOT affected by a 6th level warrior's +1 to all armor worn class ability.

Orb of Healing (Coronation)
Allows a healer to cast the heal spell by saying "Sword cut, spear stab, mace smash, arrow jab, the white light of healing has healed thou" and allows the healer to resurrect each player on his team once in addition to his normal resurrects. In the hands of any other class it allows the user to cast the heal spell as per healer. All granted Heals and Resurrects are magical in nature.

Standard Rulebook Relics

Dagger of Infinite Penetration (Mid-Reign)
Available @ Relic Quest
When thrown will pass through all armor values except invulnerability and damage the target. If it hits a shield the shield is destroyed. MUST be thrown to use. Will not destroy the Shield of Reflection. Will destroy "warrior improved" and Hardened shields (but not shields bearing Enchant Shield).

Homestone (Coronation)

Allows the holder to mend broken weapons and shields ("I mend this item" x10). It also allows the person's dead teammates to come back alive at his location rather than having to return to their base. Armor and enchantments may not be mended by this relic.

Odin's Hammer (Mid-Reign) *Available @ Relic Quest*
A one handed "red" weapon only usable by barbarians, and in fact, the only relic allowed to barbarians. If constructed as a throwing weapon, it does "red class stuff" even when thrown. For those with long memories... Yes, at one point, this relic was much more powerful (Earthquake, area of effect Stun, etc).

Ring of Power (Mid-Reign) *Available @ Relic Quest*
Negates the first hit from each separate opponent per battlegame. Counts against weapons and any enchantments only, it is ineffective against spells. Does work against class abilities. Does protect against Touch of Death, Paralyzation, Firetrap, etc.. Does not protect against Spellballs.

Shield of Reflection (Mid-Reign)
Available @ Relic Quest
This relic is indestructible and the effect is permanent. Will negate any effect that strikes it, even white weapons and magic. Magic striking the Shield does not affect the wielder. A druid Flesh to Stone striking the Shield causes the caster to be petrified (as denoted in the spell description).

Sword of Flame (Coronation)
It is considered flame and will kill a victim if it strikes any legal unprotected area (as per the enchantment enchant weapon). Confers upon itself and its owner protection from flame. It is itself impervious to an iceball and entangle. May only be used by the owner for one life per game. May not be shared between players during a game. Unlike Flameblade, is NOT red nor does it free Iceball/Entangled players.



Interview with A Knight

November 2003

Interviewer: Sir Eclipse Blackfire

Interviewee: Sir Trinity Skythasis

What was your most memorable Amtgard event and why?

Clan of '96' or thereabouts (time is a pain when you get old). I received my Crown Belt from Sir Ivar at the Bonfire in the middle of Saracen City at night surrounded by friends and acquaintances from my many years in the club

Who's your favorite Amtgardian and why?

My 'Favorite Amtgardian?' I really don't have one. There are many out there whom I admire and feel are great inspirations to the rest of amtgard but I can't say there is only one who is my favorite.

What was your most embarrassing moment in Amtgard?

That would have to be when I was stepping down from my third term as Monarch of the BL and had just moved to EH. There I was all prepared with a speech saying how much I had enjoyed my time at BL and how I was going to miss all those around me from BL and DS when I got all choked up and teary eyed and could barely finish talking.

Best ditch ever and why?

Don't really have a 'Best' but have fond memories of 2am ditches in the 'cat box' at SW and some of the many Clan ditches at Sleepy Grass surrounded by my friends and company bros.

Most hard fought battle and why?

Probably the 'Knights and Squires vs. The World' in the Castle right after it had rained at Clan the year I returned from destroying my knee for good. Standing in the gateway elbow to elbow in the mud holding off the attackers was a memorable and cherished feeling.

What is your favorite Park and why?

Can't say I have a favorite park but I would say some of the early EH events at Camp Elowie, running the trails at night in hard fought skirmishes would be high on my list.

What would you like to see more of in Amtgard and why?

What would you like to see less of in Amtgard and why?

I'll combine these last two item because I feel they go hand in hand with each other. I would like to see more of the commraderly and fellowship from my early years in Amtgard. In those days it wasn't who you were or what you were but your drive and determination to have fun, build the club, work with others, and make sure it was fun for all. The backbiting and slamming of each other these days makes me a bit sad, for this club is for everyone not just the few, but it seems there are those out there who feel it is more about them and theirs and what they can get, than it is a group effort for all to enjoy. Don't get me wrong, I'm not saying there aren't those out there who deserve the recognition for doing things above and beyond, I just think that Amtgard should come first and the individual second.



Kingdom Knight's List

Knighted Here

Sir Reyna
Sir Nevron
Sir Delphos
Sir Alessandra
Sir Taz
Sir Reinholt
Sir Garath
Sir Caleom
Dame Selka
Sir Zyphus
Sir Gwindon
Sir Lorn
Sir Xenos
Sir Ivar
Sir Aron
Sir Kaz
Sir Aislinn
Sir Cabal
Sir Thorin
Sir Tunear
Sir Kindrik
Sir Zentikuli
Sir Mosher
Sir Taldak

Sir Infinity
Dame Brenna
Sir Corbin
Sir KalXen
Sir Squeak
Sir Archangel
Sir Dog
Sir Wolverine
Dame Kira
Sir Falamar
Dame Shaylen
Sir Gavin
Sir McFadden
Sir Rath
Sir Logan
Sir Brock
Sir Sparhawk
Sir D'Okynn
Sir Martello
Sir Myadeeb
Sir Forest
Sir Glavas
Sir Ominique
Sir Oriana
Sir Eclipse

Sir Scytale
Sir Og
Dame Nightengael
Dame Tigara
Sir Constanzie
Sir Quintahr
Sir Clu
Dame Wickett
Sir Zig
Sir Galen
Sir Ice
Sir Sean Carlton
Sir Brennon
Dame K'tai
Sir Moogie

Immigrants

Sir Naes
Sir Terarin
Sir Trinity
Sir Auromax
Sir Shef
Sir Morgan
Dame Aurora Selene

Dark Wind of Chaos

The moon rides high on a starlit sky
When pirates go a sailin over seas of sand
On shipboard they ride with the wind on their side
Guided by the captains hand

The captain he's a distant one
A look of pain deep in his eye
His crew they are of loyal stock
And for their ship they'd die

The ship she is the Dark Wind
And she rides the waves of stone
Her sails are made from dragons wings
Her hull and masts from bone

In search of treasure of jewels and gold
Plunder from the merchant fleet
While the captain dreams of royalty
The kiss from a princess sweet

And the crew they talk of ransom
For the captive lives
The pile of gold awaiting them
The pleasures they will buy

To trade or rob at point of steel
Is why these pirates sail
To fill they holds with spices
Silk rum and kegs of ale

They fly the flag of Chaos
Known throughout the land
From the green hills to the river side
And across the seas of sand

Sir Delphos Darkheart



The "New" Age

NOTE

These posts will be narrative accounts of events which have actually occurred. Some aspects of Fantasy have been incorporated into the story, however they are within the parameters set by Amtgard Rules of Play. These "narratives" will be presented from my perspective and should not be viewed as "Power Play", as the situations presented can be duly accounted for. I invite anyone with personal knowledge of a given story to offer another narrative with a different perspective. By presenting Role-play in such a way, my intentions are to:

- 1) Entertain
- 2) Provoke Thought
- 3) Inform
- 4) Set up a given scenario for "field play" and lastly...To present given situational occurrences in a nonconfrontational format. That's long hand for... "bitch about stuff without the politics"

I hope everyone enjoys reading them as much as I enjoy writing them.

Delphos

It was a hot afternoon when Delphos arrived in the village on the edge of Tanglewood Forest and the weight of his thoughts was heavy. Much he had learned since his return from the City of Scarborough and much his realm had changed.

His dreams still filled his sleep and the voice in his mind was ever present. Even in these dreams, the Lord of Chaos himself could not escape the turmoil. Dreams and memories all melded into a "Vision".

Through his "vision", Delphos had learned that the ancient "Key" of Knowledge and Power had been destroyed and a new one had been forged in its place. The "New Key" was influenced little by "The Old Ones" whose numbers were now small and even less by the "Ancients" who were fewer still. Its power came from the arrogance of the young and their need to destroy the power of the "Ancients".

The changes had started small, but like waves over water they engulfed the realm completely. The few "Old Ones" who remained, were left to drown in the wake. Much of the power had been taken from the "dark guilds" and the balance lost.

A "New Age" had begun.

The Dark Knight's thoughts whirled as he learned more of the "changes" happening in this "New Age". What had happened to his powers? How had the abilities he had known since the beginning of time been altered so dramatically?

From the reports he had received, all the Guilds had been radically re-organized. The old schools of magic had been burned to the ground and all followers had been forced to convert to the "New Order". During the short time he had been in the village, he had witnessed agents of the new regime challenging citizens for their papers and denying several even their own rank.

Delphos never believed he would see such tyrannical behavior in his own home of the Emerald Hills. He wondered if this was even the same place and to make matters worse, as Guildmaster he had no choice but to school his members in this new reality, or the Guild would not survive. The hypocrisy of his actions unnerved him and with each member tested, the knot in his stomach grew tighter. He did not agree with the new order and neither did the members of his Guild, but they were forced to comply... for now. This, however, would change, for The Dark Knight knew that he was one of the last "Old Ones" left in the realms and that he must fight to regain the ancient powers now denied to the "Dark Guilds".

The Dark Knight sat quietly in his study, listening to the crackle of a small fire burning in the hearth and absentmindedly stroking the head of one of his large black cats. This he did quite often these days, for it stilled his inner rage and helped him concentrate on the problems at hand...the coming of a "New World"



The "New" Age

Order".

Though he had fought through many wars, this had been his hardest battle...The Dark Powers had been lost and he had been charged with the task of retrieving them.

By the command of all he held sacred, Delphos had traveled to the western mountains and met with the great crown heads of all the known kingdoms...

He told them of the Bitches anger, the loss of the Ancient Powers and the warning signs he had seen with the coming of the new age.

Some listened intently, others did not...and when the consensus was accounted, the Great Circle had decided to "look into the matter with much haste".

The Dark Knight was not encouraged by such words...for his powers had not returned.

With the words echoing in his ears, Delphos held his frustration and began walking away from the large pavilion where the crown heads were still congratulating each other for a "job well done". Up into the woods he walked, until the gathering below was completely out of sight and the clammer of sounds was only a whispered murmur on the distant wind.

In this place, the Dark Knight could at last begin to relax and clear his mind.

He knew these woods as he knew his own soul, for he had been raised nearby and had grown up visiting these very mountains, learning the natural powers of the Bitch herself.

Such memories washed over his mind and for a short moment the Dark Knight was taken back to a simple time of long ago...

Suddenly his serenity was broken. The natural sounds of the woods were overwhelmed by the horrendous growls of what must have been a great and unearthly monster.

His blissful moment of escape shattered, Delphos once again felt the dark entity within him awaken...then the voice..."This Thing must DIE!!!" The Dark Knight agreed with all certainty...

Much later that evening, when Delphos returned to the encampments of the gathering, only the sounds of the forest could be heard lightly drifting across the valley. As he approached, his friend and Brother Cat pulled up a chair...

"Cop a squat, Bro" said Nev in a low voice as not to break the calmness in the air.

"Quiet night, uh" Delphos casually remarked as he sat down in the offered chair.

"Sure is..." replied Nevron "...sure is."

The two sat silently for quite some time.....all the while communicating to one another through gestures and facial expressions which only they and a few others understood. An entire conversation seemed to pass between them, without a single word having been spoken. After which, they both sat back in their chairs and smiled.

Nev began to laugh... "Well...guess we ought to celebrate..." he said, as he slapped Delphos on the back, stood up, stretched his arms into the air, and took a deep breath.

"I know I'll sleep good tonight..." he said.

"To the Tavern, then ?" asked Delphos.

"To the Tavern it is..." replied Nev.

The "tavern" was a makeshift pavilion serving only the simplest of ales... but it would have to do for now. As the two Knights passed the largest group of encampments and started onto the main road leading to the tavern, their path seemed to be completely blocked. On the ground in the center of the road, sat a small circle of cloaked figures. A young witch had gathered a few followers together for an impromptu Tarot reading. After a sharp exchange of words and a threatening gesture involving the witch and a mace, the amused Knights proceeded along the road toward the tavern...with the words "real witches don't need mace" echoing across the canyon.



The "New" Age

A short time later, the two old friends were sitting back drinking mugs of home brewed ale, courtesy of Sir Kurse who happened to own the tavern.

"Here's to Kurse" said Nev as he raised his mug and took a deep drink of the brew.

Delphos followed suit, adding "...may his stories be told throughout the realm."

TO BE CONTINUED

TO BOILE A CAPON WITH ORENGES AND LEMMONS (better known as chicken with orange and lemon) The Good Huswife's Handmaide For the Kitchen, 1594

Take Orenge or Lemmons pilled, and cutte them the long way, and if you can keepe your cloves whole and put them into your best broth of Mutton or Capon with prunes and currants and three or fowre dates, and when these have beene well sodden put whole pepper, great mace, a good peece of suger, and some rose water, and either white or claret Wine, and let all these seeth together a while, & so serve it upon soppes with your capon.

The Modern Version:

2 1/2 lbs chicken or capon, cut into serving pieces

1 Tbsp olive oil

1 Tbsp butter

1 1/2 cup chicken stock

1 tsp rosewater (available from Middle Eastern groceries, or by mail order from cooking supply outlets such as Williams Sonoma; 1-800-541-2233)

1 cup white wine

2 oranges, peeled and cut into eighths

2 lemons, peeled and cut into eighths

4 prunes, coarsely chopped

4 dates, coarsely chopped

1/2 cup currants

1/4 tsp salt

1/2 tsp whole peppercorns

1/2 tsp whole cloves

1/2 tsp mace

How to Prepare:

In a large dutch oven, heat the oil and butter together until hot. Season the chicken or capon pieces with salt and pepper and place in pan. Brown well on all sides. Add the chicken stock, rosewater, and wine and simmer for 20 minutes. Add the fruit, salt, and mace. Place the peppercorns in a cheesecloth bag and add to the stock (the cheesecloth isn't strictly neccessary, but biting unsuspectedly into a peppercorn or clove can be an unsettling experience). Continue to simmer for another 15 minutes, or until the chicken is tender. Remove the cheesecloth bag containing the peppercorns and cloves. Serve in a large bowl with strips of fried bread.



'Little Assassin'
Faith Silverose



Letter from GM of Assassins



Greetings to all who read this,



I am, by persona and class, an Assassin. Yes, you may have already decided and judged just what an Assassin does or is suppose to be. If you believe that I am nothing more than a stab in the back, run away from a fight kind of guy, let me explain it from a different point of view...



As an Assassin, my major objective is to Stay Alive. "What good is a Dead Assassin?" Now, as long as this is accomplished, I am able to do more than backstab weaker opponents. I can, acting in much the same capacity as a Scout, or more a "Spy", infiltrate enemy lines and observe many important facts concerning... where flags are stationed, how many sentries are posted, possible battle plans, etc., then report back to my team. Remember still, I am as capable of taking out guards or capturing the flag as anyone... if I choose to do so. It is my option.



Also, while I am behind enemy lines, I can cause a disruption or draw attention to myself and away from my teammates, so they might break through a possible stronghold. Therefore, it is likely I can turn the course of a battle, just by being seen.



When the unavoidable chances for front line or similar combat do arise, and I do take steps attempting to insure these happen most infrequently, an Assassin can be a dangerous opponent. Even lower level, non-armored Assassins do have throwing weapons as well as short weapon capability. Higher levels acquire even more abilities, such as poison, Touch of Death and yes, even Armor.



So, as you see, an Assassin can be a formidable front line fighter, if it is necessary, not on command. As a team captain or leader, do not expect an Assassin on your team to follow your orders blindly into battle and almost certain death.



Assassin is mostly a solitary class. The best way to interact with them is to let them be. If it is within their ability, they will benefit their team.



There have been several comments made through the ages, concerning an Assassin's Honor or lack thereof. Let me just say this... All Assassins practice a strict code of Honor, which is all but impossible to explain to those not playing the class. Perhaps one day I shall attempt this difficult task.

Lord Delphos Darkheart
Brotherhood of the Black Flame

It's been 18 years ago since I penned this letter. Many have 'played' the class. Very few have 'lived' it. People come and go. Perceptions on the word 'Assassin' fluctuate. Not many will ever understand it. The true essence hasn't changed one bit. It is eternal.



Kingdom Gallery





Kingdom Gallery





Three Kingdoms, Three times the Action!

The official Tri-Kingdom Mid-Reign 2006

When:

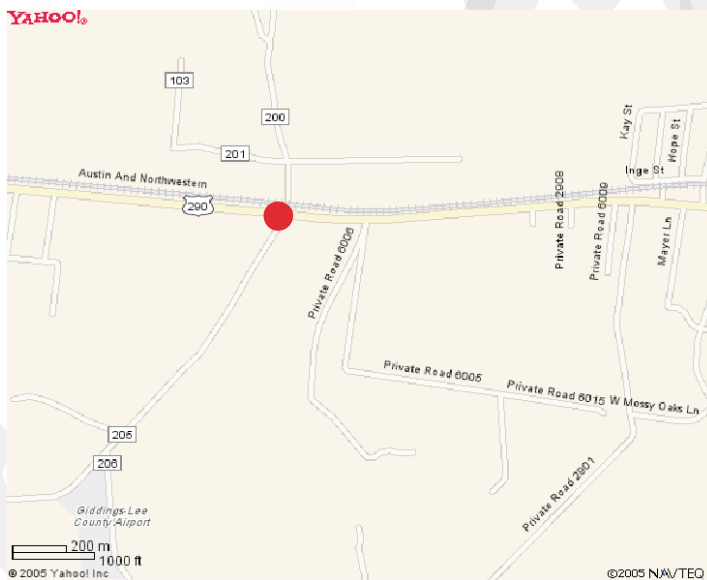
April 7-9

Where:

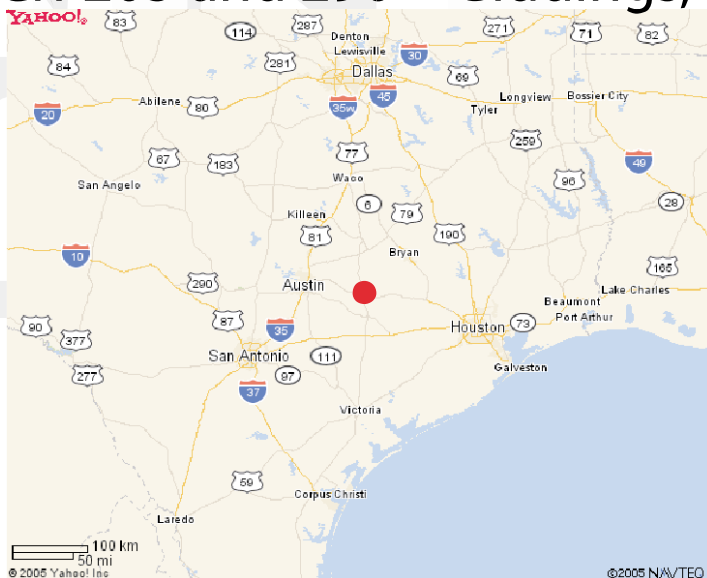
2495 Hwy 290 West, Giddings, Tx 78942

Gate Fee:

\$15



CR-205 and 290 - Giddings, TX



Celestial



Wetlands



Emerald Hills



fiyers by sutra | jrodas00@yahoo.com | www.savethefunk.org



Birthday Bash Relic Quest:

When: March 3-5 | 4pm Friday to 4pm Sat. | Where: Tanglewood Park, Corsicana, TX
Cost: \$5 before 2am Friday night/Saturday morning.
(2am 3/4/06)Then \$10. (Wow! A discounted event!)

<http://tanglewoodforest.org/directions.html> | www.genericrevolution.com/amtgard/redemption.html

The prophecies have been written.

*In the darkest days of morrow
Trials and tribulations unspoken before will be sown
the weight of the yoke will break the neck of the weak
The crowns will break and the world will tremble
The sun will mourn from a shattered hearth.
The moon will weep at the loss of her starry offspring
Be vigilant for the darkness comes*

*That which engulfs all shadows
Be wary of the breaking of the 7th seal
The majicks will wane, the dream die
Stand proud daughters of the Free Hills, take up arms
Stand fast sons of the Emerald Hills, take up arms
See that when in the time of hopelessness
Your strength and valor serves as the guiding light.*

-Prophecies of the Ishia 495x

Roleplay

The dark god 'Mallabus' threatens to send his enslaved shadow dragon into the realm of the living, bent on destroying and forcing all to submit. The shadow dragon has broken the second to the last seal before he completely materializes on our plane of reality and must be stopped by those witty and valiant enough to take up arms against it. Attracted by the massacre of the Rebellion, the stench of death and decay has invited unwanted guests into the surrounding lands. Saturated by the blood of the fallen, the sanguine Hills have become an attractive gateway from the netherworld. This future threatens all the inhabitants of the living world untainted by the dark mark.

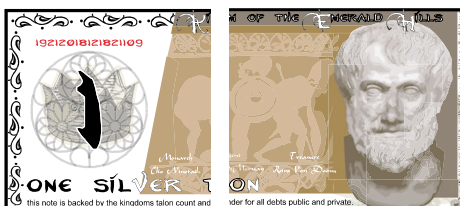
This quest will test your mental and physical prowess. Are you up for the challenge?

This is an immersed roleplay event. For 24 hours, starting 4pm Friday afternoon and ending 4pm Saturday, we'll be roleplaying! This is -YOUR- chance to get your flurb on, let your flavah hang out. Wear those Spock elven ears, black face paint, cat whiskers, that coronette you can wear since getting your baroness title and ACTUALLY PLAY YOUR PERSONA! Prize for best costume, and an order of the mask for best persona portrayal is up for grabs too! Feast note: Bring your own table settings, silverware in the old event style. Candlebras, tablecloths, decorative garlands, display your inner medieval-Martha Stewart! Prize for best table setting.

-Queen Clio This is a 100% donated event!

Currency:

Coins will be distributed at a flat rate per player. No titles or awards will influence currency amount given. Coins will be distributed at gate that be used to buy items (i.e. armor/weapons) and magic's. A silver will have a value of one (1) and a gold will have a value of five (5). Looting will be allowed to a maximum of one silver coin per person killed per life. Tagged items are lootable only when shattered.





Birthday Bash Quest:

Looting:

Monsters can also loot as per rule for combatants. Looting must be verbally announced. The two hand searching rule in effect. You must have two free hands placed on person and say "searching" x10 without interruption. If interrupted or contact broken, must start count over.

Tagging

Items that are lootable will be tagged. Can only loot items when person is shattered. So example: A small shield will have a S-1 tag, a medium S-2. For weapons we can have colors or number. W-1 can be daggers and so on. Armor will also be tagged. So a 3 point torso armor will have a tag of A-3. Only one item can be looted. Looted tags can be turned in for gold or victory points.

Nirvana/Lives/Deaths:

Nirvana

Dragdim will act as the central logistics/nirvana. No negative majicks or fighting. Smith and logistics will be stationed there. Maybe guards will be rotated out. Dragdim has a high town square that will be marked off by flagging tape representing an impassable wall. There will only be one entrance. The outskirts of the town will be know as The Pitts, where you will find shady dealings and unsafe harbor.

Death/Lives

Each segment is a full class/life scenario. If your shattered you have to play as an NPC/Monster. Each life is represented by a plastic strip. You start off with one strip and if you die, killer takes tag and you must return to nirvana to get a new strip. Strips will count towards victory points and must be turned in to logistics. At the beginning of each segment only lives rest. If you don't want to play as an NPC or Monster, it will cost you dearly for that segment. All counts are full count unless affected by in game effects. Armor/weapons/shields must be paid to be mended by the resident smithy offered, if no mending magic's are available. Magic users can offer their services to other teams for a fee/favor/etc. (See note on armoring)

Armoring

You can repair Armour/weapons/shield, restoring its Armour Points to full value. You can only do this at a smithy. First pay an armoring fee of at least 3 silvers per 1 point of Armour fixed or 1 sword or shield mended. Role-play of repairing it at the smithy must be done to have items successfully mended/repared. So taking armor off to have the smithy fix will be enforced.

No Fight Zones:

No fight zones are nirvanas/campsites with campers i.e. parked cars/tents/active pit fires/merchant row/company row/etc. List to be evaluated by reeves for extension of locations for security issues.

Safety

Weapons and Armour

Your weapons and armour will be checked for safety when you arrive at the event. Weapons/armor will be failed according to 7.0 rules or at GMR's discrepency.

Combat

The most important combat rules are the safety rules. You must keep these rules in mind whenever you go into combat. If you violate these rules, we will remove your weapons for a period of time or ask you to leave the event. We are particularly concerned about players or crew striking too hard. If you see other





Birthday Bash Quest:

players or crewmembers striking too hard, mention it to them out of character. If they carry on then inform a GM, preferably the Player GM for the event. If the person you are fighting against is striking too hard, that is no reason to hit them hard back. Ask them out-of-character to pull* their blows.

Legal Issues

Drugs

Anyone who uses illegal drugs on the grounds will be asked to leave by site security. We will not hesitate to call the local law enforcement.

Alcohol

Our policy on alcohol is BYO only. Players or crew who are of legal drinking age can bring alcohol to the game. If you offer alcohol to underage players, you'll be asked to leave. If underage players want to role-play drinking, we suggest they bring something like root beer and pretend it's ale. While a few drinks are nice, intoxication is not compatible with LARP. For safety reasons and to help ensure a pleasant atmosphere please be moderate.

Other

Out-of-character theft, harassment, or any equally undesirable activity will not be tolerated.

Role-playing

Staying In Character

This quest will be a 24hr live role-playing event. Please don't drop out of character inappropriately. You may find it tempting to say something humorously modern to "break the tension". Resist the temptation. If other players start talking OOC ignore them, don't join in. If you want to talk OOC, save it for an appropriate time and place.

There are only three times at which it is appropriate to talk OOC:

1) when talking quietly to a GM/Reeve 2) in case of a real-life emergency or to warn other players they are playing dangerously 3) in designated out of character areas.

Out of Character Areas

We are going to have a designated chill out area where people can take a break from the game and chat OOC. The chill out area will be nirvana/occupied campsites and other locations TBA. Everywhere else in the game is in character.

Notes

Please don't abuse the OOC areas. Generally monsters will not attack you there because you are considered to be OOC, like having your hands on your head. However, do not use the OOC area as a safe haven from attacks by either monsters or fellow players, as that violates the spirit of the game. If a player does use the OOC area to "hide", they shouldn't be surprised if they get attacked anyway. Don't tell each other in-game secrets in the OOC area. The game is much more fun if you find stuff out during play. If you want to talk about events in the game, do it in character. Stories about your characters adventures are perfect role-playing material.



Birthday Bash Quest:

Items Charts

rulebook and class allowance for weapon/magic descriptions

Spell Lists/Abilities

All classes must always carry a list of abilities/magics they are using for the game. Magic/abilities list are permanent for the whole event.

Magic

-Spells will cost one silver each plus the spell points they require. Magic rules as usual.



How to use chart:

Cost to purchase: The amount it will cost you to purchase an equipment tag from logistics.

Resale Value: The amount logistics will give you for an equipment tag you've looted.

Point Value: The amount of points received towards the overall score if turned.

Armor

Points	Cost	Resale	Points
1	5 Silvers	2	1/2
2	10 Silvers	2	1/2
3	15 Silvers	2	1/2
4	20 Silvers	2	1/2
5	25 Silvers	2	1/2
6	30 Silvers	2	1/2

Note: Every point over 6 will cost an additional 10 silvers. Armor can be upgraded magically at no penalty. Treat armor by sections, so 3 points torso and leg armor will cost a total of 30 silvers. Treat anything in pairs as full price plus half. So a pair of 3 point gauntlets will cost 23 silvers (rounding up)

Shields

Points	Cost	Resale	Points
Buckler	5 Silvers	2	1/4
Small	10 Silvers	5	1/2
Medium	15 Silvers	7	3/4
Large	20 Silvers	10	1
Wall	25 Silvers	12	1

NOTE:

All items can be upgraded by paying the difference at the armory, you must present item so the smith can register your item and make it game active. All items purchased by player can only be wielded by that player per class abilities. If a player is found playing with an inactive weapon/armor/shield, a tax will be enforced and if they can't pay tax, they will be jailed (expelled for a time period before being allowed back into the quest) All kills and winnings with inactive item will be refuted and weapon will have to be paid for or 'repo'd.

Weapons

Weapon Type	Cost	Resale	Points
Throwing Dagger	2 Silvers	1	1/4
Throwing Ax	2 Silvers	1	1/4
Dagger	5 Silvers	2	1/4
Short Sword	8 Silvers	4	1/2
Long Sword	10 Silvers	5	3/4
Two-handed	12 Silvers	6	1
Battleaxe	10 Silvers	5	3/4
Polearm	15 Silvers	7	1
Madu	8 Silvers	4	1/2
Flail/Mace/Hammer	8 Silvers	4	1/2
Bow	10 Silvers	5	3/4
Arrows	2 silvers	2	1/4



Spring War

Spring War 06!

Yooks are not Zooks keep your butter side up!

March 15th-19th

Gate Cost-20\$ Flat!

If you choose to use the many available RV hookups then there will be an additional 10\$ per day.

Boy do we have a cool site for you guys this year. It's like burnet plus god and win. The site is huge and has; in ground -hot- showers and bathrooms, several covered areas in case it pours on us, a gigantic battlefield. And best of all stadium lights on fifty foot poles surrounding the ditch field, it lights up like a spring day, all night long.

Assassins Tourney-Contact Qualin-Are you the cheesier than Kraft macaroni? Take down you opponents with the least scruples possible in this continuous competition. The game will start at six pm on Wednesday and will go until 5pm on Saturday or until... you know, everybody is dead. I promise a big shiny sword to the winner.

Early birds tourney-Contact Kodak- Everyone who shows up by 9pm on Wednesday night can participate in the early birds tourney, Punk other jetlagged travelers from all over the United States! Prizes will be awarded to the top three finishers.

Archer's tourney-Contact Ethan-Combat and target archery come together to determine who has the mightiest... string. **

Murder ball-Who knew beach balls were so dangerous? Melee style game, kill the other team whilst dodging, (or not, that's really a personal choice) giant balls of death.

Dragon battle-Contact Linden-Destroy! And stuff. Full class capture the dragon battle. Take the head of the other team's dragon and hold it for 3 minutes to win. Though you may want to wash your hands afterward I hear that dismembered dragon heads are...messy.

Juggling tourney-Contact Zenith-You Love it or you hate it, and we can't stop doing it, Thursday at 4pmcommences that annual gore fest, the spring war juggling tourney! The second largest in the amtgard world! Teams must have matching uniforms a set roster all listing positions and one alternate. And pre register with me at Ksiegri@... before March 1st to participate.

Armored idiots tourney-Are you armored? Are you an idiot? Are you armored and reasonably intelligent? Then you are welcome to prove your personal padded prowess with everyone else who feels they must prove their idiocy and or reasonable intelligence all while wearing far too many layers of fabric metal and leather in the Texas sun.

Castle battle- Contact Katiana-it's a castle, it's a battle, it's a castle battle! In this new innovation in battle games we thought that we would put some folks inside a walled structure and some folks... maybe a superior force lets say, just to keep it interesting, out side the 'Walled structure'. Then, and here is the beauty part, we would have the guys out side try to get in side! Full class, two fifths of the force will be inside and three fifths outside.

Men's and Women's King/queen of the hill-Contact Esoum- Endurance trial, for both sexes. Hold the hill against the longest string of opponents and win fame dignity and... glorious prizes.

Beer Olympics-Contact Vigus- Drunken amtgarders, what could be more classic. House beer is hosting again, drink till you drop, and they compete in highly competitive sports! No one under 21 will be allowed to participate, and medics and vomit bags will be standing by.

7 and under-Compete against fighters from all over the country for a big and mildly pointy sword! Four separate events will be held; Single short; Florentine; Sword and Board and sword and board 2. The top finisher will also be invited to participate in the 7 and over tourney.

7 and over-Just like 7 and under but for the bigger dogs. Four events and mildly point swords included. There can be only one.

Yooks vs. the Zooks - Contact Chango-Full class mutual distruction, no special rules, no little tweaks to remember, just the biggest battle of the year. Those heretic Yooks believe that you should eat your toast butter side up! Butter side down is the only way to go. Hey, you know we should teach those savages a lesson. Sides will be determined buy the color of the favor you receive upon entry.

Pie in the face - Contact Linden-Bring your wallets for this one guys; who ever shells out the most cash for each person permitting themselves to be pied gets to cover the pieee in whip cream and custard. Volunteers for this event include among others Weasel, Feyd and Clalibus! Who wouldn't pay money to pie these guys?

Egg tourney - Contact Clalibus -Weather you spectate or participate, this is the tourney for you. Combatants must 'kill' the egg of their opponent. Eggs may be purchased for 25c each, by combatant or spectators. Just remember not to hit the reeves, it makes them grumpy.

Physical Site Location, 2495 Hwy 290 West Giddings, TX 78942 | <http://giddings.tx.areaguides.net/google.html>

NOTE!!!

The site is not at the address listed. That is the address for the park headquarters. It's actually about four miles west of the address. Here is a map: <http://maps.google.com/maps?f=q&hl=en&q=giddings+tx&ll=30.184518,-96.976469&spn=0.001447,0.006019&t=k>

World Banner Wars 2006:

October 12-15