

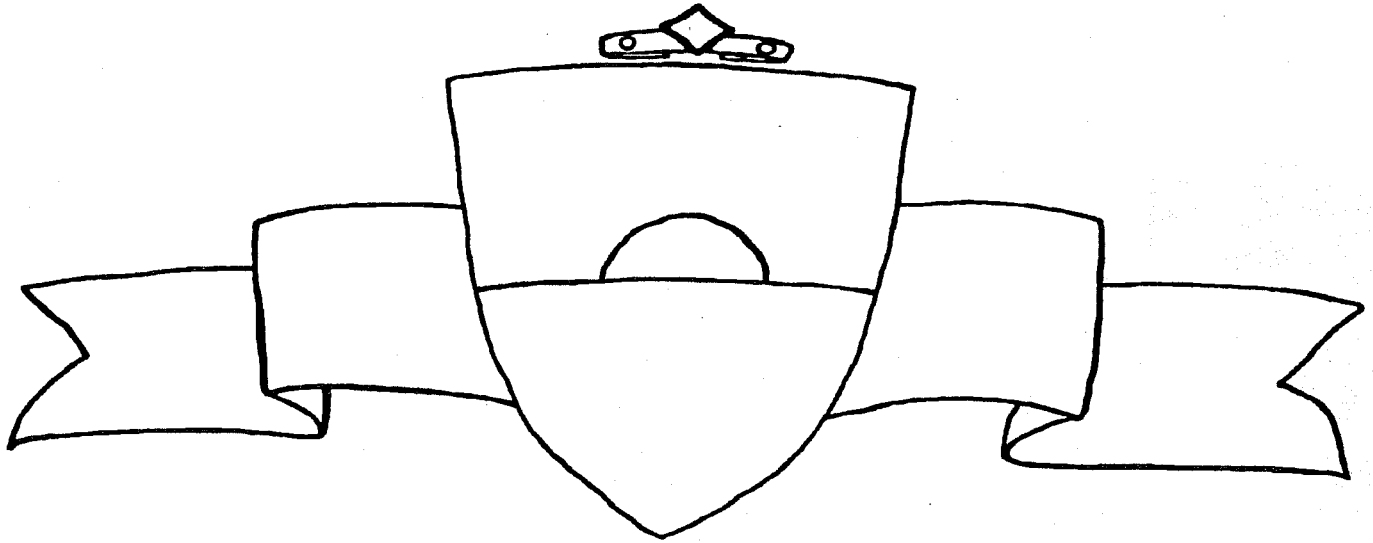
Toi Kingdom of the Emerald Hills



THE HERALD'S

CRY!

VOL. II, #1



COURT OF THE GOLDEN PLAINS - REIGN III

Baron Lord Squire Dustin Darkenmane

Vizier Lord Flynn Telemon

Baronial Consort Jasmine Montoi

Champion Squire Greywalker

Consort's Defender Desari Sagitar

HONOR GUARD

Caleom Radmoor, Captain

Curic Bloodstone

Little John Corbitt

Darkimir

Daelith Shardon Maggnon

COURT POSITIONS

Scribe Desari Sagitar

Herald Karyllon Illyrica

Weaponmaster Boldwen Reinholt

BUILDMASTERS OF CLASSES

Anti-Paladins: Boldwen Reinholt

Archers: None

Assassins: Sicarius Ceacus

Barbarians: Curic Bloodstone

Bards: Karyllon Illyrica

Druids: Nakita

Healers: Greywalker

Monks: Flynn Telemon

Monsters: Greywalker

Paladins: None

Reeves: Greywalker

Scouts: Boldwen Reinholt

Warriors: Caleom Radmoor

Wizards: Flynn Telemon

BUILDMASTERS OF ARTS AND SCIENCES

Art: Sasha

Barbers: Greywalker

Literature: Flynn Telemon

Minstrels: Karyllon Illyrica

Theater: None

Engineering: None

Gladiators: None

Heraldry: Karyllon Illyrica

Sages: None

Smiths: Curic Bloodstone

The Herald's Cry Newsletter for the Barony of the Golden Plains

Volume II, #1 (December 1989 through April 1990)

["When it hits the fan, the mess takes a long time to clean up."]

Special thanks are extended to my faithful Scribe, Desari Sagitar, and the contributions of Jasmine Montoi, Greywalker, Ian McLeod, Aislinn, Aramithris, and Andralaine. Thank you for your help and assistance in making this newsletter possible.

Letter from Prime Minister Baroness Lady Aislinn

Letter from Vizier Lord Flynn Telemon

Letter from Baronial Consort Jasmine Ellisandra Montoi

Credit List / Dues Paid

Glorious Event Calendar

Emerald Hills Rules on Odin's Hammer

Emerald Hills Rules on Guildmaster Abilities

Awards and Orders of the Golden Plains

Rough Draft: Amtgard Contract with the Burning Lands

Qualifications II Results

Amtgardian Chess - Squire Greywalker

The Weapons and Armor of Amtgard - King Aramithris of Meadowlake

"Upon the Wind" (revisited) - Ian McNaughton McLeod

"The Legend" - Jasmine Ellisandra Montoi

"Myths of the Golden Plains" - Jasmine Montoi and Squire Greywalker

"Forgotten Miles, Unforgotten Days" - Desari Sagitar

Persona History - Viscountess Sir Andralaine of Stonehelven

Greetings Lord Flynn Telemon

And to the Populace of the Golden Plains;

Let me thank you for an absolutely delightful weekend in your lands. I have now made the acquaintance of the members of your Barony and am so glad that not only in the Emerald Hills do we have the honor of saying we have a few "odd" people (for I do consider the licking of fingers quite odd). I am impressed with the way the event came off and now congratulate those involved in planning it. As one who has been in the middle of the planning, I know how hard and disgusting it can become.

The camaraderie and family like feelings I received this past weekend always bring hope for the survival of this "insane" group. Though being far apart and being so different, our people are much alike in the dreams we share. Happily, it is those dreams that brought us together and now keep us as one.

I now take this time to remind and invite anyone to come to our upcoming event at the end of March. It promises to be exciting to say the least and the feast will be no less than excellent. Though it is not a camping event, given sufficient notice, people can be put up at some of our houses. There will be no charge for the feast but donations will be accepted. All donations will go to the Kingdom fund as Sable Pride will absorb the cost of the food. So please come revel with us.

Again let me congratulate you and give you my heartfelt thanks for the eventful weekend. Everyone deserves a round of applause for their contributions.

Yours in Service

Baroness Aislinn

Baroness Aislinn

Prime Minister

Emerald Hills

Unto the Populace of the Golden Plains,
Greetings from Vizier Lord Flynn Telemon

Fellow Plainsmen, the passage of time finds us in a new reign with this newsletter, a reign I hope finds the Plains more grand at its end than its beginning. We have left behind us the trouble with the Tribunal, and all officers are looking forward into the future, seeking to benefit our club as best we can. Sir Reinholt has served his sentence; his debt to our society is now repaid. Let's all let bygones be bygones and work together to make the Golden Plains better.

As you all know, I am not planning to run for Vizier next election (May 27). I have served you all as best as I can, but now someone new must move up into office. The office of Vizier is a burden that will be hard to bear, because it is not all privilege. Of all the offices, the Vizier has the most responsibility, from credit lists and dueling records through newsletter production and monthly reports. With all of the work a person puts in, the only balance someone can find is self-satisfaction, as you will never receive the recognition you will deserve if you do a good job. I will help the new Vizier become adjusted to his new office, but I can not do his job for him. Therefore, I ask all Plainsmen to keep the following in mind: vote for someone who will do the work, and who will listen to everyone. Your selection will make the difference between our Barony prospering and our Barony faltering. A good Vizier makes a Barony strong, but a bad one may make us a Shire.

Our Coronation event last month was a great success. I have heard nothing but compliments on the event at McBride Canyon. I extend a hearty "Vivat!" to former Baronial Regent Squire Greywalker, for the outstanding job he did and for his donations (over \$60) from his own pocket to make the event a success. The Treasury went from \$65.47 to almost \$140.00 as a result of the event. Vivat!!

The demonstration we held for Austin Middle School's Medieval Festival was also a success. Our first demonstration ever, and we received over 50 letters of thanks for our attendance. Although most were form letters, I see a lot of interest that we might be able to use to gain new, younger members. I am writing them back, giving them more specific information on our group.

Our new Monarch, Baron Lord Squire Dustin Darkenmane, has stated his thanks to the Populace of the Golden Plains for their vote and support. He will present a letter concerning his goals and other important issues before the Populace in next month's Herald's Cry. Baron Dustin extends his gratitude for your understanding.

The newsletter is about to go to a once-a-month status, which will be difficult, but we will do it. The price, as you can tell by the cost of this one, is going up to the printing costs of the newsletter (dues paid members get half off). It can't be helped, but since very few are contributing, the cost will not be too bad, especially for dues paid members. (Hopefully, more Plainsmen will contribute and future newsletters will be more than four pages long.) With diligent attendance of other land's events the Golden Plains is in relatively good standing with all other lands we've been to. We welcome any and all news from these lands, and I encourage all Plainsmen to keep up the good work they've done. May the Golden Plains grow and prosper! Vivat Amtgard!!

Yours In Service,

Lord Flynn Lyton "Wu Essai" Telemon

Unto the populace of the Golden Plains
From Baronial Consort Jasmine Ellissandra Montoi

Hail Fellow Plainsmen,

I would like to extend my gratitude for the confidence you have shown in me by electing me to the office of Baronial Consort. It is my wish that this reign brings prosperity to the Golden Plains.

My goals for this reign are as follows:

Favors, to be passed down, for all Class and Arts and Sciences Guildmasters will be made by the Barony. An Amtgard auction will be held sometime this reign, probably around July. All members are encouraged to participate; remember this will benefit you as well as the Golden Plains. Also, I would like to see more Plainsmen attend foreign events. As a general rule, I attend all the events possible, and I would be happy to help find rides for anyone who needs one. Furthermore, I wish to encourage garb with things like a garb contest and I would like to encourage garber credits. Additionally, I would like to urge people to join the Arts and Sciences Guilds. Believe it or not they actually do things.

I would also like to address the problem of cliques in the Golden Plains. Do not fool yourself, it is a problem. However, the problem lies not in the cliques themselves (for no matter where one goes one will always find them) but in the fact that they have so much trouble working together. If we could all learn to work together and forgive each other our differences, cliques would not be such a problem.

I hope I can live up not only to the responsibilities but also the trials of my office. I will do my best. Even though I am hardly home my phone (when I am there) is always free for you and my mind is always open to your ideas. My telephone number is 353-1970, May this reign bring peace and prosperity to the Golden Plains. Vivat the Golden Plains! Vivat Amtgard!

Yours In Service

Jasmine E. Montoi

Baronial Consort
Jasmine Ellissandra Montoi
Golden Plains

RECORDS (Through 04/21/90)

<u>NAME</u>	<u>CREDITS</u>	<u>DUES</u>
Ace	Bb 2	
Euric Bloodstone	Bb 29	07-90
Shaelyn Heather Cain	Wr 3	
Sicarius Ceacus	As 41, Wr 3, Rv 1	
Dustin Darkenmane	Mk 74, Wr 32, Rv 1	(Exempt)
Darkimir	Ar 7	
Calthar Demon-Ax	Wr 20	
Alexander D'Koven-Wolf	Wz 1	
Damian D'Koven-Wolf	Wz 2	
Euphoria	Bb 2	
Maccalus Caerwent Ex	Bb 3, Wr 22	
Hanson Foebane	Mk 34, Wr 2	
Mrs. Foebane	Color	
Fubar	Bb 2	
Greywalker	He 65, Mn 2, Rv 2, Wr 4	09-90
Hogarh	Mk 16	
Karyllon Illyrica	Bd 36	
Kinser	Bb 2	
Little John Korbit	Wr 5	
Daelith S. Maggnon	Wz 32	
Eesabo McLeod	Color	
Ian McNaughton McLeod	Bd 19	
Mekill of Yonder	Sc 3	
Merrily	Color	
Jasmine E. Montoi	He 15, Wr 1	(Exempt)
Nakita	Dr 40	05-90
Mari O'Brien	Color	
Pedle	Bb 2	
Caleom Radmoor	Wr 29	05-90
Dion Radmoor	Wr 2	
Kalapia Ravenstar	He 2	
Boldwen Reinholt	An 23, Rv 6, Sc 55, Wr 7	
Desari Sagitar	Mn 2, Rv 6, Wr 35	12-90
Sasha	Color	
Slayer	Bb 2	
Donar Sean Stone	Bb 22, Rv 2, Wr 1	
Flynn Lyton Telemon	Mk 41, Rv 13, Wz 7	(Exempt)
Zoe	He 15	08-90
The Treasury of the Barony holds \$137.80.		

BOOK OF THE DEAD

Dead

Catherine

Missing In Action (MIA)

Hanson Foebane

Mrs. Foebane

Merrily

Dislocated

Daelith Shardon Maggnon

Darkmir

Maccalus Caerwent Ex

Hogarh

Mekill of Yonder

Kalapia Ravenstar

GLORIOUS EVENT CALENDAR

*** - Foreign Event**

April 27-29	*Olympiad / Crown Feast XXV - Burning Lands
May 6	Golden Plains Allthing
May 12	Quest for Sword of Flame (Deadline)
May 12-13	*Coronation of Ironcloud
May 27	Quest for Wand of Magic Bolts (Deadline)
	Vizier Elections
June 2-3	*Coronation of Emerald Hills (tentative)
June 10	Golden Plains Allthing
July 1	Golden Plains Allthing
July 20-22	*Gathering of the Clans (tentative)
August 5	Golden Plains Allthing
August 12	Guildmaster Elections
August 19	Guildmaster Elections (continued)
	Crown Qualifications III
	Crown Tourney and Elections
August 31-Sept. 2	Coronation of Golden Plains

NOTICE:

Sometime this spring or summer, the Barony of Ironcloud wishes to face us on the battlefield in war, the site to be a neutral location somewhere between here and there. Champion Greywalker is currently making the arrangements. Any volunteers need to contact Champion Greywalker for details.

If any company, household, or foreign land wishes to sponsor an event or knows of events here or elsewhere not on this list, contact the Vizier or Scribe of the Barony of the Golden Plains and it shall be included on the event calendar of future issues of the Herald's Cry.

ORDERS AND AWARDS OF THE GOLDEN PLAINS

<u>Persona</u>	<u>Order/Award</u>	<u>Reason</u>	<u>Presented By</u>	<u>Date</u>
Andralaine	Rose	Help - McBride Coronation, Soup	Greywalker	03/03/90
Euric Bloodstone	Lion	Help - Oktoberfest, Travel	Greywalker	11/26/89
	Lion	Help - E.H. Coronation Feast	Alessandra	12/02/89
	Rose	Help - Oktoberfest	Alessandra	12/02/89
	Warrior, 1st	Lightning Bolt Tourney	Sicarius	01/28/90
Catherine	Rose	Portrayal of Lady-in-Waiting	Stone	10/01/89
Sicarius Ceacus	Hydra	Qualifying - I	Reinholt	09/02/89
Dustin Darkenmane	Dragon	Entries in Qualifications I	Reinholt	09/02/89
	Griffon	Qualifications I Warskill	Reinholt	09/02/89
	Griffon	Good Attitude 9/17/89	Stone	10/01/89
	Hydra	Qualifying - I	Reinholt	09/02/89
	Warrior, 1st	Lightning Bolt Tourney	Sicarius	01/28/90
Hanson Foebane	Golden Horizon Favor	Portrayal of Dragon at Quest	Reinholt	07/30/89
	Griffon	2-Man Tourney, Qualifications I	Reinholt	09/02/89
	Warrior, 1st Level	Champion Tourney	Reinholt	04/02/89
	Warrior, 2nd Level	Gladiator Tourney	Reinholt	06/04/89
	Zodiac	Contributions	Reinholt	09/02/89
Greywalker	Dragon	Entries in Qualifications I	Reinholt	09/02/89
	Hydra	Qualifying - I	Reinholt	09/02/89
	Lion	Help - Barad-Duin	Jasmine	04/01/90
	Rose	Help - Oktoberfest	Alessandra	12/02/89
	Squire	Ask Andie	Andralaine	09/02/89
	Warrior, 3rd Level	Crown Qualifications I	Reinholt	09/02/89
Karyllon Illyrica	Dragon	Music - Sept.89 Coronation	Stone	10/24/89
	Jovious	Outstanding Attitude	Sicarius	03/03/90
Merrily	Lion	Contributions	Alessandra	09/02/89
	Masterhood of Garbers	Garber Credits in Emerald Hills	Stone	10/08/89
	Rose	Contributions	Alessandra	09/02/89
Jasmine Montoi	Lion	Help - McBride Coronation	Greywalker	03/03/90
	Rose	Help - Travel; Good Persona	Greywalker	11/26/89
	Rose	Help - Oktoberfest	Alessandra	12/02/89
QWFWQ	Ambassadorship	Moved to Barad-Duin	Greywalker	11/12/89
	Griffon	2-Man Tourney, Qualifications I	Reinholt	09/02/89
Caleom Radmoor	Squire	Ask Reinholt	Reinholt	11/12/89
	Warrior, 1st	Lightning Bolt Tourney	Sicarius	01/28/90
Boldwen Reinholt	Knight of Flame	Golden Plains	Alessandra	09/02/89
	Lion	Contributions	Alessandra	09/02/89
	Lion	Contributions	Alessandra	09/02/89
	Warrior, 5th Level	Weaponmaster Tourney	Alessandra	09/02/89
	Warrior, 5th	Gladiator, Champion Tourney	Nevron	03/03/90
Desari Sagitar	Dragon	Entries in Qualifications I	Reinholt	09/02/89
	Dragon	Monster Make-up	Greywalker	03/03/90
	Griffon	Leg-Wrestling	Reinholt	09/02/89
	Hydra	Qualifying - I	Reinholt	09/02/89
	Rose	Help - Oktoberfest	Alessandra	12/02/89
Sasha	Rose	Help - Oktoberfest	Alessandra	12/02/89

Donar Sean Stone	Dragon	Entries in Qualifications I	Reinholt	09/02/89
	Griffon	Weaponmaster Tourney	Reinholt	09/02/89
	Hydra	Qualifying - I	Reinholt	09/02/89
	Warrior, 2nd Level	Weaponmaster, Qualifications I	Reinholt	09/02/89
Flynn Telemon	Lion	Scribe and Honor Guard	Reinholt	04/02/89
	Lion	Paperwork	Reinholt	09/02/89
	Lordship	Service and Loyalty	Alessandra	09/02/89
	Rose	Help - Oktoberfest	Alessandra	12/02/89
	Rose	Help - McBride Coronation	Jasmine	04/01/90
Zoe	Rose	Help - McBride Coronation	Greywalker	03/03/90

The above is an up-to-date and hopefully accurate list of all orders and special awards given in the Barony of the Golden Plains since its Investiture (03/11/89). By current policy, we are a small group and as such, we may not award titles of nobility nor may we award more than 5 orders of any one type to a single individual. As more orders and awards are given out, updates will be published in future issues of the Herald's Cry.

ODIN'S HAMMER

- 1) (a) Usable only by Barbarians
(b) Treated as a red weapon even when thrown (2 points damage)
(c) Does 4 points damage when Barbarian is Berserk. Cannot be thrown when Berserk
- 2) (a) Mass Stun: Barbarian must say phrase "by the power of Odin I stun thee" x 5
(b) Hammer must be recharged after 5 minutes pounding the ground each time
(c) Barbarian must be kneeling
(d) Can be used once per life
(e) Stuns all within 50 feet including teammates and other Barbarians
(f) Stun lasts for 300 count
- 3) (a) Earthquake: Must say phrase "by the power of Odin I command the Earth to quake"
(b) Barbarian must be kneeling and remain in place
(c) Can be used once per game
(d) Kills all within 25 feet including teammates and other Barbarians



Emerald Hills' Guildmaster Abilities


The following Guildmaster abilities were told to me by King Nevron Dreadstar over Coronation weekend. They still need to be voted into action here in the Golden Plains. Two restrictions come along with these abilities, however. These are: 1) the Guildmaster must be at least third level to use these abilities; and 2) the Guildmaster may only use these abilities in his own land, where he is Guildmaster.

These abilities are:

Anti-Paladin	Extra Touch of Death per game
Archer	Extra Arrow of a type already possessed
Assassin	Extra Touch of Death per life
Barbarian	May wear up to 3 points of armor
Bard	Extra Charm per life
Druid	1) Extra life 2) Extra Pass Without Trace per game
Healer	Extra life
Monk	Extra Vibrating Palm per life
Paladin	Extra Resurrect per game
Scout	5 points Druidic Magic levels 1-2 (no weapon costs)
Warrior	May carry two enchantments at once (as 6th level Scout)
Wizard	Extra life

A Guildmaster meeting should be called to discuss and approve or disapprove of these special abilities. After the Guildmaster meeting, the populace will have to vote in favor of these new abilities. Note that the Druid and Scout abilities are already in the rulebook.

Yours in Service



Lord Flynn Lyton Telemon

AGREEMENT

This Agreement is entered into on this ____ day of _____, ____; between Amtgard: Kingdom of the Burning Lands, Inc. and _____, hereinafter referred to as "Grantee". Under specific terms contained herein, Amtgard: Kingdom of the Burning Lands, Inc., a Texas Non-profit Corporation hereinafter referred to as "Amtgard, Inc.", agrees to allow the Grantee use of the name Amtgard and the live action role-playing game system known as Amtgard. Amtgard, Inc., the originator, founder, and author of this role-playing system, holds all applicable copyrights. Providing that all terms of this Agreement are met, the Grantee shall, in perpetuity, be permitted the use of the Amtgard name and role-playing system, and enjoy all the rights and privileges of an Amtgard group.

Terms of Agreement

The Grantee agrees to:

1. Operate as a non-profit group, with or without governmental recognition. All proceeds gained from dues, sales of publications, special events, etc., must be used for the furtherance of the group. At no time may any monies gained by the group be used for personal profit.
2. Abide; without deletion, addition, or alteration; by the Amtgard Rules of Play and Corpora. While spacial events may warrant the creation of special rules, regular events must utilize the standard rulebook.
3. Appoint, through fair and equitable means; whether competition, election, or other method; officers as described in the Corpora for the appropriate group size.
4. Abide by all laws, whether local, state or federal.
5. Maintain a positive relationship with the authorities, with the general public, with other clubs and organizations, and with other Amtgard groups.
6. Educate and enrich the membership and the public through demonstration, instruction, and creativity.
7. Refrain from reproducing any copyrighted materials without express written permission from the Board of Directors of Amtgard, Inc.
8. Hold Amtgard events on at least a

bi-weekly basis (each two weeks) These events may be combative, competitive, or instructional, but must be related to Amtgard. These events must be open for participation to the entire membership of the Grantee's group, members of other Amtgard groups, and non-members interested in joining.

9. Maintain records of attendance, a membership roster, accurate financial records, and records of awards and honors received by members. These records must be available for review by the Board of Directors of Amtgard, Inc. upon request.

10. Treat all members fairly and equally, without regard to sex, race, creed, color, national origin, religion, disability, or age. Such restrictions in regards to age as must be placed for purposes of safety and reduction of liability must be fair and not discriminatory.

The Grantee may choose, upon achieving an average monthly attendance of forty different players, to seek status as a non-profit corporation. Upon meeting all governmental requirements, the Grantee may incorporate under the name of Amtgard: Kingdom of _____, and elect a board of directors. The Grantee's incorporation has no effect on this Agreement, and both parties remain bound under its terms and obligations.

Amtgard, Inc. agrees to:

1. Grant permission for use of the Amtgard name and role-playing system in perpetuity for as long as the Grantee meets the terms of this Agreement.
2. Provide, at no greater than the cost of printing and postage plus 10%, copies of the rulebook, corpora, and other copyrighted publications. The Grantee may resell these publications to its members and the general public, at a cost no greater than 10% above the price paid by the Grantee. These monies are not to be construed as profits, and shall be maintained by both Amtgard, Inc. and the Grantee in a separate ledger account for the acquisition of more publications. Should Amtgard, Inc. be unable to provide needed publications within a reasonable time frame, Amtgard, Inc. will provide written permission for the printing of a specified number of copies.
3. Provide copyright-free forms for copying and use for the maintenance of attendance and other records.

Liability

Amtgard, Inc., its officers and members accept no liability nor responsibility for the actions of or any injury to any member or officer of the Grantee's group. Grantee undertakes the formation of an Amtgard group under its own recognizance, and its members participate in the Amtgard role-playing system by choice.

Termination of Agreement

The Grantee may choose at any time to terminate this Agreement. A letter detailing the reasons for termination must be sent by registered mail to the President of the Board of Directors of Amtgard, Inc. Within thirty days of termination, copies of all records, including a full accounting of the distribution of assets, must be forwarded to the President of the Board of Directors of Amtgard, Inc. If the Grantee has not incorporated, the letter must be signed by the three highest officers of the group. If the Grantee has incorporated, the letter must either be signed by a quorum of board members, or by the President, with an accompanying resolution by the Board. The Board of Directors of Amtgard, Inc. may, at their sole discretion, choose to form a new Agreement with any members of a terminated group who desire to remain active club members.

Failure to comply with any term of this Agreement by the Grantee will constitute a material breach of this Agreement, and may result in the termination of this Agreement by Amtgard, Inc. A letter detailing the reasons for termination must be sent by registered mail to the highest officer of an unincorporated group, or the Board President of an incorporated group. Within thirty days of receipt of such letter, copies of all records, including a full accounting of the distribution of assets must be forwarded to the President of the Board of Directors of Amtgard, Inc.

Distribution of Assets

Immediately upon the termination of this Agreement, all assets must be eliminated in a fair and legal fashion.

Options for the elimination of assets include:

1. Use of cash on hand for the sponsorship of a final special event.
2. Contribution of cash assets and/or capital property to a non-profit charitable organization.
3. Return of dues to members who paid them, return of capital properties to donors, equal redistribution of special event profits to members who purchased tickets to the event, etc.

Whatever method used must be in compliance with all applicable laws and reported in detail to Amtgard, Inc.

within thirty days of termination.

Responsible Parties

Signatures recorded below are for individuals who warrant that they are authorized representatives of the Grantee or Amtgard, Inc. This Agreement is binding upon the groups represented by these individuals, and shall remain in effect regardless of changes in officers or group membership.

Amtgard: Kingdom of the
Burning Lands, Inc.
Board of Directors:

Officers of Grantee

Title Date

Title Date

Title Date

Title Date

Title Date

Title Date

Title Date

Title Date

Title Date

Qualifications II Results

<u>PERSONA</u>	<u>CULTURAL</u>	<u>WAR SKILL</u>	<u>TOTAL</u>	<u>REEVE'S</u>
Greywalker	85	24	109	98
Jasmine Montoi	79	1	80	86
Dustin Darkenmane	51	24	75	84
Euric Bloodstone	42	2	44	77

CULTURAL EVENTS

COOKING:

	#1	#2	#3	Total
Stew-Jasmine	5	4	2	11
Bread Pudding-Dustin	4	3	3	10
Cookies-Jasmine	4	3	2	9

COURT GARB:

Grey Cloak-Greywalker	5	5	4	14
Tunic-Euric	3	3	3	9
Tabbard-Euric	3	2	2	7

FIGHTING GARB:

Maroon Tunic-Greywalker	5	4	3	12
Pouch w/ gold-Euric	3	3	3	9
Grey Tunic-Dustin	3	3	3	9
Pouch w/ black-Euric	3	2	2	7

FLAT ART:

Morning Angel-Jasmine	4	4	3	11
Shield Art-Dustin	4	3	3	10
My Home World-Jasmine	5	3	2	8

POETRY:

Gift of Gold-Jasmine	3	3	3	9
The Curse-Greywalker	4	2	2	8
A Little Kiss-Greywalker	3	3	2	8
My Warrior-Jasmine	3	3	2	8

SHIELD CONSTRUCTION:

Wall Shield-Dustin	4	3	3	10
Black w/ Gauntlet-Greywalker	4	3	3	10
Red Round-Jasmine	4	4	2	10

WEAPON CONSTRUCTION:

Brown Old Staff-Greywalker	5	5	4	14
Black Old Sword-Jasmine	5	4	2	11
Old Sword-Euric	4	3	3	10
Old Dagger #2-Greywalker	4	4	2	10
Old Dagger #1-Greywalker	4	3	2	9
New Long Sword-Dustin	3	2	2	7
New Short Sword-Dustin	2	2	1	5

WAR SKILL EVENTS

Double Sword

- 1st - Greywalker
2nd - Dustin Darkenmane

Flail and Shield

- 1st - Dustin Darkenmane
2nd - Greywalker
3rd - Euric Bloodstone

Single Sword

- 1st - Greywalker
2nd - Dustin Darkenmane

Sword and Shield

- 1st - Dustin Darkenmane
2nd - Greywalker
3rd - Jasmine Montoi

Sword and Flail

- 1st - Dustin Darkenmane
2nd - Greywalker

Chess

- 1st - Greywalker
2nd - Dustin Darkenmane
3rd - Euric Bloodstone

When the idea of Amigardian Chess came to me, I really had no idea where to start. Shortly thereafter, the beginnings came to me from a miscellaneous parchment by Gilbert du Quai of the Grand Duchy of Barad Duin. On this scroll were his renderings of Amigardian Chess. I looked upon this and made a few changes, but these changes brought upon new questions and unsolvable riddles. Well, the whole thing got out of hand and literally blew out of proportion, but I was asked to put it into the Herald's Cry anyway. So, here are the expanded rules which integrate all classes and magic into the basic game. It may seem very long, but it is only due to the addition of each spell and its uses in the game. The entire game may take anywhere from 10 minutes to 5 hours to play, but this depends upon the teams and the two captains.

AMIGARDIAN CHESS

There need to be at least 32 players for the pieces of the game. Thirty-five is optimal allowing 2 non-combatants to 'play' the game and a neutral reeve. If only 32 are available, the two kings may help in reeving until there are a few 'dead' to do so. It may also be helpful to have a miniature chess board to the side of the playing field to keep a current replica of the game, just in case. The playing field itself consists of 2 fields; the gameboard and the arena. The gameboard is the actual game field. This area should be made up of 64, 3'X3' squares set 8X8 with alternating black and white squares (the same as a normal chess or checker board). The arena is the same size as the gameboard but with no divisions (24'X24'). The arena is where the pieces fight over the acquisition or retention of a gameboard square. There are two sides to the battle (multiple player chess may be extrapolated in a similar way); black and white. Each player of each side should wear something (tabard, favor, strip of cloth, etc.) to designate on which side they are. It is further recommended that each of the power pieces (see below) have some mark to distinguish them from other pieces, but pawns should have no distinguishing marks, only the team color.

There are two rows that form each team; the front row of pawns (8 cannon fodder) and the rear row of power pieces (king (1), queen (1), bishop (2), knight (2) and rook or castle (2)). Rooks are positioned on the outer edges of the back row. The knights are positioned just inside of the rooks. The bishops are next which leaves two blank squares. The queen is placed on the square of her color; black on black and white on white. The king is placed in the remaining square.

Each of the pieces are played by the classes of Amigard battle as given below:

Kings:	Anti-Paladin, Paladin, or as desired	----- Monarches preferred
Queens:	Healer, Wizard, or as desired	----- Consorts preferred
Bishops:	Bard, Druid, Healer, Scout	
Knights:	Anti-Paladin, Barbarian, Paladin, Warrior	
Rooks:	Archer, Assassin, Barbarian, Monk, Scout	
Pawns:	Any class at first level	

These are only suggested pieces to try and keep with the overall idea of the game. The idea of the game is to take the opponent's king (meaning kill the king). All pawns, no matter their class and level in normal battlegames, are restricted to first level abilities and skills. All levels of the power pieces are raised to level 3 but are not lowered to level 3 (i.e. power pieces may play their level in normal battlegames and are raised to level 3 if not there already). Each class has the abilities of that class with the following exceptions:

- 1) Pawns of any class may only use one melee weapon and a small shield; if their class allows.
- 2) Knights are the only other pieces that may use shields and they may use up to large sized.
- 3) Normal armor is allowed as class dictates.
- 4) Many spells vary in effect from normal battlegame rules and others will not work in Amigardian Chess (see section on magic).

For the purposes of choosing sides, determine which 'player' or king has first choice (flip a coin, pick a number, etc.) If there are two non-combatant 'players' then choose kings first, if not, choose queens first. The choice then moves on through the ranks of bishop, knights, rooks and pawns. The choice alternates between the 'players' or kings allowing first one then the other to choose first in a specific group. During the determination of sides, all players qualified (according to the reeve) to play a specific piece gather and the captains of each side choose. They then disband and the next group gathers. This continues until all pieces have been filled on each side. The pieces are placed on the gameboard and given their designation (tabard, cloth, etc.) as soon as they are chosen for a team.

Movement in chess is simple; each side is allowed to move one piece on the gameboard and cast one spell from any spell caster on the gameboard. It is suggested for ease of play and endurance purposes that pieces that are not actively participating in the game be seated in their square. Only certain peacetime (PT) spells may be cast out of combat (see magic section). Most PT spells have a range of 1 square. Area of effect spells will only affect the square it is cast upon and the corresponding arena battlefield. All duration spells (entangle, iceball, lost and stun) will have a duration of 10 seconds to be counted out loud by a reeve (preferably using a chronograph of some sort).

Setup for combat in the arena is easy, too. The piece being attacked stands in the middle of the arena with the attacking piece on the edge it attacked from (bishops and pawns will always attack from the corners). A preparation is called where each combatant readies himself for battle (no spells or class abilities may be used, yet). Following preparation, the reeve calls a 'lay-on' whereupon the combatants fight for the square. All rules of combat apply, including spells and class abilities (with some exceptions as discussed later), after the 'lay-on' is called. The losing piece retires to Nirvana to await the outcome of the game or resurrection. The winning piece retains all wounds, lost spell points and lost class abilities and returns as victor to the proper square.

All players have only one life regardless of resurrection or transformations. Pawns that make it to the opponent's back line may declare themselves third level (or higher if their normal level is higher) and receive the movement patterns of any desired power piece. Class abilities still require the same amount of time to use (barbarian and monk self-heal, vibrating palm, etc.) and some may be used in PT. The following is a list of classes and special rules for them to note and follow:

Assassin:	Touch of Death is charged for one hit or the entire arena combat, whichever comes first. It still takes 100 seconds to die from poison. In PT, may trap any adjacent square (for secrecy the captain should tell the reeve who should note the trapped square on the miniature board), but this counts as the side's movement for the turn. Trapped pieces are trapped until they free themselves in combat. In PT, may teleport as the spell if of appropriate level (sixth) during movement phase.
Archer:	During PT, may use movement to fire an arrow at any declared target on the gameboard. Targets may not leave their square while being fired upon and must stand upright. Others may stand to protect the piece, if applicable, but they may not leave their squares, either. If the target moves out of its square the archer is allowed another arrow. All hits to all on the gameboard give normal damage. All projectiles fired during PT are returned immediately to the archer.
Anti-Paladin:	May not reanimate or steal a life. Touch of Death as an assassin.
Bard:	May use abilities as normal but with the following exceptions: NO visits, truths, legends or lore: Charm is PT up to 1 square, counts as movement, pieces made to move may only move in available ways and during their side's movement phase. This is so until the charm is fulfilled or broken, can be used in combat: Emotion Control is PT up to 1 square away: Mimic is as a neutral spell and druid magic is used as druid magic during spell phase.
Barbarian:	Are permanently berserk during Amtgardian Chess. If third or higher (non-pawn), may fight after death for 10 seconds (counted by the reeve) as normal. If opponent is killed during 10 second count, then none claim the square and the battle is over. The self-heal ability still requires 100 seconds and may be used during PT as movement of turn.
Monk:	May transfer life to another piece giving that piece the ability to negate one death (on a battlefield the combatants fight again), but the monk dies immediately. This takes the place of the side's movement of the turn. Resurrection is possible.
Paladin:	Resurrect and heal as healer spells. May extend immunities to all pieces in adjacent squares if at sixth level. Pieces under immune protection of a paladin retain the immunities while in combat in an adjacent square to the paladin.

The following is a list of spells from each spell caster and its effects in Amtgardian Chess. PT is a peacetime spell but may be cast during combat. Combat is a combat only spell. NO means that the spell will not function in the realm of Amtgardian Chess. Enchantments of all kinds may be cast on adjacent squares only (exception is extension). Neutrals as described below may be cast before the game but must be announced. Class abilities which simulate spells should take their effects from the spell description.

Wizard 1st:

Bladesharp: PT
 Bludgeon: PT
 Cancel: PT
 Enchant Shield: PT
 Heat Weapon: combat: 10 sec
 Honor Duel: NO
 Iceball: combat: 10 sec
 Magic Bolt: combat
 Shove: combat: cannot be shoved out of arena
 Stun weapon: PT
 Talk to Dead: NO

Wizard 2nd:

Circle of Protection: NO
 Forcewall: PT: cast on one wall of adjacent square: also blocks associative diagonal movement into and out of the square so enchanted
 Harden: PT
 Hold Person: combat: 10 sec
 Lightning Bolt: combat
 Liplock: NO
 Mend: PT
 Messenger: PT: no range: reeve carries message
 Protection from Flame: PT
 Wounding: combat

Wizard 3rd:

Ambidexterity: neutral
 Anti-Magic: PT: affects 1 square and appropriate arena
 Dispel: PT
 Extension: PT: does not count as spell cast until compliment spell is cast: doubles range of all spells including PT (2 squares)
 Fireball: combat
 Mutual Destruction: combat
 Projectile Protection: PT
 Protection: PT
 Touch of Death: combat
 Wind: NO
 Yield: NO

Wizard 4th:

Curse: combat
 Doomsday: NO
 Enchant Weapon: PT
 Petrify: combat: wizard wins combat: statue remains in square until healed or flesh to stone but may take death
 Protection from Magic: PT
 Pyrotechnics: PT
 Reanimate: NO
 Sever Spirit: combat: only spell allowable after a death in the arena: only on those the wizard kills
 Teleport: PT: can teleport to any square not occupied by same team

Wizard 5th

Advancement: neutral
Flight: NO
Lend: neutral
Sphere of Annihilation: combat
Vivify: neutral
War Skill: neutral

Wizard 6th

Defend: PT
Expertise: neutral
Killing Grounds: PT: must be activated in combat
Lich: NO
Stack: PT: does not count as spell cast until one enchantment is laid
Transform: PT: appropriate garb must be available

Healer 1st

Cure Poison: PT: must be applied before 100 count to death (even in PT) or before poisoned
Heal: PT
Lost: combat: target must go to furthest corner for 10 sec
Mend: PT
Mute: combat: 10 sec
Talk to Dead: NO

Healer 2nd

Banish: NO
Bless: PT
Cure Disease: PT
Curse Weapon: combat: 10 sec
Entangle: combat: 10 sec
Heal Extend: PT: can heal 2 squares away
Sleep: combat: 10 sec

Healer 3rd

Mass Sleep: NO
Protect: PT
Resurrect: PT: must be cast after a summon dead from the previous turn or be on the opponents back line. resurrected bodies appear in any vacant adjacent square
Stun: combat: 10 sec
Wounding: combat
Yield: No

Healer 4th

Extension: PT: as wizard
Protection from Death: PT
Summon Dead: PT: anywhere on board: body appears in any vacant adjacent square: if square becomes occupied, body is transported to another square: if the healer moves, the body may follow

Healer 5th

Circle of Protection: NO
Dispel Magic: PT
Teleport: PT: as wizard

Druid 1st

Cancel: PT
Cure Poison: PT: as healer
Entangle: combat: 10 sec
Heal: PT
Heat Weapon: combat: 10 sec
Shillelagh: PT
Warp Wood: combat

Druid 2nd

Barkskin: PT
Cure Disease: PT
Magical Arrow: PT
Mend: PT
Paralyzation: PT
Thornwall: PT: as wizard Forcewall: 10 hits destroys wall but counts as side's movement

Druid 3rd

Ambidextrous: neutral
Confusion: NO
Extension: PT: as wizard
Plant Door: NO
Protection from Disease: PT
Protection from Flame: PT

Druid 4th

Call Lightning: combat
Commune: NO
Flamewall: PT: as wizard Forcewall
Silence: PT: affects present square and corresponding arena: affects all abilities and spells used or cast in area
Shatter: PT
Stoneskin: PT

Druid 5th

Flameblade: PT
Flesh to Stone: combat: as wizard Petrify
Pass Plant: NO
Stone to Flesh: PT

Druid 6th

Feeblemind: combat: rest of game
Finger of Death: combat
Fire Trap: PT: affects one square and arena
Reincarnation: PT: appropriate garb must be available: appear as healer Resurrect

THE WEAPONS AND ARMOR OF AMTGARD

Despite the many protestations to the contrary, the Amtgard rulebook does cover most situations and eventualities that will occur on the battlefield. The fact is that the rules are complex. This is not unusual (see the Dungeons and Dragons or Champions rulebooks, or even the S.O.A. Fighter's handbook). Roleplaying is by its very nature an intricate and involved endeavor. I will agree that steps can be taken to better educate participants on the Amtgard rules of play. This article is one effort to do just that. Concerning weapons and armor, I have compiled and charted their relevant applications to the game. It should now be possible to cross index the equipment and magic you either have or want to use, and then match that to the appropriate class(es). A second benefit is the ease in which classes can be compared with these charts. This article is divided into 6 sections:

A. Armor and shield eligibility:

	<u>Shield</u>	<u>Armor</u>		<u>Shield</u>	<u>Armor</u>
Antipaladin	any	4 pt.	Bard	small	none
Archer	small at 5th lvl.	3 pt.	Druid	small	none
Assassin	small at 5th lvl.	2 pt. at 4th lvl.	Healer	medium	none
Barbarian, nomadic	up to medium	2 pt.	Monk	none	none
Barbarian, tribal	up to large	1 pt.	Paladin	any	4 pt.
			Scout	small	3 pt.
			Warrior	any	4 pt., 6 at 2nd level
			Wizard	none	none

B. Armor and Shield parameters:

point value--typical armor types

1 pt.	cloth, soft leather
2 pt.	studded or hard leather
3 pt.	ring or scale mail
4 pt.	chainmail
5 pt.	platemail
6 pt.	plate armor

shield parameters

small	up to 3 sq. feet surface
medium	up to 5 sq. feet surface
large	up to 8 sq. feet surface

standard armor pt. value modifiers

-1 pt.	if thinner than 1/4 inch
-1 pt.	if non-period materials
-1 pt.	if too light for value
-1 pt.	if mixed or stacked armor
-1 pt.	for only partial coverage
-1 pt.	if does not look period
-2 pt.	for garm: boots, vests, etc.
-1 pt.	for metal less than 14 gauge
+1 pt.	for 6th level warriors
+1 pt.	for superb craftsmanship

C. Effects of Magic:

- *Bless- may not be stacked or combined with armor
- *armor type enchantments (barkskin, stoneskin, protect, protection)- may be stacked up to 4 pts.; may not be combined with armor
- *Heal- repair up to 1 pt. of berserk barbarian armor on any one location
- *Mend- a. repair any one destroyed (i.e.- not "useless", weapon or shield)
b. repair one point of one piece of armor
c. repair one point on one location of any armor type enchantment
- *Enchant shield, Harden (item)- enchanted shield or weapon cannot be destroyed unless specifically specified (i.e.- sphere of annihilation)
- *Bladesharp, Bludgeon, Shillelagh- red (two-handed) weapons do double listed damage; blue weapons act as normal red weapons, green and black weapons cannot be so enchanted.
- *Flameblade- as per bladesharp plus weapon is immune to flame attacks and the weapon bearer is immune to iceballs.
- *Enchant(ed) weapon- wounds inflicted instead kill the target
- *Stun weapon, stun arrow- treat hits as subdual style blows

- Magic arrow- arrow becomes a "red" weapon, add +1 pt. damage to armor per "level" attached (stacked) of this enchantment
- Heat weapon, Curse weapon- makes the affected weapon "useless" for a 300 count
- Warp wood- destroys wooden weapons, may be mended
- Pyrotechniques- will destroy a weapon or shield
- Shatter- will destroy a weapon, a shield, or a piece of armor
- NOTES ON ENCHANTMENTS:
 1. an enchantment carried is considered to be an enchantment worn
 2. armor is considered to be garb for purposes of wearing enchantments

D. Replacing items:

1. Relics are treated as normal equipment unless otherwise specified under the relic description. Note that a relic cannot be replaced.
2. The use of the "Mend" spell has already been listed.
3. All destroyed items are considered repaired when the dead come back to life.
4. Destroyed and useless weapons and shields may be replaced by taking a 100 count at your home base or nirvana.
5. Armor may never be replaced.
6. Warrior sharpen blade, harden shield, and repair are non-magical variations of the listed magic useable only on their own equipment.

E. Weapons costs for magic using classes (per 10 magic points):

n- non edged weapon e- edged weapon na- not allowed

	WIZARD	HEALER	DRUID
short (3 ft.)	2	4e/3n	2
long (4 ft.)	4	5e/4n	4
spear	3	na	4
staff	2	3	2
dagger (1½ ft.)	0	0	0
shield	na	3	4
short bow	na	na	3

F. The weapons (explanation of format):

Weapon name: accepted Amtgard (not necessarily the historical) name of that weapon Code:

Color : Blue- cutting, smashing, or basing weapon C:
 Green- thrusting or jabbing weapon
 Red- two handed, double damage weapon
 Black- throwing weapons

Parameters: typical accepted size of the weapon. P:

Description: outline of the weapon and its usage D:

Tournament usage: listing of tournament events for that weapon. T:

Guild (classes): which classes may use the weapon. If the level for the weapon is available is above first, it will be after the class name. G:

1. Axe, battle

C: blue, and possibly red

P: 3' to 5'

D: single headed weapon with one or two cutting edges, usually used with both hands

T: berserker

G: antipaladin, barbarian (nomadic), paladin, scout, warrior

2. Axe, hand

C: blue

P: 1½' to 3'

D: a one handed axe (not legal for throwing)

T: usually in short weapon

G: antipaladin, archer, assassin, barbarian, druid, healer, paladin, scout, warrior, wizard

3. Bow, long
 - C: arrows- green (never allowed in melee), bow- not applicable
 - P: arrows- up to 29", bow- longer than 5 $\frac{1}{2}$ ' when strung
 - D: a non-compound bow of less than 35 lbs. draw. These do 4 pts of damage to armor. Crossbows fall into this category.
 - T: archery
 - G: archer, scout (6th)
4. Bow, short
 - C: as per long bow
 - P: bow- shorter than 5 $\frac{1}{2}$ ' when strung
 - D: as per long bow, but only do 2 pts. damage
 - T: archery
 - G: archer, assassin (2nd), barbarian (tribal), druid, scout
5. Club
 - C: blue
 - P: 2' to 3'
 - D: a sword like weapon without a stabbing point and/or hand protection
 - T: sword, sword and parry
 - G: all but barbarian (nomadic), bard, and monk
6. Dagger
 - C: green, and possibly blue (if has a firm base)
 - P: $\frac{1}{2}$ ' to 1 $\frac{1}{2}$ '
 - D: this is the non-throwing variety; slashing daggers must be long enough so that the user does not punch the target
 - T: short weapon
 - G: all
7. Flail, long
 - C: blue
 - P: longer than 3'
 - D: a non-standard hinged weapon that must be specially approved for use on the field. The chain must be specially padded.
 - T: none
 - G: antipaladin, paladin, warrior
8. Foil
 - C: green
 - P: up to 3'
 - D: a stabbing only sword
 - T: fencing, sword
 - G: all those that may use a longsword
9. Halberd
 - C: red
 - P: 5' minimum
 - D: single or double bladed weapon that can be used to cut or bash. It differs from a quarterstaff in that it usually only has one striking head. The hirpa and poleaxe fall into this category.
 - T: berserker
 - G: antipaladin, monk, paladin, warrior
10. Hammer, war
 - C: blue
 - P: 1 $\frac{1}{2}$ ' to 3'
 - D: single headed weapon similar to a mace but with one or two smashing edges
 - T: sword, sword and parry
 - G: all but barbarian (tribal), bard, and monk

11. Javelin
C: green, may be thrown
P: 3' to 5'
D: a short stabbing and/or throwing "spear"
T: spear
G: antipaladin, barbarian (tribal), paladin, scout, warrior (3rd)
12. Mace
C: blue
P: 1½' to 3'
D: single headed bashing weapon
T: sword, sword and parry
G: same as war hammer
13. Mattock
C: blue, red if 4'+
P: 3'+
D: a large club with an oversized head; included are mauls and war clubs
T: berserker
G: antipaladin, barbarian (nomadic), paladin, warrior
14. Morningstar
C: blue
P: usually less than 3', the chain length must be less than 1½'
D: a regulation length hinged weapon with a single smashing head; chain hits do not count. This category includes saps. T: obviously morningstar
G: antipaladin, assassin (nunchuks only), barbarian (nomadic), healer, monk (nunchuks only), paladin, warrior
15. Naginata
C: blue and green
P: 5' minimum, striking head must be 1'+
D: a long slashing polearm, it cannot be thrown
T: spear
G: antipaladin, druid, monk, paladin, warrior
16. Net
C: none
P: 2' to 3' long
D: a hinged weapon not attached to any base. They do no damage, and may never be used to trip or otherwise impede a person's body. Their only function is to parry and entangle other weapons.
T: none
G: antipaladin, assassin, healer, monk, paladin, warrior
17. Quarterstaff
C: blue and also usually green
P: 5'+, striking heads must be 1'+
D: a double headed, bashing weapon used with both hands at once
T: quarterstaff
G: antipaladin, bard, druid, healer, monk, paladin, warrior, wizard
18. Spear
C: green
P: 5'+
D: a thrusting only weapon that may not be thrown. Includes tridents.
T: spear, jousting
G: antipaladin, druid, monk, paladin, warrior, wizard
19. Sword, broad
C: blue, and possibly green
P: about 4', hilt less than 1½' suggested
D: sword used with one or two hands, includes hand & a ½, bastard swords
T: none
G: antipaladin, barbarian (nomadic), druid, paladin, warrior

20. Sword, long
 C: blue, and usually green
 P: 3' to 4', hilt less than 1' suggested
 D: a cutting and thrusting weapon used one handed; includes scimitars
 T: sword, sword and parry
 G: antipaladin, barbarian (nomadic), bard, druid, healer, monk (1 only), paladin, warrior, wizard, note- scouts without bow may use longsword
21. Sword, short
 C: blue and green
 P: 1½' to 3'
 D: short slashing and stabbing weapon, includes sais
 T: sword, sword and parry
 G: all but barbarian (tribal)
22. Sword, two handed
 C: red
 P: 4' to 6' , hilt less than 1½' suggested
 D: two-handed cutting weapon
 T: berserker
 G: antipaladin, barbarian (nomadic), paladin, warrior
23. Throwing weapons
 C: black
 P: 4" to 1'
 D: missile weapons with no stiff base or which are firmly padded along their entire length. Examples include shuriken, throwing knives, throwing axes (francesca), sha-ken, darts, and rocks. As with all weapons, no part of the weapon can be small enough to enter a human eye socket. T: again obvious- throwing weapons
 G: assassin, barbarian, monk (2nd), note- suggested maximum of 7 throwing weapons for assassins, barbarians can carry only 1 missile weapon (including throwing weapons), only barbarians can throw rocks.
24. White weapons
 C: white
 P: variable
 D: examples include seige weapons and poison. A seige weapon shot will instantly kill a target, even a shot to the shield or armor. A poisoned victim will die within a 100 count unless cure poison is cast.
 T: none
 G: poison only to assassin (2nd, 1 weapon only), and antipaladin (5th, 1 poisoned edged weapon for one life per game),. Seige weapons require 2 people to operate.

There you have it. Careful perusal should help define and refine your choices. I would not say that this article is the final word, but it does boil down the basics accrued from our sever years of experience with the Amigarc system. I hope the reader found it to be of some use.



Upon the Wind (revisited)

Time has passed come and gone. When again the wind said your the one. Through time and space my soul doth soar. Until I come to histories door. At my slightest touch it opens wide, and lets my eyes feast on what's inside.

A rolling green vale complete with stream. It must not be two men abeam. Across the grass hooves do thunder. Three men with horses, I begin to wonder. Before I know what's going on, my soul is sailing speedily on. Towards the riders at full speed. I begin to notice one fantastic stead. The rider in armor sits straight and tall. Daring the world to make him fall. My soul envelopes this magnificent site. Wait! Behold! I am this knight. Across the valley we three do ride, I turn to see the men astride. Both left and right I do see, two brave knights who ride with me. Between my legs my mount is flowing towards the place that we are going. Through leather and armor I feel the rustle, of this beasts working muscle.

Stride for stride he keeps the beat, it is not hard to keep my seat.

Just as quickly as it begun, my waking dream is over and done. As reality closes upon me again, I think a lot on where I've been. When someone asks if I missed being a kid, I tell them that I never did. When, "Why?" they asked, I turned and grinned. Because I always ride

Upon the Wind

Ian McNaughton McLeod

The Legend

Fulk the Black, Count of Anjou, was descended from Rollo, the great Viking who had laid claim to Normandy. He was a warrior, fierce and hard like his forbearers, tenacious and determined.

One winter he waged battle against Ranulf, a viscount of his territory. From dawn to dusk he sent his men against Ranulf's castle, in a fury to drag it down. Flaming arrows flew over the ramparts with no mercy; battering rams were taken again and again to the gates. At last, Ranulf's castle went up in a fury of flames, the gates were breached, and Fulk, riding upon his magnificent war-horse with his naked sword, tore about the courtyard to do battle with his rebellious viscount. The scene of the castle was one of death and destruction, broken bodies lay everywhere. Among them Ranulf breathed his last breath. Disgusted with the weakness of his enemy, Fulk rushed inside the castle in search of whatever treasure might be had.

A vision of absolute loveliness assaulted him as he entered the castle; Fulk could not move when he saw her; he stood transfixed. She stood upon the staircase, mindless of the flames that rose around her. Her hair appeared as a sea of flame, her eyes were a turmoil of blue and green, her skin was flawless and her form was both slender and sensual. Never in all his travels had he seen a woman such as this. As he stared at her, he heard the distant rumble of thunder; the day outside grew dark and the sky filled with black clouds. And yet she seemed to glow with an unearthly light, she seemed surrounded by a mist of magic, bending his will as a smith might bend steel.

Her eyes stared down at him with the force of hatred, but Fulk could not care for her pain. He was possessed by her beauty and he wanted her more than dreams of heaven, more than riches or land, more than his life, or his soul. She screamed when he approached

her, she cursed and reviled him. But to no avail, she had invaded him body and soul, and he did as his forbearers would have done he raped her.

It was not enough; it did not cure him of the need to know her, to possess her as she did him. He learned her name, Melusine, but she would not tell him any more. He could not fathom her race or from whence she had come. He learned only her name and that fire would not burn her, though it encircled her, and that the birds would cease to sing whenever she entered the courtyard. He could not let her go, and he a proud warrior begged her to love him as he loved her, to give her love joyously. Melusine agreed but marriage would be the price. Fulk, proud warriors he was, agreed and took her for his bride. She came to him, as promised, night after night like a tempestuous wind, she aroused him to a fever of desire . He fell even more deeply under her spell.

Yet, Fulk was a strong man, and he came to know he was possessed, for never would she answer his question, never would she tell him her full name and origin. Fulk's bishops were horrified by this obsession; they claimed to know that Melusine was the daughter of Satan --- a fact verified, they said, because she refused to remain at Mass when it came time for the eucharist to be celebrated.

Count Fulk, therefore, had her seized one Sabbath when she would have vacated the church. Strong knights grappled to restrain her. She shrieked a scream so loud and shrill, it chilled all who heard its echo. Then she disappeared, the knights held nothing, and a cloud of smoke rose to waft away out a window. The beautiful Melusine was never seen again.

But she had born Fulk two children, and from her children descended one Geoffrey, Count of Anjou, Soon to be Known as Geoffrey 'planta genet', from the sprig of bloom he wore to battle.

Geoffrey married Mathilda, heiress to the Crown of England, granddaughter of William the Conqueror. From this union beget the royal Plantagenets, Henry II, Richard the Lion-Heart, John....and a dynasty of heirs both legal ---- and natural. But the 'devil'

legend was never to leave the Plantagenets. They were a brood with passionate tempers, quick to love, quick to hate.

'From the devil they have come,' said one saintly bishop of the time, 'and to the devil must they pay their dues.'

Jasmine Montoi

Myths of the Golden Plains

by
Greywalker and Jasmine Montoi

Myths of the Golden Plains are few and far between
We've gathered them here for you so that you may glean
All the stories and the tales of our fabled land
If you don't know the words just ask for a helping hand.
For all the lyrics gathered here you do not have to think
'Cause Reinholt's always sticky when he slips in a septic
tank.

Apprentice Flynn and Dalmaggon cast a fireball
Aim it at the other team to try and kill them all
Flynn dropped it on the ground and the flames were
burnin' red
Don't stand too close it might explode....
was the last thing that he said

Sicarius threw his dagger in the water and it sank
And Reinholt's always sticky when he slips in a septic
tank.

Our Scotsman clad in kilt stands up high for all to see
He holds his Scottish skirt and smiles most gleefully
He lifted up his kilt for Eesabo and said
Don't stand too close it might explode....
as her face was turnin' red
Fear runs high among our team when Foebane tries to
flank
And Reinholt's always sticky when he slips in a septic
tank.

Two Barbarians went to feast, the price was mighty fair
Euric ate up all in sight and Sean Stone did his hair
He looked up from his mirror as Euric's face was fed
Don't stand too close it might explode....
then he turned and fled

Ask Caleom a question, and the look he gives is blank
And Reinholt's always sticky when he slips in a septic
tank.

Jasmine and the Greywalker have their little feuds
Sometimes it's just with their fists sometimes with their
food
When the times got going rough, she stroked his little head
Sit on my lap it might explode....
was the only thing he said

Dustin will do anything if you threaten to spank
And Reinholt's always sticky when he slips in a septic
tank.

Illyrica the Bard doth play her mighty tunes
Nakita the Druid, she makes the young men swoon
Lightning strikes when they say no upon their little heads
Don't stand too close they might explode....
and then all will be dead

Just one more verse of this song before it gets to rank
And Reinholt's always sticky when he slips in a septic
tank.

Desari she chases men for she has no shame
She spins around amongst the stars that's how she got her
name
Her temper flares if you say no when she offers you her
bed
Don't stand too close she might explode....
and to Euric you'll be fed

Throughout this song we did our best trying to be frank
And Reinholt's always sticky when he slips in a septic
tank.

And Reinholt's always sticky when he slips in a septic
tank.

FORGOTTEN MILES, UNFORGOTTEN DAYS

Dark was the day when I was born to the greatest family of mages in history. Their rule is hard, and filled with many old traditions. But no one dared defy or disobey their commands ---- until I came along on that cold winters eve of 1168. As I grew, my parents were astonished and amazed by the intelligence and natural abilities that I possess. I easily learned the ways of my family, but I needed more. To explore, examine, and experience life to its fullest and meet many new and interesting people was my strongest desire.

I finally told my beloved family that I wanted to explore the world and experience new ideas and professions. My mother, Desquire Sagitar, was hurt and confused, and my father, Darkstir, was outraged beyond consolation. He said that I was disgracing the family and didn't deserve the great name I was born with. When I informed them that I was going anyway, my father disowned me by denying me a last name, and Mother could say nothing to satisfy him. But my mother did convince Father to allow me to keep the family heraldry in the hopes that someday I would reconsider and return to the family discipline.

My adventures have been long, hard, and unsatisfying. I still have not found that place in life that is full of great times and unending joy. But I have found a land that I enjoy being in and the people are precious. The Barony of the Golden Plains has been 'home' to me for the past eight and a half months. I plan on staying as long as this unsettled spirit will allow. Maybe this will be the place where I find my destiny.

About five months ago, I heard news of my twin brother, Drake Sagitar, coming to seek me out. I know not why, but it frightened me none the less. I have received word again from trayz, that poor brave soul, that the trip has been canceled by my father threatening the same fate as I. The rage of my father has shook the Kingdom to its quintessence, and the people are afraid of the growing heat and despair.

I have yet again received word from Sir Trayz Morehound. My father has died of natural causes three weeks prior to this letter. My mother had taken to heart what traditions I had said were silly and old fashioned. Now she has changed some of them. The people of the Kingdom of Stark Valley were told that they may return to using their full given names. Though my mother would have liked nothing better than to give me my name back, she had made a promise to my father. I had to prove myself worthy of the Sagitar name, which came about this past Coronation event. Sir Trayz announces great joy and celebration in Stark Valley as the 'reins' have been loosed and the people are free.

Desire
Sagitar

Viscountess Sir Andralaine of Stonehelven

I knew I was slowly coming to my senses again. The stone floor was cold against my cheek, and that was the first thing I felt when I woke up. The guard tower where I laid was dark and damp — nighttime. Same day? How long had I laid there? Hours? Days?

I moved over to try to sit up and I stifled a scream. Pains shot through my body from head to toe. My God! Even my hair and toe nails hurt. I must hold still — collect my thoughts. Think! Was anything broken? Checking myself out no broken bones were discovered only bruises which would take weeks to heal. My dress was soiled and ripped. Probably blood stained. There had been cuts discovered — some quite deep. I needed to wash up and find clean clothes.

I listened for a moment to see if I could hear anything. I noticed rats were quite popular in the tower. I could hear them running around making squeaking noises and gnawing on things. No other sounds could be heard, but at least I was alive — hurt, but living.

Looking around the only thing I saw was darkness. The window opposite of me allowed very little moonlight into the room I was in. My only hope at the moment was to wait until sunrise to find the things I needed.

I knew that where I was at the time was where the guards slept, so realizing my need to rest my aching body, I searched for a bed. Inch by painful inch I crept around the room and found a palette on which one of my guards use to sleep on. I found it soft and comfortable, so I crawled upon it, laid down and slept.

Korick Escuyer, my father, was one of the great overlords. Castle Escuyer sat upon a hill overlooking Stonehelven, but the beautiful landscape and woods now lay waste at the hands of my father-in-law to be.

In my days of old in the thirteenth century a baby girl of a wealthy lord and baby boy of another lord were promised to each other by agreeing fathers. Little did my father know that he was putting his life on the line with this evil man whose son was the promised one.

Jacorum Brabrian was the name of this hated man. He wanted my father's land. Being the richest of lands around, Stonehelven was envied by most other lords.

Jacorum knew that within a great tower in Castle Escuyer laid a book called the BOOK OF TURNING. Within this book were spells and potions used only for good. And my father was the only one who had seen it and had used it.

Jacorum wanted the land, but most of all he wanted the book, and the only way to get it was to take on the Wizard Cornell into his evil plans.

His plans were to lay a trail of devastation until he reached Castle Escuyer. Then with the help of Wizard Cornell, he'd have access to the Tower where the BOOK OF TURNING was. With the secrets of all the spells he knew he could rule all others. He would become more powerful — more evil. He was going to be apprentice to Wizard Cornell and learn all he had to know to cast any spell he wished.

He was going to use other men from the other lands to help him. But I knew he was only doing this for his gain and then discard everyone else.

At the first hit of the ram the women panic and ran. I got caught in the middle and pushed to the ground and trampled on. One of the guards heard my screams and came to help. He took me by the arm and pushed through the crowd to seek safety. We ran on - I'd trip - he'd help me up and we'd keep going. I was really dazed from being ran over and stomped to death. Where was he taking me? I remember stairs - lots of them.. Climbing them hurt. I ached everywhere. I must have passed out because the next thing I remember I was waking up in the dark guard tower.

The sun's warmth woke me up early that morning. It felt good lying there, but I had to get my life back together.

Was the battle over with? Were there any one left alive? What part of my life could I put back together?

I found a squire's garb that fit. Being fifteen I still had a very youthful body. I knew that being who I was I couldn't go walking out of here as Andralaine. I was too well known by both parties involved.

I put on the squire's outfit, tied up my long hair , and stuck a cap on top of my head. I had transformed myself into a houn'g lad.

I went to the window and looked out over what was once beautiful country but now laid wasted -- bodies lying everywhere -- some of their's; mostly ours.

All Jacorum wanted, and he did indeed accomplish it, was to get Wizard Cornell into the tower. He knew my people would fight until the deed was done.

Cornell was in the tower -- Jacorum was overseer, and what people who were left on both sides went their separate ways.

At the far north was a massive burial of the dead. I recognized some of my people, so I hurried down the stairs and out of the tower. Wait!!! I'm a boy now; act like a boy.

Sad faces turned when they heard me approach. Not recognizing me as Lord Korick Escuyer's daughter they had a questionable look on their faces. Defenses rose not knowing whose side I was on.

After being asked my name I cleared my throat and as deep as I could I told them that they were safe and I was of Stonehelven and my name was -- Andrew of Lane. My parents had been killed months before, and I had come to join the rest of the people. That I'd help in any way I could.

Getting rid of Wizard Cornell was the main topic of conversation. The problem was how we were going to do it.

There were no guards at the tower. There was no one left or no one wanted to do it. Wizard Cornell's powers were strong enough that no guards were needed. He knew no one was brave enough to confront the likes of him.

Little did he realize that the last two years toughened us - made us strong. It made us with a will to fight for our rights - for what we believed in.

The men called a meeting for that night and I asked if I could join in. They needed all the help they could get. Any help was welcome. Maybe I could come up with a good idea. They asked why I wanted to help and I just said that I had had a personal run-in with the Jacorum that needed to be set right. Thank God they asked no more question. I didn't want to reveal who I was.

In a round about way I found out my father had died during the third wave and was one of the first to be buried. I had turned away, shed a few tears, then quieted my discomfort.

Our plans that night at the meeting were laid out in the guard tower. The tower was the best place, because we had a clear view around the castle, what was left of it, the woods and the Tower of Turning. Anything that moved was noticed by one of the men who kept watch.

From where we stood we could see that something was happening in the Tower of Turning. Bright light exploded once in awhile out through the high windows. Wizard Cornell was up to something and we knew it was evil. We had to do something that night.

We set out an hour later single file through the dark. The moonlight lit our way. We couldn't use torches. We didn't want to be noticed.

We got to the base of The Tower and quietly waited to make sure we weren't found out. Fifteen minutes passed, and we continued.

The door was locked. There was no way in which to enter the door without noise. There was a window, but only a child could get through it. I was the only possible way of following our plans. I was the smallest.

I was hoisted up through the window with no problems. I bumped some bad bruises when I hit the floor, so I held my breath until the pain subsided. Next thing to do was to get to the door and unlatch it from inside to let the others in. The door was made heavy on purpose, so instuders could not enter, but Cornell must have put a spell on the door for when I used all my strength, I could not open it.

The door wasn't going to stop me, though. Through the window I told the others I was going to go on and confront Cornell on my own, and that the door would not give access to them. They told me they would wait there.

Flashes of light could be seen at the top of the stairs. This area was my destination -- to face Cornell and get rid of him. One of the men had loaned me his sword, so I felt somewhat protected. But could my sword help save me from Cornell? I was soon to find out.

I took the stairs one at a time -- slowly -- minding each step that each were not heard. I still could hear Cornell chanting spells, and I heard noises like thunder after each chant was finished.

The door was open at the top of the stairs, and it gave easy access to the ability to see inside the tower room at the top. I took three steps into the room and Cornell turned and stared at me. A sudden little twinges in his face gave away the thought he was thinking. "How did someone get in here?"

"Cornell, you have helped ruin my land, my people, kill my father, but you haven't gotten rid of me." I pulled off my cap to show him I was not a young boy here to face him, but I was the daughter of the great overlord, Korick Escuyer.

"So Andralaine, I have heard much about you, but you don't frighten me. Just a few words will send you to Hell forever."

I was scared standing there. Facing him meant death; turning my back at this very minute and running meant death. "I may go to Hell, but when you die you go and rot forever."

His eyes glowed redder with every word I spoke. I knew I had made him mad. That's when he started chanting. "Trigragon - Maganon," a glow grew in his outstretched hand; "Bredona - Veddey." The fireball grew more and the glow burned my eyes.

My God!!! I knew what was happening. I was going to die. A fireball -- my death. I slung my sword at Cornell's heart as he threw me the Fire-death. The hits were simultaneous. The hit of good of my sword counteracted the Firedeath and it threw me into a time warp. Time seemed to stop -- Lots of wind and swirling lights.

When the warp ended, I woke up to another world. Also in my travel I doubled my years to the age of 30.

Icsacar, a woman's Amazon group took me in. For three months we fought together, but the rest of the group left me alone. I keep the name of Icscar going still. I now have three other girls who have joined me. They are not fighters, but in time I will teach them.

I understand Wizard Cornell is still searching for me. In time I will know my destiny. Right now I am happy. No return to Stonehelven. I left nothing there. Just a ruined land.

The attacks started two years prior to my waking up in the guard tower. Little by little Jacorum's armies broke through the out-lying villages of Stonehelven. Murder and destruction were on their minds. Doing this, Jacorum figured it would break my father to giving up everything he had. By giving up father would save lives.

Korick heard the cries of the people. He listened to their pleas to not give to Jacorum. They would rather die than be ruled by an evil man.

Month after horrible month the armies moved in closer to Castle Escuyer. Day after bloody day more of my people died.

These two years were the most horrible of my first thirteen years. I had never really known what death and sorrow was until now. Many nights I found my father kneeling and praying to God to save his people. No reply - No answer. The tragedies continued.

My people fought long and they fought hard. If confronted with attack my people never turned their backs and ran. They stood their ground to try to save what little they had, especially their lives, but most attempts ended in death.

As months went by many people moved into the castle for protection. Each day more joined us until as the months went on fewer and fewer came. We knew that meant Jacorum was close at hand.

As I laid in the guard tower I remembered that last morning. All that night before we kept careful watch. We could see Jacorum's armies camped about a mile away. There were hundreds of them but only about 200 of us, including women and children. Not mych of an army. No hope left - just faith that we'd make it through somehow.

I knew they were ready for the attack - the last battle. When? I didn't know. Matter of time and time was near. and I knew it.

The sun rose and what laid ahead of us was an army bigger than I'd ever seen. They were lined up and ready for battle. I took my father by the hand and in silence we exchange a reassuring squeeze. That was the last I saw of my father.

The battle cry was heard and the first round of attackers decended upon the caste. I knew their motive. They wanted to find out how many of us ther really were. They knew that not many people could be housed in my father's castle.

In the first wave we killed a few and a few of us dies. Jacorum knew what he was doing. The second wave he sent surrounded the castle. This was too much on us. We didn't have that many men to cover all four sides. That hurt our defenses.

The third wave brought in a battering ram and different methods of getting over the wall.