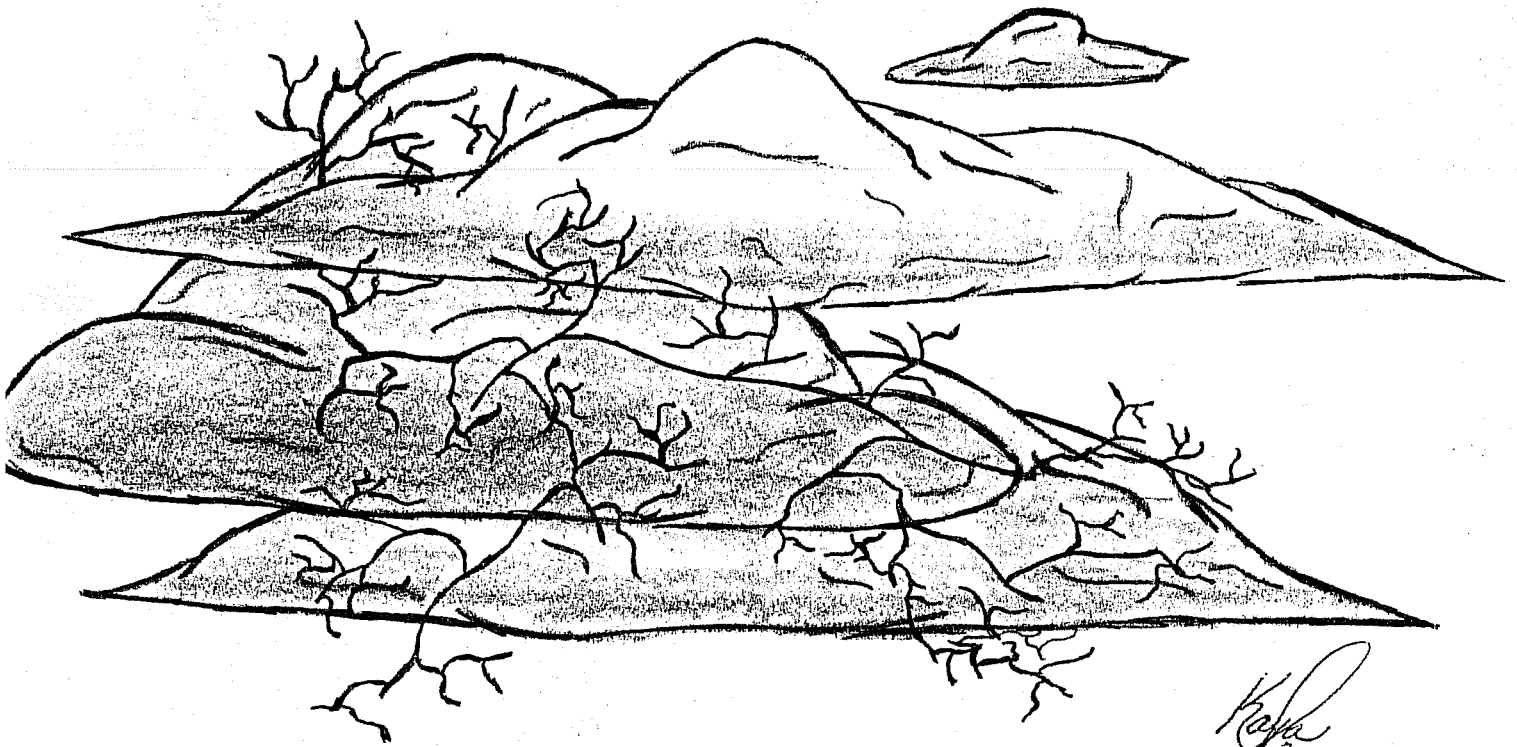


Selka

VOLUME I ISSUE 2

B I F O S +



Kaya
1990

2 Aug 90

Unto my fellow Bifostians,

I would like to extend my gratitude for the unanimous vote of confidence in making me the Baron of Bifost. As my first official act, I will dig into "the box" and publish the currently active members levels, orders, etc....

This is also an opportune time to make known officially the dates of Crown Qualification in Turrislunae, Aug 18 (3rd wknd) and Coronation in Bifost, Aug 25 (4th wknd).

And now to the real information;

Persona	Joined	Dueling Record	Orders	Levels	Titles
Archail Waylain	9Dec 89	20w/22l	Warrior 1 Rose 1	Wizard 1 Warrior 1 Healer 1	Lord 1
Eleivethan	15Apr 90	6w/9l		Warrior 1	
Christyl	28Apr 89	7w/3l	Rose 2	Barbarian 1 Warrior 1 Artisan 1	Guild Mistress Artisans (2)
Imagg Nifeasant	1 Apr 89	48w/17l	Warrior 3 Rose 1	Warrior 3	Guild Master Warriors (2) Lord Squire Defender
Kayla Blackflame	26Apr90	3w/2l		Warriors 1 Water Bea 1	
M.F. Kilraven	28 Apr89	15w/30l	Warrior 1 rose 1	Warrior 1 Reeve 1	3 Baron 1 Lord
Nightshade	18Feb 90	10w/8l	Warrior 1	Assassin 1 Warrior 1	Defender 1
Raven Dragonsdeth	20May90		Warrior 1		
Tanis Bolt	13 May 89	34w/20l	Warrior 2	Warrior 3	
Theo Blackflame	???? 85	90w/41l	Claw 2 Dragon 8 Flame 1 Griffin 2 Hydra 2 Lion 4 Maniple 1 Masque 1 Owl 2 Rose 23 Warrior 4	Assassin 6 Warrior 6 Reeve 2 Anti Pal 1 Barbarian 1 Monk 1 Zombie	Knight of the Flame Landed Baron etc... etc... etc... 1

LORD M.F. KILRAVEN
Baron

*I CERTIFY THIS TO
BE COMPLETE &
ACCURATE AS OF
2 AUG '90*

3

GREETINGS UNTO ALL THOSE WHO COME BY THIS MISSIVE

YOU AND YOURS ARE HEREBY INVITED TO WITNESS THE BIRTH OF A
NEW KINGDOM.

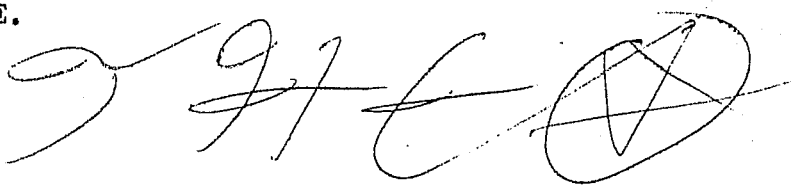
THE FIRST CORONATION OF THE CELESTIAL KINGDOM WILL BE HELD
ON THE TWENTY FIFTH (25) DAY OF AUGUST, IN THE YEAR
NINETEEN HUNDRED AND NINETY. THE BARONY OF BIFOST WILL HOST
THE CELEBRATIONS.. A SUMPTIOUS FEAST IS PLANNED BUT PLEASE
BRING YOUR OWN FEAST GEAR. FEAST FEE WILL BE SIX (6) DOLLARS
AND PROMISES TO BE WELL WORTH IT. PLEASE MAKE YOUR RESERVATIONS
AS SOON AS POSSIBLE THROUGH SIR THEO AT JOES BAR AND GRILL
AT (512) 895-2516 OR SQUIRE CHRISTIL AT RAINBOW MOUNTAIN.
(512) 367-4805.

PLANNED EVENTS INCLUDE A PLUNDER TOURNEY, SO BRING SOME SORT
OF NEAT TREASURE FOR YOUR ENTRY. THERE WILL ALSO BE FLAG
BATTLES, MUSIC, SONG, DANCING, BARDIC AND WHATEVER ELSE WE
CAN DREAM UP TO ENTERTAIN YOU.

IT IS A WET SITE SO B.Y.O.B. (THE LEGAL DRINKING AGE IN TEXAS
IS TWENTY ONE (21) MINNORS WILL NOT BE PERMITTED TO CONSUME
ANY ACHOLIC BEVERAGES ON SITE, PERIOD.)

TAKE I-10 TO THE HARPER ROAD EXIT (# 505). STAY ON HARPER
ROAD TOWARDS KERRVILLE TO JUNCTION HWY. TURN RIGHT GO ABOUT
TWO MILES TO THE LIME CREEK APTS. (THERE WILL BE SIGNS AT APT.)

HOPE TO SEE YOU THERE.



LOONEY TIMES

Issue #2 10p or whine a lot

The unofficial newsletter of
the Barony of Turris Lunae

July 7, 1990

Advancements

The following people recently gained a level in their class:

Roger Shrubstaff	Druid	4th
Narsya Vasudeva	Monk	4th
Pebyr Ap Cucorin	Bard	4th
"Slippery" Sam	Assassin	2nd

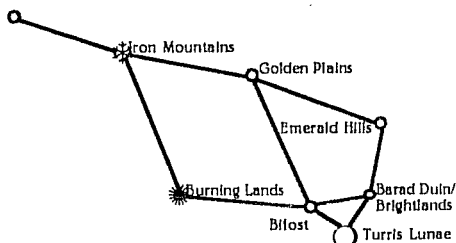
Congratulations to you all! 🐉

Pebyr asks that you not get little bits of leaves and dust into his ice. That dirties up the ice for everyone else. Please wipe off the bottoms of containers that you put back into his ice chest. 🐉

Personalikes

Choose your persona name very carefully or you might end up on this list someday.

Mikhail, Sickle of Glasnost
Nausea Vasituyu
Bovine, Lord of Cows
Pooh Bear up the Cuckoo Clock
Halfwit
Dead Inept 🐉



Need garb? Ask Halfmoon! He can make tunics, tabards, robes, and cloaks. Reasonable prices! (compared to ren fairs, anyhow) 641-2064 🐉

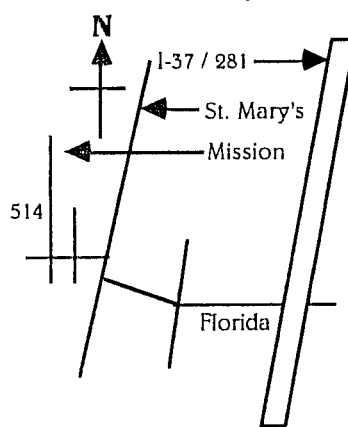
Fighter Practice

Fighter practice on July 4th was canceled due to lack of rain. Instead, we stuffed ourselves with assorted Italian foods.

Fighter practice is currently held each Wednesday night at 7pm at Will/Conrad/Kari's place at 514 Mission. Take the Florida street exit off of 281 (south of downtown, north of I-10). Follow it west until you hit St. Mary's Street. Turn right then left. The second street you cross will be Mission. Turn right and look for the orange Volvo wagon.

For more information, call Will, Conrad or Kari at 534-0049.

Ye olde map:



Modem Data

Two BBS's in the area are carrying Amtgard information. Halfmoon's Tower (641-2063) and Mykl's Realm (492-5834). Copies of the rules are available in text or MacWrite II format from Halfmoon's Tower, and Mykl has a text version reformatted to look decent. 🐉

Viscous Rumors

- Roger Shrubstaff has been kidnapped by slave traders, leaving the position of Guildmaster of Druid (singular) open.
- That really **is** windshield washer fluid that Pebyr brings to the park. But beware! At events it turns into Romulan Ale.
- Halfmoon is going to run for Guildmaster of Wizards just so Pebyr won't run uncontested.
- Barad Duin probably won't have a copy of their rules ready for the war.
- It's going to rain at Cloudcroft.
- Angus MacWoodstrider may make a cameo appearance.
- Who reads these things anyway? Dude! Get a life!
- Halfmoon's chainmail shirt may be finished before 1991. But it was his fault for being crazy enough to use 1/4" rings on his first try. He estimates that he's cut over 10,000 rings already and may need 15,000 to 20,000 more before he's done. 🐉

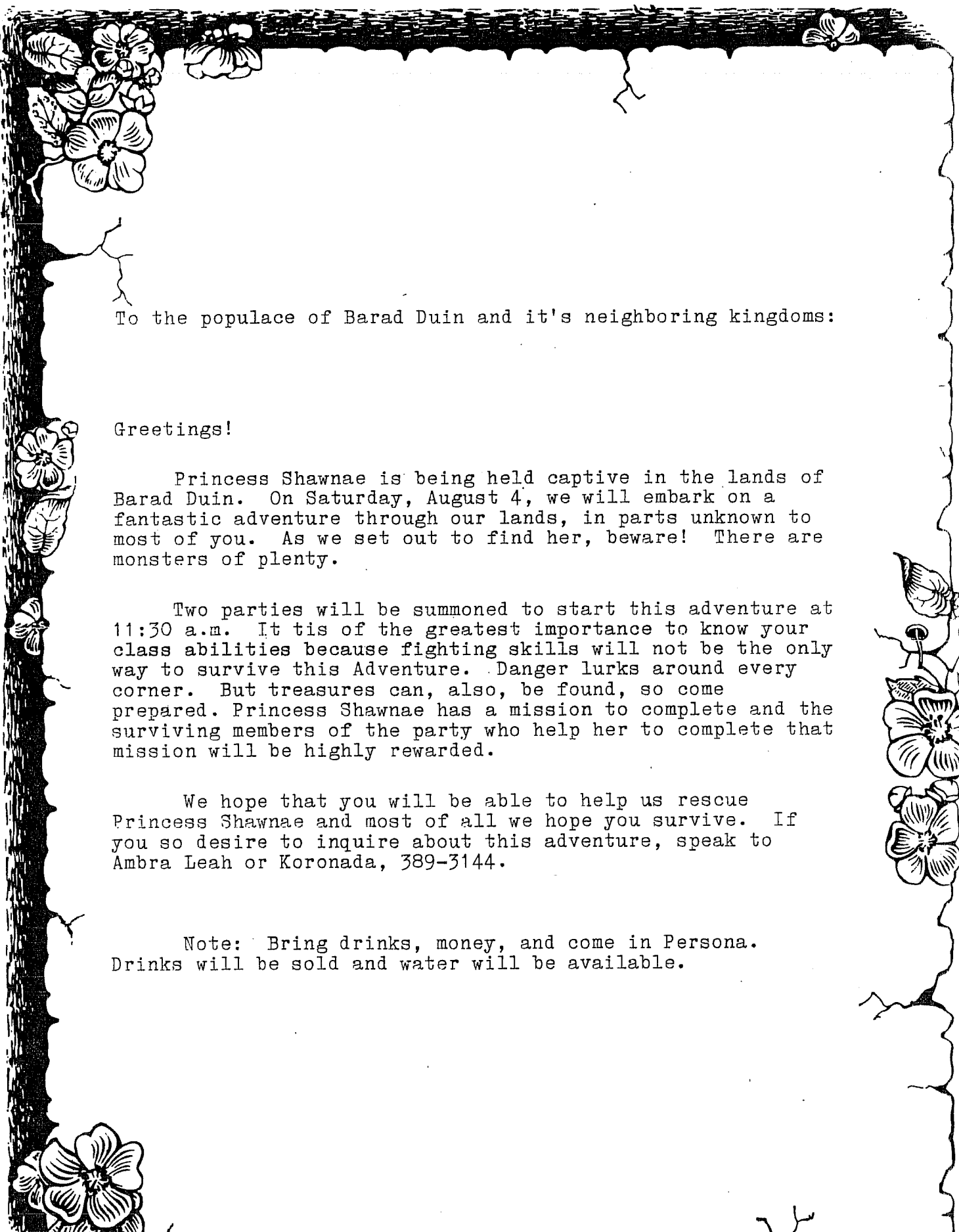
White Space

You can do your part to stamp it out forever!

Send in material for the newsletter!

War

We are having a war with Barad Duin here on July 21. We will use the Barad Duin rules if they provide us with a printed copy of their rules in advance of the war. 🐉



To the populace of Barad Duin and it's neighboring kingdoms:

Greetings!

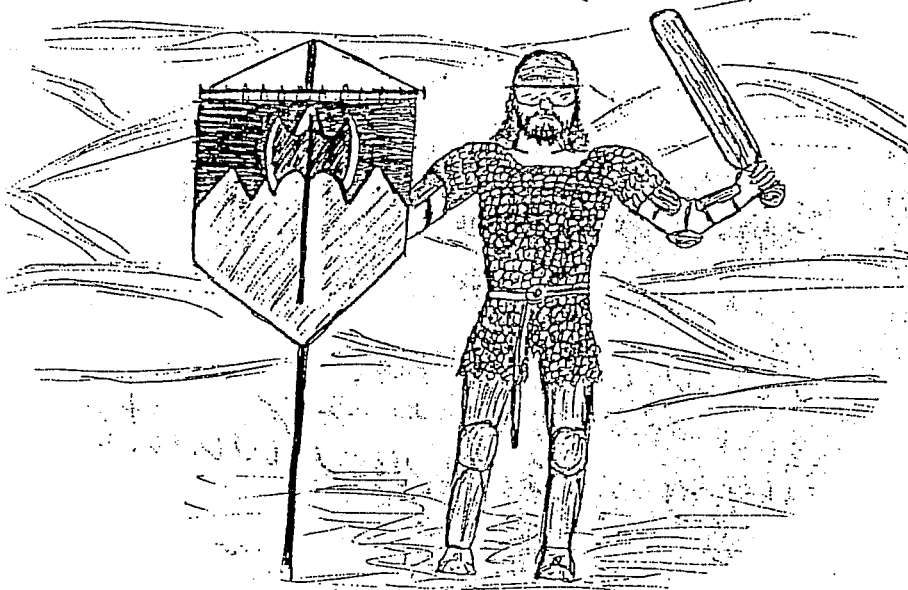
Princess Shawnae is being held captive in the lands of Barad Duin. On Saturday, August 4, we will embark on a fantastic adventure through our lands, in parts unknown to most of you. As we set out to find her, beware! There are monsters of plenty.

Two parties will be summoned to start this adventure at 11:30 a.m. It tis of the greatest importance to know your class abilities because fighting skills will not be the only way to survive this Adventure. Danger lurks around every corner. But treasures can, also, be found, so come prepared. Princess Shawnae has a mission to complete and the surviving members of the party who help her to complete that mission will be highly rewarded.

We hope that you will be able to help us rescue Princess Shawnae and most of all we hope you survive. If you so desire to inquire about this adventure, speak to Ambra Leah or Koronada, 389-3144.

Note: Bring drinks, money, and come in Persona. Drinks will be sold and water will be available.

Arakis Campaign I



Barony of the Iron Mountains

The Barony of the Iron Mountains requests your presense at the Great Sand Dunes National Monument for Arakis Campaign I, to be held on July 6,7 and 8, 1990. There will be battles, tournaments, and a feast to celebrate the coronation of our first Duke. Come join in the combat and revelry!

We have reserved one group campsite for 50 people, and there are other campsites available if there is a larger turnout. The site fee for the event is \$3.00 per vehicle to enter the monument and 50¢ per person per night to camp, payable when you arrive. Each campsite has a firegrate and picnic table, and firewood is available for \$2.65 a bundle. (We suggest that you bring your own. All fires MUST be kept in the firegrates.) The campground has one comfort station with dishwashing sinks, toilets, and drinking water. (There are no showers at the Dunes, but a private campground offers them for \$3.68 per person.)

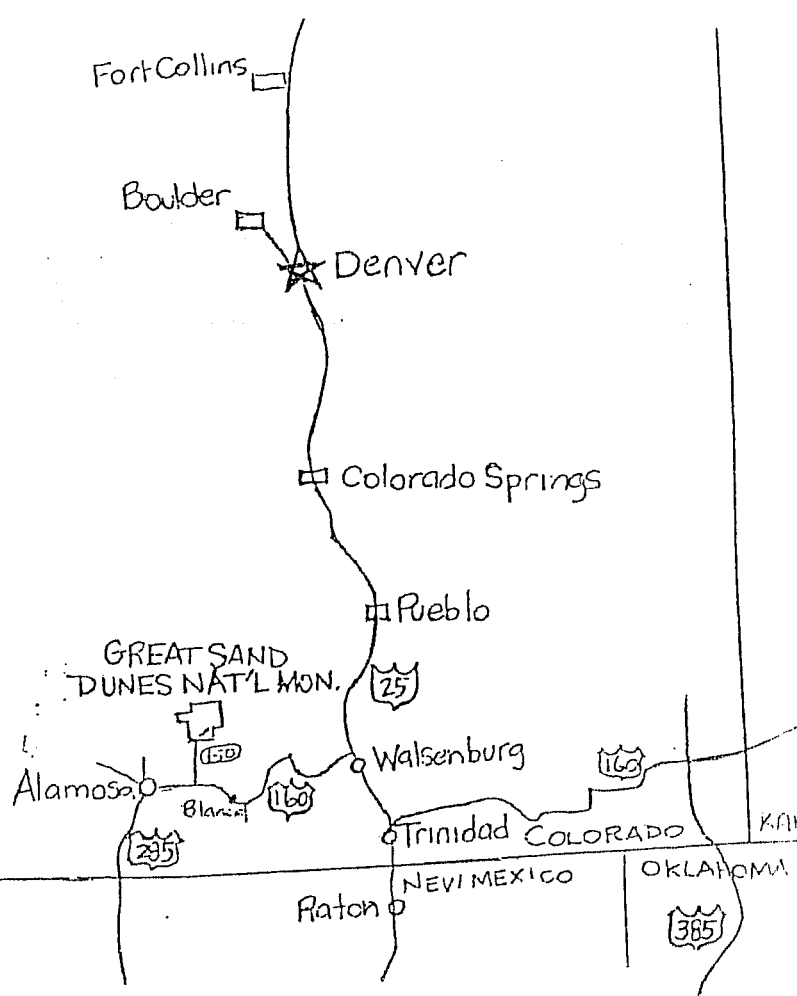
The Iron Mountains will provide a feast on Saturday night. All other meals are up to individual groups. The feast will cost \$5.00 postmarked before June 20, \$8.00 before July 2, and \$15.00 at the door. This is because the nearest supermarket is 38 miles away in Alamosa.

We are looking forward to seeing you there!

★ GREAT SAND DUNES NATIONAL MONUMENT (F-4)

The 38,000-acre Great Sand Dunes National Monument is 34 miles northeast of Alamosa via US 160 and SR 150. Too heavy to rise with the winds that carry it westward across the flat semi-arid floor of the San Luis Valley, sand settles at the foot of the Sangre de Cristo Range. The deposits that have accumulated over the course of 15,000 years have resulted in a 50-square-mile, stark yet ever-changing sandscape that forms a vaguely eerie foreground for the rugged mountains. Local legends aver that wagon trains have vanished among the dunes, some of which are 700 feet high, and that strange creatures inhabit the area's inner reaches.

A visitor center with exhibits explaining the natural and human history of the region is open daily 8-8, Memorial Day-Labor Day; 8-5, rest of year. It is closed Jan. 1, Martin Luther King's birthday, Presidents Day, Thanksgiving and Dec. 25. Phone (719) 378-2312. A self-guiding nature trail and camping and picnicking facilities are available. Naturalist-conducted walks and nightly amphitheater programs are held in summer. Allow 1 hour minimum. Admission is \$3 per car. See the appropriate CampBook.



There will be several fighting tournaments for prizes, including a newbie tournament for those who have been Amtgard less than three months.

Barony of the Iron Mountians Arakis Campaign
Great Sand Dunes National Monument

July 6,7,8 1990

Persons Attending _____

Prepayment for Saturday feast \$5.00/person before June 20 _____
\$8.00/person before July 2 _____

Return to: Prime Minister Thorn Crossbearer
c/o Glen Smith
3275 34th st. #78
Boulder, Colorado. 80301

'90 Olympiad

CULTURAL EVENTS STANDINGS

(1st to 3rd, minimum 3.5 score or placing in top 50% required to be listed. Events listed in approximate order of completion.)

Singing

1st	Lord Scarhart	4.67	Burning Lands
2nd	MacCloud	4.33	Emerald Hills
3rd	Squire Christyl	3.00	Bifost

Instrumental Music

1st	Cirith, Dyngal, *Elicia	4.67	Burning Lands
2nd	Guildmaster Dracos	4.40	Burning Lands
3rd	Eskot	3.68	Burning Lands

*Scored for dance competition

Recitation

1st	Lord Scarhart	4.67	Burning Lands
2nd	Queen Andralaine	4.00	Burning Lands
3rd	King Nevron	3.67	Emerald Hills

Dance

1st	Viscountess Joella	4.00	Burning Lands
2nd	Squire Christyl	3.67	Bifost

(Overall Bardic Results)

1st	Lord Scarhart	Burning Lands
2nd	Squire Cristyl	Bifost

Factual Writing

1st	Lady Gwynne	4.25	Burning Lands
	(All You Ever Wanted to Know About Crown Qualifications)		
2nd	Grand Duchess Tawnee	4.00	Burning Lands
	(Letter to The Populace)		
3rd	Grand Duke Aramithris	4.00	Burning Lands
	(The Birthing, Battling, and Babying of the Amtgard Sword)		
3rd	Grand Duke Aramithris	3.75	Burning Lands
	(An Examination of Amtgard Titles of Nobility)		



Poetry

1st	Lady Gwynne	4.25	Burning Lands
	(The Maiden)		
2nd	Grand Duchess Tawnee	4.00	Burning Lands
	(Sometimes)		
3rd	Grand Duke Aramithris	3.75	Burning Lands
	(Tarnished Knight)		
3rd	Champion Greywalker	3.75	Golden Plains
	(The Wanderers)		

Composition (Fictional Writing)

1st	Lady Marika	4.20	Burning Lands
	(Bloodthirst)		
1st	Grand Duke Aramithris	4.20	Burning Lands
	(The Browning Grasses of Neverwhen)		
2nd	Guildmaster Astrean	4.00	Burning Lands
	(Sorrow Comes on Midnight Wings)		
3rd	King Nevron	3.80	Emerald Hills
	(The Window)		

Vintners (Alcoholic Beverages)

1st	Grand Duke Aramithris	4.67	Burning Lands
	(Lemon Wine)		
2nd	Grand Duke Aramithris	4.00	Burning Lands
	(Orange Wine Cooler)		
3rd	Grand Duke Aramithris	3.67	Burning Lands
	(Burgundy)		
3rd	Grand Duke Aramithris	3.67	Burning Lands
	(Mead)		

Cooking

1st Grand Duchess
Tawnee and
Helpers 3.50 Burning Lands
(Feast)

The Rose

1st Guildmaster
Kathon 4.60 Burning Lands
(Tapestry)

2nd Queen
Andralaine 4.20 Burning Lands
(Banner - Sword/Whip)

2nd Lady Gwynne 4.20 Burning Lands
(Reversible Favor)

2nd Grand Duke
M'Deth 4.20 Burning Lands
(Warlord Favor)

2nd Queen
Andralaine 4.20 Burning Lands
(Banner - Penny Whistle)

2nd Queen
Andralaine 4.20 Burning Lands
(Battle Flags)

Passive Construction

1st Grand Duchess
Tawnee 4.25 Burning Lands
(Wooden Crown)

2nd Squire Cristyl 4.00 Bifost
(Barbarian Totem)

3rd Grand Duke
Aramithris 3.80 Burning Lands
(Coronet)

Art - 3 Dimensional

1st Sir Esuom 4.80 Burning Lands
(Dragon Ring)

1st Guildmaster
Kathon 4.80 Burning Lands
(Crystal Pendant)

2nd Sir Esuom 4.60 Burning Lands
(Claw Pendant)

2nd Grand Duchess
Tawnee 4.60 Burning Lands
(Mirrored Crown)

3rd Sir Esuom 4.40 Burning Lands
(Unicorn Earrings)

Accessory Garb

1st (Lady)
Madelaine 4.20 Iron Mountain
(Chainmail Blouse)

2nd Lady Gwynne 4.00 Burning Lands
(Riding Cape)

3rd Grand Duke
Aramithris 3.80 Burning Lands
(Ankh Pouch)

Fighting Garb

1st Lady Marika 4.80 Burning Lands
(Ensemble)

2nd Grand Duchess
Tawnee 4.00 Burning Lands
(Wool Surcoat)

3rd Champion
Greywalker 3.80 Golden Plains
(Maroon Tunic)

Court Garb

1st Queen
Andralaine 5.00 Burning Lands
(Velvet with pants)

2nd Grand Duchess
Tawnee 4.80 Burning Lands
(Pirate garb)

3rd Champion
Greywalker 4.20 Golden Plains
(Fur Cloak)

Art - 2 Dimensional

1st Lady Gwynne 4.40 Burning Lands
(Dragon - watercolor)

2nd Grand Duchess
Tawnee 4.20 Burning Lands
(Elric painting)

3rd Arkel 4.00 Bifost
(Hydra sketch)

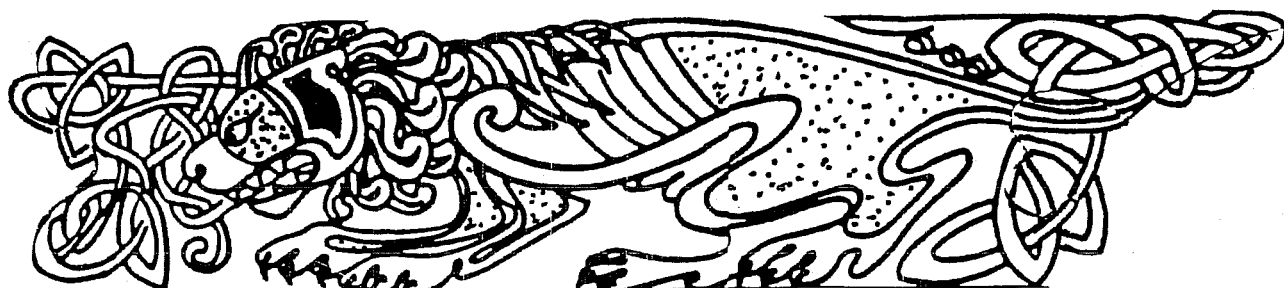
3rd Arkel 4.00 Bifost
(Red-eyed Dragon sketch)

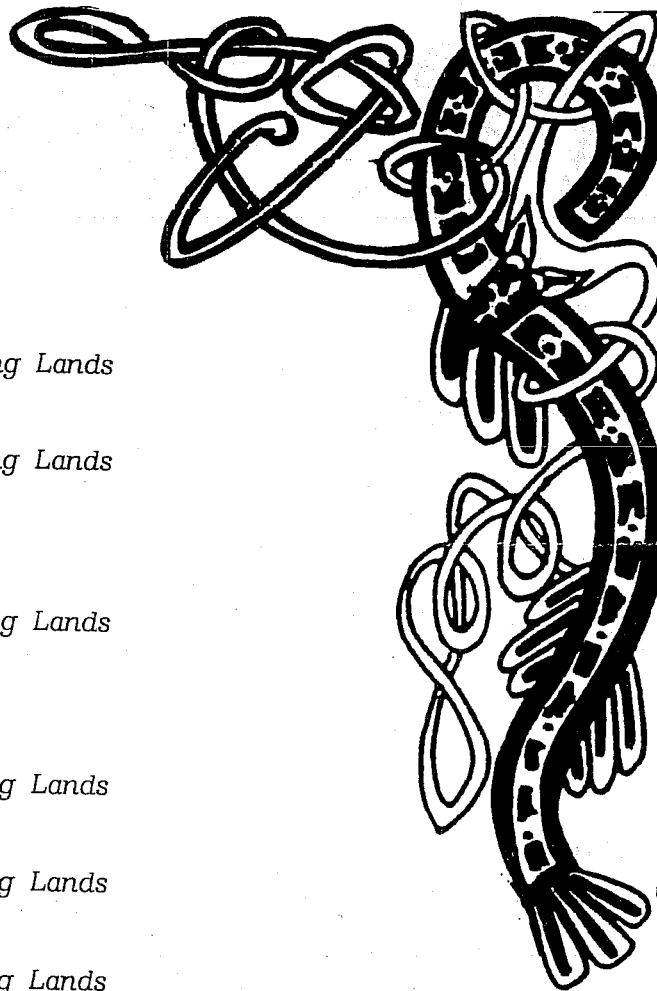
3rd Lady Gwynne 4.00 Burning Lands
(Dragon applique)

Armor Construction

1st P.M. Thorn 5.00 Iron Mountain
(Chain Vest)

2nd Champion
Stelyos 4.2 Dragonspine
(Chain & Leather)





Weapon Construction

- 1st Grand Duke
Aramithris 3.40 Burning Lands
(Florentine Swords)
- 2nd Guildmaster
Cirith 3.00 Burning Lands
(Scimitar)

Shield Construction

- 1st Grand Duke
Aramithris 3.00 Burning Lands
(Barbarian Shield)

The Owl (Publications)

- 1st Grand Duke
Aramithris 4.40 Burning Lands
(Amtgard Card Game)
- 1st Grand Duchess
Tawnee 4.40 Burning Lands
(Burning Lands Songbook)
- 1st Grand Duke
Aramithris 4.40 Burning Lands
(Amtgard Supplements)
- 2nd Sir Delphos 3.80 Burning Lands
(The Keep III)
- 2nd Grand Duchess
Tawnee 3.80 Burning Lands
(Amtgard Money)

OVERALL CULTURAL STANDINGS - TOP 10

(20 events - compiled from up to 7 best categories per individual)

1st	Grand Duchess Tawnee Darkfalcon	Burning Lands	30.3 points
2nd	Grand Duke Aramithris of Meadowlake	Burning Lands	28.7 points
3rd	Lady Gwynne of Tarnlea	Burning Lands	24.6 points
4th	Guildmaster Kathon de Stormbringer	Burning Lands	23.3 points
5th	Squire Chrystl	Bifost	20.9 points
6th	Queen Andralaine of Stonehelvan	Burning Lands	19.0 points
7th	Sir Esuom	Burning Lands	16.1 points
8th	Champion Greywalker	Golden Plains	12.8 points
9th	Lady Marika	Burning Lands	12.2 points
10th	King Nevron	Emerald Hills	10.8 points

NOTES:

1. 20 Total Cultural Events
2. 38 individuals entered the cultural contests
3. 165 total entries



WAR EVENTS

(In order of completion)

Number of participants in parenthesis

Two-Man Teams (22 Teams)

1st	Sir Theo/Imagg	7-1	Bifost
2nd	Prince Argon/ Squire Balinor	5-2	Burning Lands
3rd	Sir Hellspawn/ Lorn	5-2	Burning Lands
4th	Lady Raven/ Ungol	4-2	Burning Lands
5th	Wolfram/ Longrun	4-2	Iron Mountain

Sword and Shield (38)

1st	Viscount Morluk	8-0	Burning Lands
2nd	Grand Duke Aramithris	6-2	Burning Lands
3rd	Sir Zyax	5-2	Burning Lands
4th	Grand Duke Gilos	4-2	Burning Lands
5th	Sir Reinholt	4-2	Golden Plains

Single Sword (23)

1st	Grand Duke M'Deth	6-1	Burning Lands
2nd	Honto	5-2	Burning Lands
3rd	Baron Squatmonger	4-2	Burning Lands
4th	Raxx	4-2	Burning Lands
5th	Lady Marika	3-2	Burning Lands

Open Class (19)

1st	Cuildmaster Cirith	5-0	Burning Lands
2nd	Grand Duke M'Deth	4-1	Burning Lands
3rd	King Nevron	3-1	Emerald Hills
4th	Baron Squatmonger	2-1	Burning Lands
5th	Sir Esuom	2-2	Burning Lands

Javelin-Dagger Throwing (13)

1st	Grand Duke M'Deth	Burning Lands
2nd	Lord Caliban	Burning Lands
3rd	King Nevron (tie)	Emerald Hills
3rd	Baron Naes (tie)	Burning Lands
5th	Raydn	Burning Lands

Between 700 B.C. and 100 A.D., Celtic tribes thrived in France, Germany, Switzerland, Austria, Hungary and Czechoslovakia. Human heads were a persistent theme in Celtic life. Much like the Christian Cross, the head was a symbol of the religious outlook of the Celts. The Celts believed that a head could remain alive after being cut from the body and used to ward off evil spirits and bring good luck. Victorious Celts gathered the heads of their enemies after a battle and displayed them in their homes and sanctuaries. The most prized heads, usually those of dangerous enemies, were embalmed in cedar oil and kept in coffers as treasures, or exhibited on stone pillars in niches. The Celts also sculpted heads out of stone and metal to supplement the real things. The sculpted head was designed to look as if it had actually been cut from a body. The head cult made metal masks to cover the skulls of enemies to represent their faces. Evidence of this head cult turned up at Roquepertuse and Entremont, both in the south of France.

In summary, throughout history, the human species has had a fascination with human heads and skulls. Many different cultures have similar beliefs concerning human heads. A few examples of these are as follows.

The Headhunting tribes of Africa and South America would take the heads of their enemies, shrink them, and hang them on their huts to ward off evil spirits. They also believed that the soul of the person was still trapped in the shrunken head and that the possessor would have that soul as a servant in the afterlife.

Another example is the Arthurian Legend of the Beheading game. This Game consisted of a challenge from the Green Knight to any and all knights who were willing to fight against him. The rules of the game were simple and the outcome final. The Green Knight's opponent, taking the first swing, had one chance to behead him. If the swing failed, then the Green Knight would take his deadly swing.

Finally, examples of the use of the skull in Heraldry. Pirates flew black or red skull and crossbone flags depending on their intentions. Black meant that quarter would be given if no resistance was offered, and red signified that no one would be left alive. Lastly, the skull and crossbones is still used as a symbol of poison.

The topic of severed heads and skulls may be gruesome, but the old saying still holds true... TWO HEADS ARE BETTER THAN ONE.



Crown Qualification Scoresheet

KEY:

1- poor

2- fair

3- average

4- good

5- excellent

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.	16.	17.	18.
Composition																		
Poetry																		
Writing, Factual/ Informative																		
Place Encampments																		
Garb, best- looking																		
Garb, best- fighting																		
Instrumental music																		
Singing																		
Cooking, best tasting																		
Art, flat																		
Art, 3-D																		
Construction, armor																		
Construction, passive																		
Construction, weapon/shield																		
The Rose																		

If not enough room has been provided above, then list the category name and numbers of the remaining entries, and score them in the space below.

Judge name: _____