

Badger Press

"A Return to Excellence"

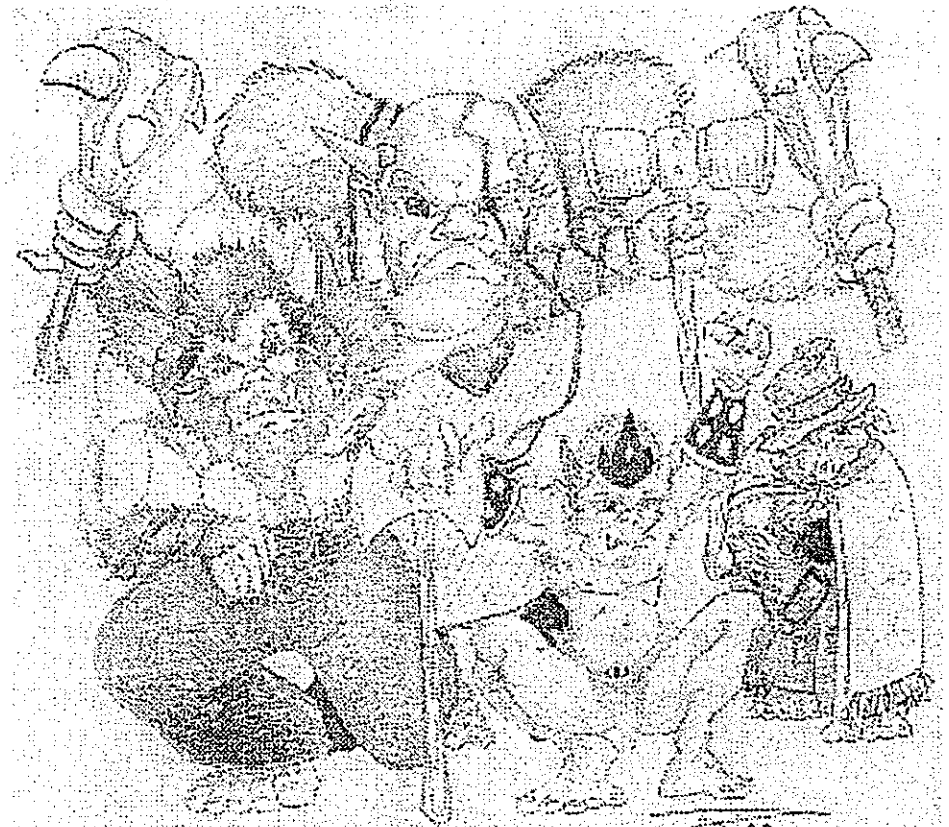


"Come back and see us again"

www.badgerpress.org

THE STAR

January
2003



THE
STAR

ANTHONY
The Celestial Kingdom

LET IT BE KNOWN UNTO ALL WHOM
THESE PRESENCE COME THAT THIS IS
THE COURT OF THE
CELESTIAL KINGDOM

Shogun Yamamoto "Spearweasel" Kansuke

Regent, Sir Arion "SpearBadger" Reinquist

Prime Minister, Sir Clalibus "Spear of Henceforth"

Shogun's Most Worthy Retainer, Sir Arthon "SpearBoch"

Loyal Spear Retainers to the Shogun

Squire Vigus Darkjester
Vidar Shirokuma
Strider

Squire Bromhir Ethindale
Squire Colonel

Fighting Guilds

Reeves: Squire Linden Tul
Barbarians : Squire Bromhir Ethindale
Monks: Yamamoto Kansuke
Paladins: Don Diego Velasquez
Assassins: Squire Qualin
Healers: Squire Linden Tul
Scouts: Bresil

Archers: Qalor Tolandia
Druids: Kainin
Warriors: Dar
Anti-Paladins: Sir Zircon
Bard: Vigus
Monsters: Sir Stoney Rose
Wizards: Mescalini

Knights: Dame Mistress Wynd

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The Star

THE NEWSLETTER FOR AMTGARD, THE CELESTIAL KINGDOM

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HOW TO SUBMIT ITEMS TO THE STAR

Any items that might be entertaining and/or informative to the Amtgard populace at large are always need for The Star. Articles, art, advertisements, maps, poetry, how-to, reviews, etc... are only a small sample of the kinds of items that are publisheed in The Star. All submissions are, however, subject to proof-reading and editing prior to publication.

Please submit all items to: submissions@badgerpress.org. Submission are also accepted whenever you can track one of us down.

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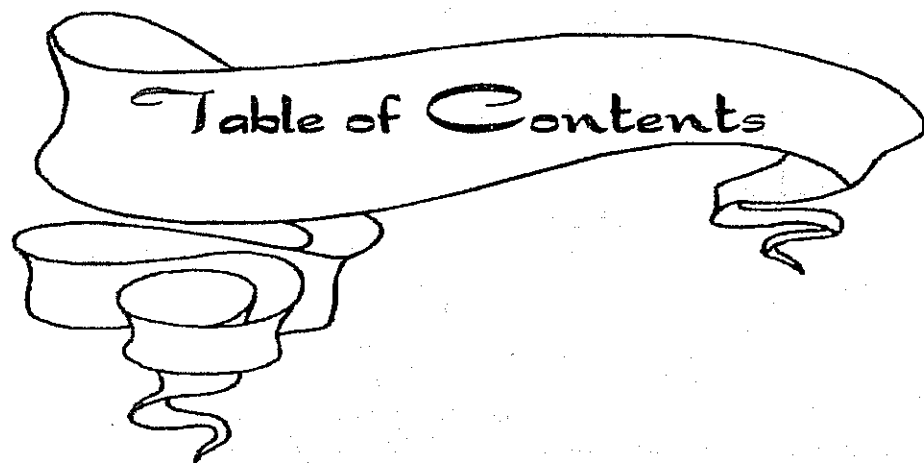
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"A Labor of Love"

As I sit here in the waining hours of a Saturday night, finishing this issue and missing all the fun things that I should be doing....

....one thought comes to mind.

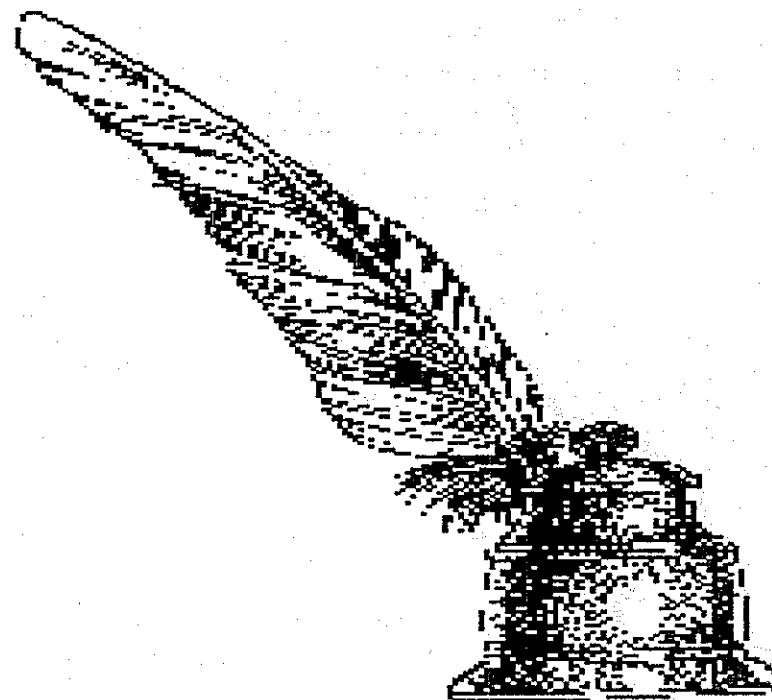
I would like to thank all the people that helped and contributed to this issue, willing or not, and in some cases even without their actual knowledge.

Thank You
Thank you
Thank You
and Thank You

...come next Christams you are ALL OFF MY LIST!!

So enjoy this Whata-sized issue.

In service to the Realm
Sir Tholden Von Bazillius





下見中刃 七代王 C見中田N

Greetings O Populace,
My previous letter was about beginnings.... This one is about progress, about the significant steps we have made to complete the goals I set down for myself in the beginning of my reign. There are only a few things to cover so, like my court, I will keep this brief.

Celestial Kingdom Website

The Celestial Kingdom's website URL has changed, due to mundane issues with the previous site management. Badger Press and myself will manage the site. If you have corrections or updates, please send them to Spearweasel@yahoo.com.
The new URL is: <http://www.amtgard-ck.com>

CK Winter Midreign 2003, "Troll War!"

The CK Winter Midreign, set for January 31-February 2, 2003, will be "Troll War 2003". The stakes are high at this war, for if I am shattered in the battle, the loathsome and multi-eyed Bash Troll will squat upon my throne. I urge everyone to attend, and save the Celestial Kingdom from this loathsome green-skinned menace. Event details: <http://csimmons.home.texas.net/midreign.html>
The autocrat is Splat Troll (<mailto:sageness@texas.net>)

Spring War X

Spring War X is set for March 12-16, 2003 at Flat Creek Crossing Ranch, near Johnson City, TX. If the site works out for us, which I believe very strongly it will, we will have a beautiful location for events, very near the midpoint of the Kingdom. Details are available at: <http://www.amtgard-ck.com/springwarx.htm>
I am the autocrat (Spearweasel@yahoo.com).

Finally, the question of the CK Corpora has come up yet again. A vote will be held on Sunday, February 23, 2003 in the various parks of the kingdom. The dues-paid populace will be asked to choose between the current CK Corpora, the standard BL Corpora, and the Badger Press Revised BL Corpora. The results of the voting

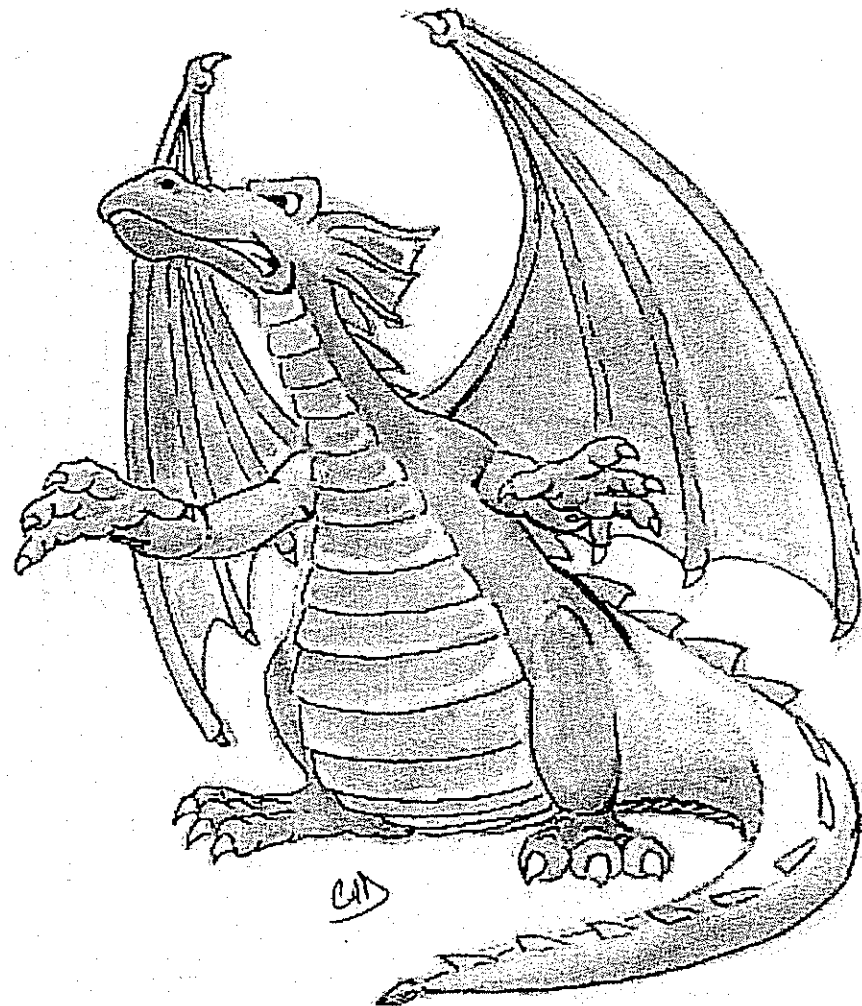
will determine the corpora that the Celestial Kingdom uses from here on out. The three contenders are available for examination or download at the URL below.

CK Corpora Reform Debate

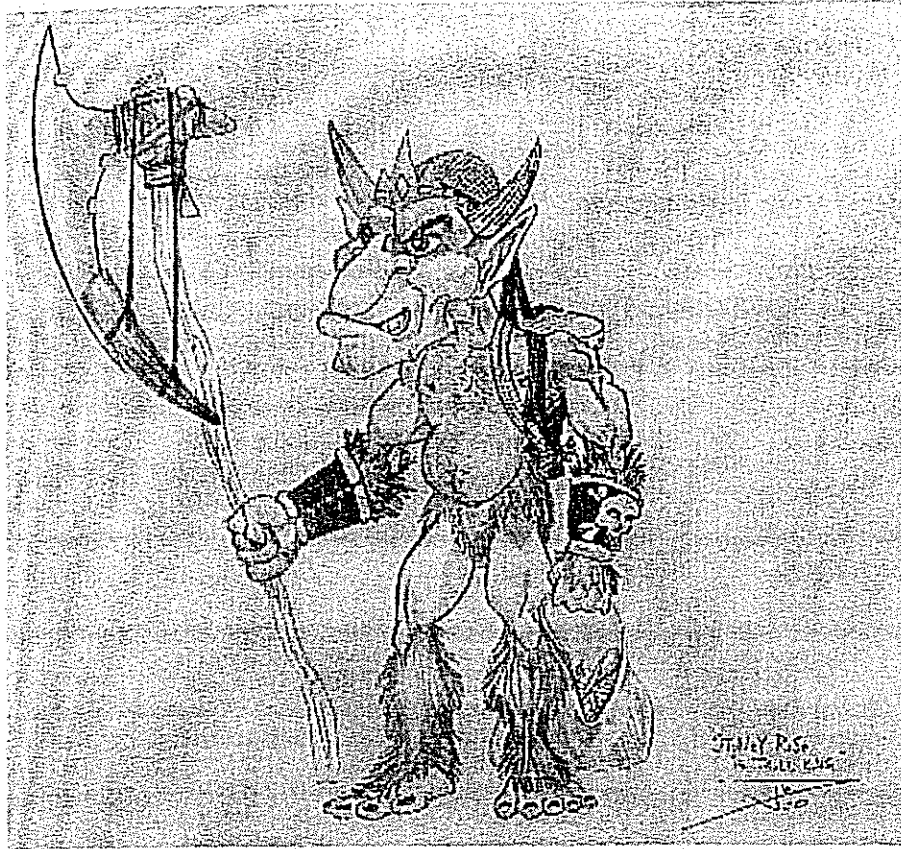
<http://www.amtgard-ck.com/corporadebate.htm>

I hope everyone had a safe and happy holiday season, and that the New Year finds you well.

Respectfully,
Shogun Yamamoto Kansuke
Rex CK



Somewhere deep in the bowels of the earth....



....a small troll cracks the bone of yet another dinner. Perched on a rock, his spindly shanks stick up in the air in a grotesque parody of a perching grasshopper. Atop his head is perched a small, dirty crown. Stoney, the king of the Dark Trolls, sucks the marrow out of the bone he is eating and tosses it aside.

Grumbling under his breath, he groans to his feet, casting about for more food. Around the cave deep sounds echo and reverberate, causing the noises to become louder and louder with each passing wave. Various trolls, all larger than the small king, lounge about, scratching and farting in obvious bliss.

Ambling to the entrance, Stoney looks out over the valley of the north, and spies the banner he has come to hate. Two months earlier, he had made an attempt for the throne of the Celestial Kingdom. Defeated by Yamamoto Kansuke the Spearweasel

and his allies, he retreated back to his northern hold to ponder deep trollish thoughts.

Turning, he goes back into the cave and kicks two of the larger forms. With a roar of anger, Grub, duke of the trolls and King Stoney's son lurches to his feet. Towering almost 7 feet in height, the giant troll has to duck to move about in the cave. Mumbling to himself, Stoney motions the other two trolls back over to the cave mouth.

Noticing that the other form has yet to move, Stoney picks up a rock and hits the other troll in the head with it. "DROOL GET UP NOW!! STONEY SAY TIME FOR TALK!! He bellows at the sleeping troll. With a snort and a fart, Drool, Baron of Trolls and another son of Stoney, rolls over and shouts back. "DROOL NO GET UP. DROOL SAY TIME FOR SLEEP. NUFF GET UP NEXT TIME!" Rolling back over, Drool flicks his tail at his erstwhile Kingfather, and starts to snore.

Grabbing Drool by an ankle, Stoney drags Drool over to the edge of the cave and rolls him into the sunlight. Fully awake, Drool stands up and looks at his father and brother.

"Look dere. Dat flagcloth of stooped ooman what make Stoney no king of ALL land, no jus Trolls!" . So saying, the motley King points with a knobby green finger across the plain to the banner encampment of the Shogun. "DAT why Stoney get no happy for day! Stoopid shogun n stuff make for dat dumb kingy!" he growls, barring his teeth at the far away enemy.

A crafty look comes over both Drool and Grub (at least, as crafty a look as can be shown on a troll's face) and they both spout the same word at the same time..... "WARI!" Moving back among the other Trolls gathered in the cave, they soon rouse up a large group.

"SCRATCH, FART, BAGGY, DAMN!!! GET OFF FLOOR! GET UP WHAT, SPITTLE, MUARG, NO MEMBER! I DUNNO HAVE WAR!!!!!!" Drool and Grub yell, kicking various forms on the ground.

Stoney, looking over his little group, knows that he has more trolls at hand to get. Grabbing one at random, he looks at bumps and decides that this decaffeinated troll is Hoo. "Hoo get other troll for no member to come back for war!" he tells her, giving her a knowingly nod.

"What for need get? Hoo get what troll?" Hoo asks, looking at Stoney. "No. What over dere. Need udder troll not here!" he says. "Hoo get Knoebody for no crush on bash?" Beginning to look exited, Hoo realizes the importance of what her king is asking her to do.

Sadly shaking his head, Stoney lowers his tones in grief as he speaks to Hoo. "No have Bash no more. Mean Shogun capture Bash at coorr..coori...cori...take crown thing. No Troll see Bash for long time, many more dan 5 n thumb day. Stoney tink mebbie yes mebbie no on Bash die to fire bad....". Stoney slumps at the end, finally telling Hoo and all the other assembled trolls what had happened to their family member.

"No member member when Bash first find brain nerve.. poke wif stick den yell for ouch hurt!!" One troll says, giggling at the remembrance of the scene. "Den when find out what brain nerve for, Bash go roun n sho all decaffeinated toll what do wif..dat funny" reminisces another.

"Dat make nudder reason for what to go get shamgun." Stoney growls. "Go get for to show dat no one do bad tings to troll!"

At this exclamation, all the trolls start to growl, and one single word chant grows in volume until it echoes across the void....

war....war....war... War...

war....war....war... War...

war....war....war... War...

War...WAR...WAR..

WWWAAARRRRR!!!!!!!



From the Office of the Regent

Provisioning for War!

Welcome to the mid-reign Issue of the Star! Thank you one and all for participating! As we enter into February, our kingdom finds itself preparing to host Spring War X.

Now is the time to get your garb and weapons and armor and heraldry and camping supplies in order. Though many of you hardened campaigners know where to get supplies for war, some of you others may not. I am dedicating this space to helping us all be prepared for war!

Raw materials for fabric, buttons & notions used in garb, weapon covers & heraldry can be found at:

Jo Ann's Fabrics (San Antonio & Austin)

(<http://www.joann.com>)

Hancock Fabric (San Antonio & Austin)

(<http://www.hancockfabrics.com>)

Wal*Mart (Nationwide)

(<http://www.walmart.com>)

Raw materials for leather & tools used in garb & armor can be found at:

Tandy Leather* (Austin)

The Leather Factory (San Antonio)

Hobby Lobby** (Nationwide)

* - ask about the "Amtgard" discount which gets you a significant reduction in purchase price of materials.

** - Hobby Lobby has a limited supply of leather crafting supplies and should not normally be used for large projects.

Raw materials for basic weapon cores (i.e. PVC, composite kite spar & graphite golf shafts) can be found from a number of sources across the land:

PVC Pipe, the staple core for low-tech, commodity grade thumper weapons, is available from:

Lowe's Home Improvement Warehouse.
(<http://www.lowes.com>)
Home Depot
(<http://www.homedepot.com>)

Kite Spar, the most common core upgrade, is available from kite shops and online at:

World Wind Kites (Austin)
(7208 McNeil Drive, #204 (512)-250-9454)
Brezzers (San Antonio)
(20747 W. IH-10 (210)-698-1523)

Graphite Golf Club Shafts, a recently popular lightweight and fast core is available from most Golf Pro Shops. I recommend that you simply ask the golf tech's for broken shafts. These are usually available for a nominal fee.. sometimes even free.

Camping Supplies such as tents, chairs, propane and white gas stoves and lanterns, tarps & pavillions are available at:

Academy (Nationwide)
(<http://www.academy.com>)
Quonset Hut Army Surplus (Austin)
(2815 B Fruth St. (512)-494-1162)
Military Depot (Killeen)
(200 E. Rancier Ave. (254)-634-9708)

I hope that this helps you find the sword cores, belt leather & camp stove to complete provisioning for you next Amtgard outing! Each of you deserves to look great and fight with good toys on our fields, and relax in well outfitted campsites. Taking the time to make our game environment better by improving our wares makes the game experience more rewarding for all! Good Crafting to you!

~ Sir Arion Reinquist,
Regent, Celestial Kingdom

Arion Reinquist
SAGS
UNHED

Looking out across the encampment...



...the man let his weary eyes rest on the tents of the nobles. Counting across them he can see most of the nobility of the kingdom. There on the hill is the large purple and yellow pavilion of Sir Father Thomas Von Drakken. Peppered around the hill are the tents of his retainers.

There, across the small valley on the side of the hill is the small tent city of the Darkjesters, clustered around a central fire. There was that of Lord Wolfbane. There was that of the free company of the Brotherhood. There was the white torch with black background of the Chosen. There was that of the thunder cloud of Annihalus. Even the old badgers of Dungen had traveled from the Bolt Hole.

The man turned and looked at the clear spot across from his private pavilion, on the next hilltop. Atop the hill was a small flag denoting the sigil of the Emerald Hills, and the black triangle on a tan field of the Justicars, who were coming to help the Shogun.

Everywhere he looked there was activity. It almost seemed as if the camp were going to war today, right now. He sighed, and moved back into the tent behind him. The Shogun raised his weary head and looked at his head scout, Seamus Gunn.

"What's the report scout? What have you found?" Asked the shogun, a little more tersely than was his normal want. "Well, no sign can be found of em. We've scouted to the base of the mountains where they throw their trash, but all we can find is troll sign." Seamus stated, as he leaned on his bow to pick a rock out of his boot sole.

The Shogun stood from behind his desk and paced in the pavilion. Stopping his movement, he moves forward and steps outside his pavilion. From beside the doorway, one of his old fighting company companions steps to his side. Corum doesn't speak, but respects the shoguns silence as he surveyed the scene around him.

"Corum. Have my General move the troops to fortify the northern flank. Trolls are known to be direct in their assaults, and don't use too much trickery. My scouts tell me that the trolls are amassing in the northern quadrant, so that should be where they come from." The shogun stated, as he turned to look at Corum.

Corum eyed his old friend and fighting companion warily. Kansuke had aged in the last 4 months, but he still had that fire in his eyes. Hal'ing the shogun, Corum loped off to find the general of his army, who also happed to be the regent, hair apparent to the throne Sir Arion Reinquist.

Finding him, Corum relayed the message, but did not leave. "Yes?" Sir Arion asked, with a raised eyebrow. "Sir.. where would it be most expedient for me to be? I shouldn't have overheard what I did, but from what I gather, the head scout reported that there is still no sign of Vigus, Bromhir, Ulf or Vidar. I would like to go and see what I may find of them". Corum noted that when he relayed the information, the General winced slightly, but quickly regained his composure. "You may go. Report back what you find to both the king AND myself."

Striking off through the woods hours later, Corum stopped in a glade to have a small bite to eat. Before he had left camp, he had asked Seamus what area's he had scouted. Seamus was a good scout, but unfortunately he didn't think like either the giant dwarf OR the barbarians accompanying him. So, striking north far past the Trolls caves, Corum had found the trail he was looking for. A creature that was almost 400lb's left a track, no matter how carefully it tried to hide.

After his lunch, Corum again took up the trail. Suddenly, he heard a small twig snap, somewhere close by. Stopping, he slowly turned his head, looking for the source of the sound. After looking around intently for a full 5 minutes, he finally discerned the face of Seamus and two other scouts, looking at him. When he made eye contact, Seamus motioned him over through the woods to where he was at.

When Corum arrived, the scout was crouched over some tracks. By the look of the small glade they were in, there had been a fight. All that remained was a couple of small drops of blood, a drinking mug, and a flagon of beer.

"Well.. we found out what happened to Bromhir and the rest." Said Seamus. "Looks like trolls got em."

"Let's go back and give the report to Kansuke" said Corum, slowly picking up the things in the glade.

4 hours later, after nightfall had come, the scouts returned to the Shoguns tent.

"Milord." Seamus spoke, waking the shogun out of his reverie. "We have found your missing guards. They are gone. The trolls have them."

Silently Kansuke leaves the tent, and looks at the dark mountainside to the north. He sighs, slowly turning, and speaks to Corum.

"Go tell the General of this. And tell him that it the Trolls have overstepped their Bounds. It's time for War."

....And so it begins.....

Amtgard mourns the passing of Dame Kayrana Lissa

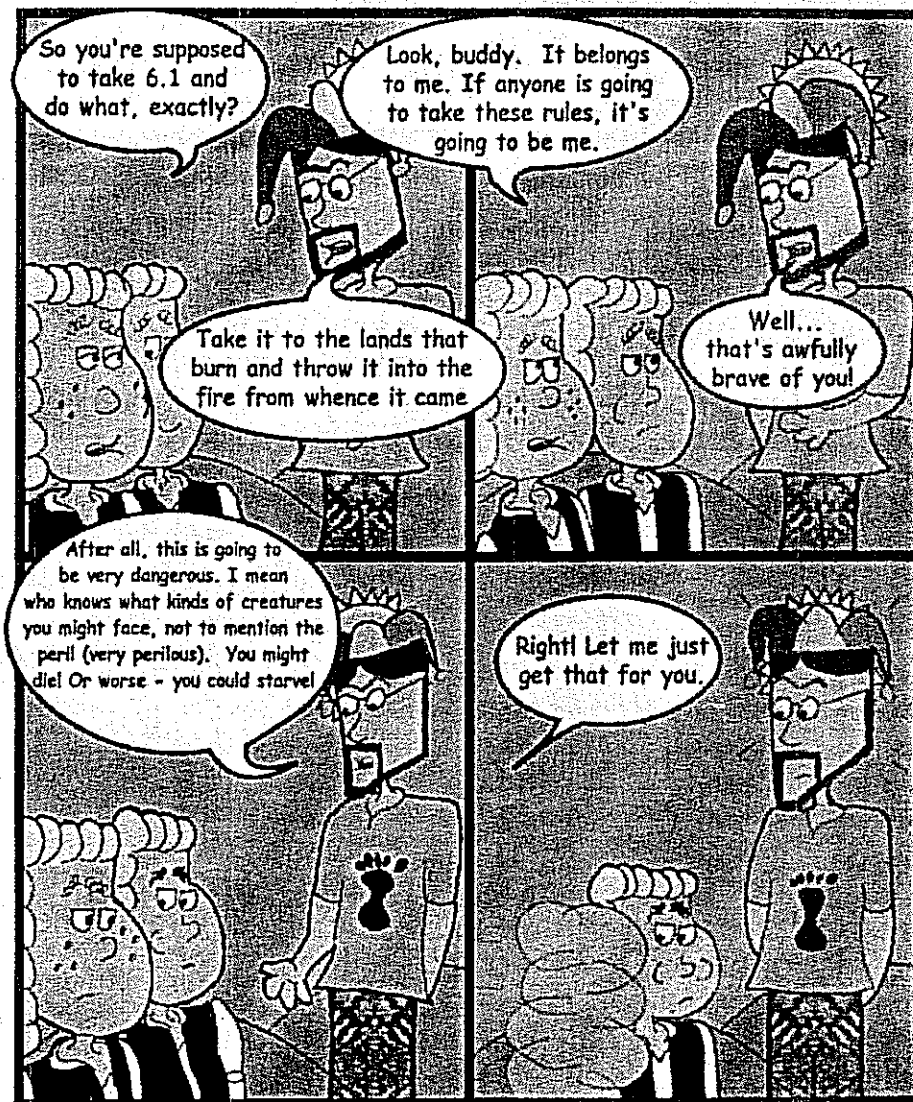


Mundane Name: Doctor Esther Anderson (Strohmeyer)
First Amtgard Appearance: October 1989
First Appearance: August 12, 1975
Knight of the Serpent (DS, March 1996)
Regent of Burning Lands (Fall 1995)
Defender (EH, Fall 2001)
Knight to Squire Darkangel of EH
Knight to Squire Exedor of DS
Overall Olympian (EH 1999)

Memorial event to be held at Tanglewood on February 15, 2003.
 More information may be found at www.amtgard-eh.com.

The Fink

Sir Feral Lynn



Celestial Kingdom Talent Auction

Be it known to the populace of the Celestial Kingdom,

Artisans and craftsmen from throughout the kingdom have pledged their time and knowledge for the benefit of the crown. On Saturday, February 1, 2003, Kingdom will host a talent auction. The populace will bid on various craftsmen and women. The winner of any bid can hold the craftsman to one design. The winner must supply all materials, but after that, the craftsman is responsible for making the item of the winner's choice. Want a new pair of pants? Some new armor? Weapons? Then this is a great opportunity for you to hire the local talent. Below is a list of the willing craftsmen and their areas of expertise:

Sir Clalibus: garb, armor, weapons

Squire Wolfbane: chain mail coifs

Dame Ween: 2-D art (10 hour working cap)

Seamus Gunn: leatherworking, armor (12 hour cap)

Ghostfairy: garb

Strider: chain mail or garb

Squire Kansuke: armor, weapons, leatherworks

Sir Arion: armor, weapons, garb

All bids will begin at \$20. The auction shall be held after court as time allows. If any artisan fails to render services, then the bid winner will have the option of either receiving a refund, or having myself complete the project.

So save your money, think of things spiffy things you'd like to have, and attend the Celestial Kingdom Talent Auction.

Don Diego Velazquez

Before being defeated in what has now become known as the War of the Mask, Darklord Father Thomas placed a curse on the Golden Dragon of the Celestial Kingdom. If he could not rule the Celestial Kingdom in his own sick, twisted, and demented fashion no one would. He then sundered the Golden Dragon in his death throes after being defeated by divine intervention.

The Golden Dragon was split into two lesser dragons. One dragon was a Crimson Dragon of Flame; the other dragon an Opal Dragon of Ice. At this sundering the verdant, rich lands of the Celestial Kingdom were ravaged by both dragons, leaving only a calm sea where the Celestial Kingdom once stood. After wreaking this havoc, both dragons flew to opposite ends of the Amtworld.

Dame Mistress Wynd and Sir Esoum, having been warned by their respective deities, gathered their armies and created massive warships before the tragic flooding occurred. They were also foretold that if the dragons were reunited, The Celestial Kingdom would be restored to its original pristine majesty. So both brave Knights set out in league with each other and with their floating juggernauts in search of the two halves of the Golden Dragon.

To learn the ending of this tale, we encourage you to join us for...

Spring 2War



War of the Dragon

Date: March 12-16, 2003

Admission: Gate opens at 3pm, Wednesday and closes at noon on Sunday. Gate fee is as follows:

Wednesday, March 12, 2003 - \$24

Thursday, March 13, 2003 - \$21

Friday, March 14, 2003 - \$18

Saturday, March 15, 2003 - \$15

Location: Flat Creek Crossing Ranch
(near Pedernales Falls State Park, TX)

Directions:

From **Austin**, take 290 West. Go past Dripping Springs and turn right on RR 3232. Go to the end of 3232 and take a right onto County Rd 201 (to the left would be RR2766). The entrance to Flat Creek Crossing Ranch is about 2 miles down the road. You will pass the entrance to Pedernales Falls State Park. Entrance to the ranch is on the Left.

From **San Antonio/Kerrville**, come north up 281 till you reach 290. Turn right (East) on 290, then take a left on RR 3232. Go to the end of 3232 and take a right onto County Rd 201 (to the left would be RR2766). The entrance to Flat Creek Crossing Ranch is about 2 miles down the road. You will pass the entrance to Pedernales Falls State Park. Entrance to the ranch is on the Left.

From **Killeen**, come south down 281 till you reach 290. Turn left (East) on 290, then take a left on RR 3232. Go to the end of 3232 and take a right onto County Rd 201 (to the left would be RR2766). The entrance to Flat Creek Crossing Ranch is about 2 miles down the road. You will pass the entrance to Pedernales Falls State Park. Entrance to the ranch is on the Left.

From **Parts Farther Afield**, come up or down I-35 to one of the above cities, then follow the directions as appropriate. If you are flying in, it's actually easier to go through San Antonio.

Campfires are permitted, but **MUST** be naturalized prior to your departure... so you can't tell it was there.

Firewood will be available for free, both deadfall and pre-cut cords.

Pets are unfortunately not permitted by site owners, due to local wildlife.

Additional Lodging in nearby Johnson City is available at "Save Inn" and "Room with a View".

Ample porta-potties and dumpsters will be conveniently placed.

Schedule of Events:

Wednesday, March 12th, 2003

- 6 pm Ditching/battlegames

Thursday, March 13th, 2003

- 11am Ditching/battlegames
- 3 pm Dagger throwing contest
Winner gets the Spring War Dagger of infinite penetration
- 5pm Spring War Royal Rumble
Winner gets Spring War Shield of Reflection

Friday, March 14th, 2003

- 11am "Meatgrinder" Ditching Tourney
**Top person to score points will receive Spring War Odin's hammer **
- 3pm Michael Hammer of God's Prize Warrior Tourney
Run by MHOG, prizes to winner
- 5pm Spellball Chunking Contest
Top 2 chunkers will have the option of being the "ship's surgeon" for the main battle
- 7pm House Lionesse Women's Night Tourney
Winner will receive Spring War Ring of Power
- 10pm Night Juggling
Winning team will get the sword of flame, note: only 1 team member may use it for the main battle

Schedule of Events:

Saturday, March 15th, 2003

- 11am Father Thomas Von Drakken's "Armored Warrior Tourney"
Winner will receive the Spring War Homestone
- 2pm MAIN BATTLEGAME: "War of the Dragons"
- 6pm Feast (Oriental Theme. Beef and Rice Stir-Fry. Vegetarian Stir-Fry will also be served. Rather than the standard "mess-hall" style of feast, our feast will be an open-air festival feast, with bonfires, bardic performances, and possibly other more spectacular surprises.)
- 8pm Nice, Short, and Bloody Inter-kingdom Court
- After Court: Gladiator Fights
- Night Juggling

Sunday, March 16th, 2003

Site cleanup, gates closed.

Autocrats:

Shogun Yamamoto Kansuke (spearweasel@yahoo.com)
Regent Sir Arion Reinquist (duke_arion@yahoo.com)

War: Squire Colonel (topcolonel@satx.rr.com)

Feast: Dame Shanti (shanti@darkjesters.com)

Gate: Lady Galen Silverthorne (terpsikori@hotmail.com)

Security: Squire Vigus (elktrockn@yahoo.com)

MON DIEU!!!!!!

You see, o populace... SEE what kind of mayhem zat Mseir Shogun "Nogun" has caused throughout zis kingdom? Merde, but his tactics are faulty.

So far, he has caused us to have a war with ze Trolls. Subhuman freaks zey are, but zey are STILL subjects of zis kingdom! Zey are reacting like Trolls because ze "Nogun" has kidnapped one of zere own!!

It took great pains and much money spent out of my own coffers to find zis out, but I found out ze most IMPORTANT news from ze Kingdom.

Mseir Poopypants, ze Snotnosed Brat King, has KIDNAPPED, TORTURED, and, (dare I say it) maybe even MOLESTED zat poor kidnapped troll. Proof you say??? Here is the proof...



/es, yes it is true. This is a artists rendition of that most vile tyrant, Mseiur "Nogun" playing "Pin the ail on the Troll" with his most helpless victim.

All for what? WHAT, I ask you? What could zis poor soul have done to ze tyrant to warrant zis type of treatment? Nothing. Nothing, I say.

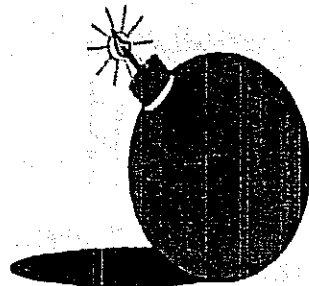
For, it has also come to our attention zat his co-patriot in atrocities, his partner in crime, his liaison es Triage, is none other zhan his Royal Regent, Sir Arion Reinquist!! Ze same man who has ties to ze Church of Genetic Purity, headed up by his former squire and protégé, Sir Father Thomas Von Drakken!! Zis is evil most fowl... Evil most fowl indeed!!!!

So, Msueir Chicken leg Shogun is conspiring with Msueir Chicken Head Regent to cause no end of trouble for our beloved little kingdom. Ze chicken pot is surly boiling over.

Zis cannot be ze ende, oh my populace. We should REVOLT!!! Throw off ze chains of oppression and cut off the ze chicken heads of zes two robber barons and rule ourselves!!!!

VIVA LE' REVOLUCION!!!!!!

Ze Chartuse Insurrectionist.



In honor of our winter midreign, and the royal visit of H.R.M. the Shogun, The Barony of Tori-Mar is proud to present:

Kingdom Quest II: The Grand Hunt

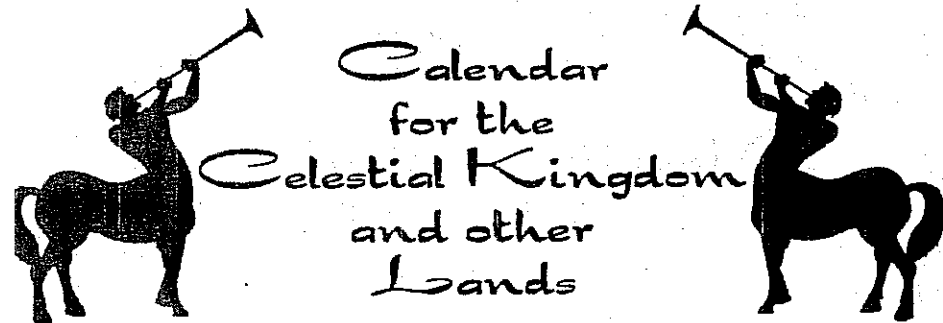
The forests of Tori-Mar have always been a dangerous, forbidding place, but they have become even more so over the last year for not having been properly hunted out and maintained. Even we do not know what creatures may be lurking in the depths of the forest, nor what treasures they might be guarding. So, we are issuing an open invitation to join us, Sunday, February 16th, in the festivities of the hunt and at the midreign feast afterward.

Come to Tori-Mar!
Meet the local wildlife,
And kill them!
(Well, some of them.)

Feast will follow at the home of Gaius Decimus and Ondine de Lamorak.

For questions and further info (as it becomes available) please contact Baroness Nightshade Rose Darkjester (Elizabeth Adams) at (512) 929-7539 or nightshaderose@hotmail.com.



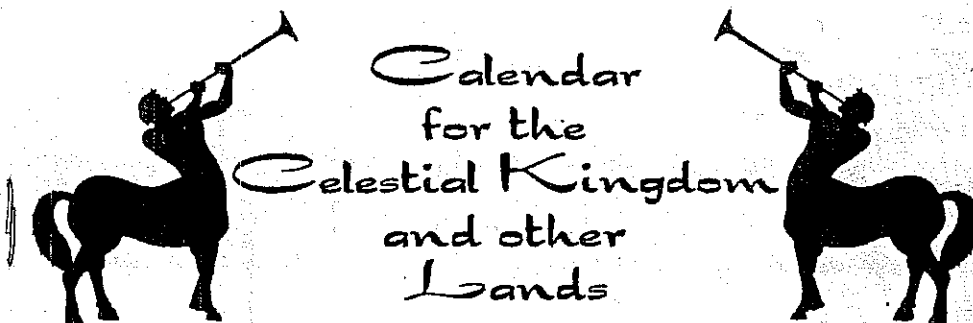


February 03

- 15-16 Kayrana Memorial at Tanglewood
- 16 Kingdom Quest 2 at Tori Mar MidReign

March 03

- 1-2 Grand Duchy Midreign
(Host: Talonfield)
- 9- Traitors Gate Midreign
- 10-16 SCA Gulf War
- 12-16 Spring War X
- 16 Close of CK Intents to run for Crown
- 23 Early Proxy Voting
including 1st/2nd Choices
- 30 Early Proxy Voting
including 1st/2nd Choices



April 03

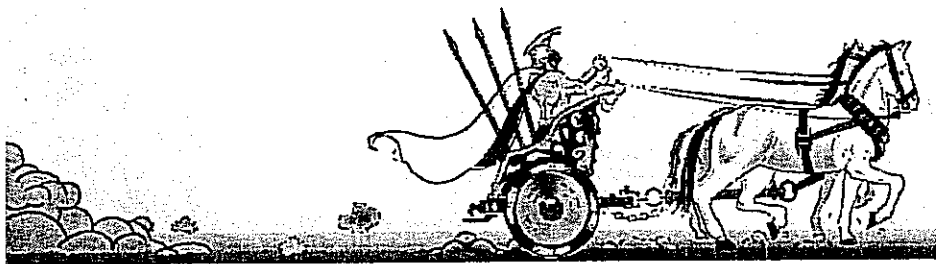
- 6 Crown Quals – Ralg Bifost
- 12-13 Kingdom Quest 3 at Griffon's Keep
- 20 Talonfield Coronation
- 25-27 CK Coronation

May 03

- 18 Deadline for Intents for
Grand Duke/Regent/Champion

June 03

- 1 Grand Duchy Quals
- 6-8 Rakis/Olympiad, Iron Mountains
- 21-22 Grand Duchy Coronation



Hothouse Flowers and Weeds: RP and Stick Jocks in the Amtgard Jungle

By Yamamoto "Spearweasel" Kansuke

I have a theory that stick jocks are the lowest "energy state" of Amtgard. This is different from saying that they are the lowest form of Amtgard. By this I mean that for stick jocks to flourish at a park requires very little attention or effort on the part of others. This makes them the most persistent players in a failing park, resulting in them often being blamed for a park's decline.

Role-playing is a "hothouse flower"; it is delicate, requiring proper setting, attention to detail, and enough motivated people to sustain a story or even just a mood. It requires cooperation, consensus about story and mood, and a variety of other intangibles. If you get beyond a certain critical number of people who are even apathetic about the role-playing, the whole thing pops like a bubble... *pop* and you have no role-playing... just people in funny clothes, wandering about looking for a lost fragment of Dream. If a bunch of people shares the same illusion, it can pass as reality of sorts... if they don't share, you have a field full of wanna-be psychotics lost in their own elf-filled hallucinations. You must have common ground for role-playing to work. This takes a lot of energy to sustain, often with little visible reward... role-play is its own reward, and not everyone enjoys it. Key to the success of RP is leadership that wants it and populace that wants it. Lack one of those, and you won't have RP. Neglect kills role-playing fast.

Stickjockery is the ultimate LARP weed. It will survive anywhere, even in an area hostile to LARPing in general. It requires nothing but shared rules, the desire to fight, and a place to do it. The combatants don't need to agree that one is a Drow Ninja Were-Dragon while the other is a Virtuous Servant of Light... they only need to agree that a hit is a hit, and sometimes not even that much. Because it is an athletic activity, one doesn't have to be overburdened with an active imagination to be good at it and derive pleasure from it. It certainly doesn't hurt, but all you really need is a competitive streak of one sort or another. You don't need a reeve, or garb, or a rulebook. It's tag with sticks, self-contained, low maintenance, and all you need is a few people to show up. If for some reason a park is suffering from low turnout, or low amounts of drive in the populace, a few people will still show up just to fight. A park with no role-playing and no A+S will often still be able to sustain membership just on the strength of a few hardcore players who come out to fight, plus whatever casual people see it and join in the fun.

This means that when all else is gone, the stick jocks will still be fighting. Since they are usually the last ones left after a park has declined, non-stick jocks see them as the cause of the decline. Sometimes they are. Usually they aren't. Role-players need consensus, for the stick jocks to play along with their role-playing, or the RP vibe will be disrupted. Stick jocks need nothing except an opponent, and often don't want to be shackled with what they see as irrelevant fah-fah-foey. A vivid if not entirely accurate analogy would be this. Imagine trying to play 3ed DnD at the dining room table, while your brother and his buddies are having their poker night at the same table. I'm pretty sure that Poker wins, as you don't need to set the mood to play Poker successfully.

Is there a solution? In most cases, the answer is segregation. A population will settle out so that some parks, especially those blessed with good terrain, will become known as RP heavy, but with mediocre fighters. Others, especially those with less varied terrain (like a province in a park with just a big field) will often become stick jock havens, renowned for great fighters but no garb newer than 2 years old. While sad, this segregation seems to work most of the time. At events or raids, the two groups make faces at one another, usually finishing with the stick jocks driving the sulking RP weenies from the field with neither side happy about the battle... the RP weenies got thwacked by guys in jeans instead of the Darklord's forces, and the stick jocks didn't get the fight they'd hoped for.

Another option is for strong leaders to build political will for role-playing, by cleverly selecting RP venues that stick jocks can get into, and gently seducing the stick jocks into the world of mild role-playing. No matter how jockey the stick jocks, they were still geeky enough to get roped into a boffer LARP. Losing sight of that is the RP weenie's first mistake. Given the proper motivation even the crustiest stick jock, maybe even Zumat, can reach deep inside and find that little RP weenie that pulled him away from football and into boffer combat. If you have both RP weenies and stick jocks at the same park, the RP weenies will have to be the ones to compromise a bit... they need the stick jocks' cooperation more than the stick jocks need the RP weenies.

All that being said, I prefer a mix of both in a single park. I want both fighting and RP. But RP takes cooperation and participation, two things often in short supply in Amtgard.

In the meantime, there's always ditching.



General Forecast for February 1 - March 1, 2003.

For Everyone.

February is very much about money and the things you value. You want *things* far more than usual, but your ability to handle finances is also fuzzier than normal this month. It takes greater effort than usual not to spend everything in your wallet. Are you current on bills? Are you sure? There's a tremendous amount of positive energy out there to make some cash, and the best way to tap into it may be through doing something entirely different. Be careful of heightened sensitivity to alcohol and other mind-altering substances. Also throughout February, we'll all have a tendency to approach life from a defensive posture. Be aware of selfishness getting in the way of relationships, and unneeded walls giving the appearance that people are hiding something. Truth is, right now we all have to work harder to get our needs met.

Bards and Provincial Leaders.

You're a talkative lot to begin with, but this month your mouth will run away with you. There is no stopping your need to communicate the torrent of ideas you're having, but you really must remember to listen to others' feedback. If you don't, don't be surprised by a public reprimand.

Warriors, Paladins, Anti-Paladins.

And everyone who fights hard, be aware of a greater than usual risk of injury—and not the basic amtgard bruises and scratches, either. This is about taking a hit that becomes a chronic structural issue (like knees, elbows, and ribs going out and continuing to bother you for the rest of your life). Veteran fighters, this goes double for you: Wear your mechs and protect your joints!

Healers.

Shall be in high focus this month, with perhaps more being expected of you than you are prepared for (and not just because of oldtimers getting hurt). You will be visible—even when in concealment, which puts you in unnecessary danger. Be extra sure you have capable people watching your back.

Mages.

Can expect a month of dense fog clouding their perceptions, but also giving excellent ideas for creative new spell use. Just don't expect them to turn out quite as intended...at least until we get much closer to Spring War (March 12-16).

Assassins.

And you know who you are, will have better than average odds of remaining invisible this month, but if you get caught, oh my. Talk about slamming into the brick wall of justice...

Barbarians and All Monster Races.

This month is your month. Rarely do you get to be outlandish with such grace, style, and official sanction—all at once! The greatest danger this month is taking things *too* far. It will feel lovely to push all those amtgard social boundaries...but going overboard will wreak a havoc that entirely destroys the fun.

Archers, Scouts, Druids, and Monks.

Now is not the time to seek the spotlight. You are best served by staying out of the way and tending carefully to business. You may find yourself in a period of inner discovery. For the moment, it's best not to make yourself a target, whether by accident or antagonism.

Garbers and Artisans.

Be patient with new projects—give them time to gestate. Forcing them along is just a waste of good materials. Go slow, be sure of your plan, and allow yourself time to relax by doing something entirely different.

More than Just the Sun.

Ever read your horoscope in the paper and feel like it's always wrong? Well, in a way, it is. We each have **all** the planets and **all** the signs, they're just in different places depending on when we were born. When you have your natal chart done, you may find that you have a group of planets in one sign, and nothing at all but the Sun in your Zodiac Sign. When this happens, you will feel greater resonance with the group's sign than the Sun's. Also, if you were born on the cusp between signs, you have a blend of both types of ego (sun) energy. Remember, the best way to read your horoscope is always to read your Sun sign, Moon sign, and Ascendant (rising sign).

Aries (Mar 21-Apr 19):

This month you're graced with tremendous fiery energy. Be careful where you aim that flame, though. A little goes a long way. Issues about old authority figures stepping on your toes may burst to the surface. Try to heal the old hurt feelings instead of taking it out on others. It's ok to need to feel appreciated, but don't throw fits just to be noticed.

Taurus (Apr 20-May 20):

Get ready for a conflicted month, Taurus. On one hand, expect financial issues and sexual fireworks; on the other, prepare for challenges to your sense of self and a nebulous insecurity leading you to second guess yourself. The good news is that it will be easier than usual to resolve things by talking them out.

Gemini (May 21-June 20):

You know that duality you've dealt with your whole life—where you always see both sides of an issue? Well, this month it will feel more like you versus an ever-present opponent who challenges your every move. The gift is a chance for greater understanding, *if* you give yourself time and space to think for a while. Travel will help you toward a new (and much needed) sense of perspective.

Cancer (June 21-July 22):

This month the focus is on flexibility. People are expecting you to accommodate all kinds of conflicting problems, but no one bothers to ask if that's okay with you. Be gentle with coworkers. It's a tumultuous time, but patience and a helpful state of mind will go further than you can imagine. You may find healing in a relationship.

Leo (July 23-Aug 22):

There is a great difference, this month, between your perceptions and the reality of your relationships. You dream brightly, and you project that dream (or fear) onto the people close to you—but they don't understand your point of view. This is further complicated because the way you love is growing and changing dramatically. Let the change happen, but respect others' boundaries in the process.

Virgo (Aug 23-Sept 22):

Prepare for some significant parental conflict this month, Virgo. The old family support net is being revamped, and there is little you can do but adapt to the changes. Funnel excess energy into your job, but be careful of letting your attention slip. Daydreaming and high stress levels may get you injured.

Libra (Sept 23-Oct 22):

You may find that this month is rife with arguments. Some are important, but most are just for the sake of arguing. Why? You're charging ahead with assumptions based on one point of view. Slow down. Allow yourself to see the big picture. Try to mend an old squabble with a parent. Let creativity bring catharsis.

Scorpio (Oct 23-Nov 21):

Expect changes in your personal finances and self-image this month. Whether for better or worse, there's a lot of energy there to affect you, so be careful of the level of risk you accept. Also, trust your nesting instinct. Don't hesitate to spend more time at home if you need it. Take the time to make the place your haven.

Sagittarius (Nov 22-Dec 21):

This month you're zipping through life at mach 3... but do you know where you're going? Things in your life are changing dramatically, and the personal growth you're doing is having real effect. It's a safe bet, though, that old friends don't yet know how to deal with the new you, and may hurt your feelings as you each learn to adapt.

Capricorn (Dec 22-Jan 19):

February is one of those times when things just come at you out of the blue. You may not understand the root causes, but you must adjust to the unexpected. Beware, also, of setbacks in your work environment, and use your communication skills to resolve issues before they get out of hand. Mediate conflicts.

Aquarius (Jan 20-Feb 18):

This month is very much about relationships, Aquarius. You shine like a blank movie screen, just waiting for others to project their hopes and fears onto you. Boundaries are difficult. Love is a push-pull between exuberant fantasy and hard-nosed reality. It may feel like you don't quite have your feet under you. Relax into it, and remember that truth lies between the extremes.

Pisces (Feb 19-Mar 20):

This month you find yourself dealing constantly with the world at large. Your career is moving, and you're being seen by people who matter. Your relationship with authority figures is changing as you take on more responsibility for your life. You're optimistic and well-disciplined, but be aware of your limits. Don't bite off more than you can chew.

Questions about astrology? Sage may be contacted at:
sageness@texas.net

Until our stars align again,



CK Corpora Reform Bullet Points

Here are the major points of comparison between the current CK Corpora, the Badger Press Revised BL Corpora, and the unmodified BL Corpora. This list is devoid of commentary or elaboration, consisting simply of selections cut directly from the relevant documents. The specific areas covered include:

- Membership and Voting Eligibility
- Province Sizes
- Ladder Awards by Provincial Level
- Ladder Awards to Reach Masterhood
- Allthing Requirements
- Crown Belt Criteria

These documents are available for download at the link below, in preparation for the Allthing on February 23, 2003.

CK Corpora Reform Debate

Respectfully,
Shogun Yamamoto Kansuke
Rex CK

MEMBERSHIP AND VOTING ELIGIBILITY

Current CK Corpora:

"PROPOSAL FIVE: Voting Eligibility

It is clearly stated in the Rule Book that payment of dues is not required to participate in Amtgard events, but the rule

book also states:

"However, there are certain advantages for those whom (sic) choose to financially support Amtgard. Donations to the treasury (informally referred to as "dues") are \$6 every 6 months, payable to the Prime Minister of the group to which a member belongs. No one may simultaneously belong to more than one Amtgard group. People up to date on their "dues" are considered to be contributing members (emphasis added). This status entitles a member to receive a copy of the handbook and issues of the Amtgard newsletter. It also, with a minimum attendance stated by the Monarch, allows the member to vote in Amtgard government (the Allthing). Funds received in this manner are used to support Amtgard functions and activities such as printing fees for handbooks/newsletters/fliers/etc., renting sites for feasts, purchasing prizes for tournaments and quests, and so on. No one is required to pay "dues" (although some officers are required to be paid up). We have no "pay for play" rules. No donating members are allowed to participate in all activities and receive all benefits not specifically listed as exceptions in this paragraph."

As noted in the above rulebook quotation, payment of dues is REQUIRED to vote, and allows for establishment of attendance requirements to be eligible to vote as well. The committee, after lengthy discussion, agreed that it is necessary to have at least minimal attendance to be able to cast an informed vote,

and decided to add that requirement to the payment of dues for a FULL six months, to the qualifications to cast a vote. It was also determined that at least minimal attendance at KINGDOM events should be a requirement to vote on KINGDOM matters. The final result of the discussion was inadvertently omitted from the final document, so it is proposed to modify Section 1, Club Membership to read as follows:

1. Club Membership – for the purpose of identifying the Celestial Kingdom and its members, membership is defined as follows:

1.1 'Member' shall mean and refer to any person who has a current (within one year) signed waiver on file with, and whose official records reside with, the Celestial Kingdom or one of its Provinces.

1.2 'Non-Contributing Member' shall mean and refer to any Member who has not paid dues for the current six months.

1.3 'Contributing Member' shall mean and refer to any Member who has paid dues for the current six months.

1.4 'Active Member' shall mean and refer to any individual who:

1.4.1 Has been a member of the Celestial Kingdom for six months or more, AND

1.4.2 Has a current (within one year) waiver on file with the Kingdom, AND

1.4.3 Has paid dues for the current six months, AND

1.4.4 Has at least six attendance credits, including at least one Kingdom Event, in the immediately preceding six months.

1.5 All Members are entitled to full participation in all activities of the Kingdom and its Provinces on equal terms, except as follows:

1.5.1 Only Contributing Members are entitled to receive Kingdom publications at no additional charge. Provision MAY be made for other Members to purchase them at a nominal cost (i.e., cost to produce).

1.5.2 Only Active Members are entitled to vote. NOTE: If special circumstances exist, the Monarch and PM may jointly rule a member is eligible to vote if that member meets all requirements except attendance

NOTE: Revision of the Glossary entries to be consistent with this section is submitted as a related Proposal."

Badger Press Revised BL Corpora:

"Contributing Member – an individual who has paid monetary dues, and who's account is current. A member may participate in all Amtgard events and is also entitled to vote hold office and other benefits listed in the body corpora"

"3.51 Dues are \$6 for six months. Though not required of Amtgard members, certain positions and prerogatives may only be applicable to contributing members. People should read these Corpora very carefully to ascertain the advantages of contributing membership."

BL Corpora:

"3.51 Dues are \$6 for six months. Though not required of Amtgard members, certain positions and prerogatives may only be applicable to active (dues paying) members. People should read these Corpora very carefully to ascertain the advantages of active (i.e.- donating) membership."

PROVINCE SIZES

Current CK Corpora: Shire 5+, Barony 15+, Duchy 30+, Grand Duchy/Principality 75+

Badger Press Revised BL Corpora: Shire 5+, Barony 15+, Duchy 30+, Grand Duchy/Principality 75+

BL Corpora: Shire 5+, Barony 20+, Duchy 40+, no Grand Duchy/Principality specified

LADDER AWARDS BY PROVINCE SIZE

Current CK Corpora: Shire 1-2, Barony 3-4, Duchy 5-6, Grand Duchy/Principality 7-8, Kingdom 9-10 and knighthoods

Badger Press Revised BL Corpora: Shire 1-2, Barony 3-4, Duchy 5-6, Grand Duchy/Principality 7-8, Kingdom 9-10 and knighthoods

BL Corpora: Shire 1-2, Barony 3-5, Duchy 6-8, no Grand Duchy/Principality specified, Kingdom 9-10 and knighthoods

LADDER AWARDS TO MASTERHOOD

Current CK Corpora: "6.4.1- It is highly recommended that candidates should have a minimum of 10 orders awarded."

Badger Press Revised BL Corpora: 12 for Garber, Reeve, and Smith; 10 for others

BL Corpora: 12 for Garber, Reeve, and Smith; 10 for others

ALLTHING REQUIREMENTS

Current CK Corpora:

7. Allthing

7.1 The Allthing is the democratic heart of any Amtgard organization.

7.2 Allthing Responsibilities

- Discuss and enact rule clarifications and supplements.
- Revise and update the Corpora
- Discuss and vote on major expenditures of the club treasury over that amount not specifically allowed the Monarch and Prime Minister.
- Discuss the future of the Kingdom and its Priorities.
- Deliberate on and ratify/reject proposals by to the Allthing.

7.3 Types of Allthing

7.3.1 Routine -- Those held at each Coronation and Midreign gathering.

7.3.2 Special -- those called for by petition to or by the Monarch and Prime Minister.

• The Prime Minister shall give at least 2 weeks written notice, to include the proposal(s), to each provincial ruler and record keeper.

• The Prime Minister shall confirm receipt of notice.

7.4 Notice of Proposals

7.4.1 No item may be voted upon at any Allthing unless it has first been sent in written form to the Prime Minister at least 45 days before the scheduled Allthing.

7.4.2 The Prime Minister shall send in writing each Proposal to be considered to every Provincial Leader and record keeper at least 30 days prior to the meeting.

7.4.3 This rule may be suspended, and action taken on any item of business, by an affirmative vote of three-fourths of total votes of attendees.

7.4.4 For purposes of suspending the notice requirement, a separate vote is required to take action on each item of business not meeting the notice requirement.

7.5 Rules of Order and Tie Breaking

7.5.1 The Monarch shall set the rules of order and shall vote to break all ties.

7.5.2 The Prime Minister shall preside over the Allthing and if not present must designate his stand-in.

7.5.3 Both the Monarch and the Prime Minister shall have the joint authority to rule on amendment; such as deciding that said changes to a proposal change the proposal enough to warrant that it go through the notice procedure again before being brought to a vote.

7.5.4 The Kingdom Scribe shall make a written record (i.e., minutes) of all business brought forth before the Allthing and all actions taken.

7.5.4.1 This record shall include at a minimum the name of the person who brought the item forth, the essential elements of any discussion, and the results of any votes.

7.5.4.2 A copy of this written record shall be published as well as sent to each Provincial Leader and record keeper and the Kingdom Archivist.

7.5.4.3 Changes to the Corpora shall be sent to each Provincial Leader and record keeper and the Kingdom Archivist as an appendix to be added to their copy of the Corpora.

7.5.4.3.1 Such changes will include amendment title, the section of the Corpora to which it applies, date and place of ratification, and the signatures of both the reigning Monarch and Prime Minister (mundane and Persona).

7.6 Quorum

7.6.1 Quorum shall be met with the equivalent of the sum total of 10 Contributing Members per each Duchy plus 5 Contributing Members per each Barony plus 1 Contributing Member per each Shire (i.e., if the Kingdom consists of 2 Duchies, 4 Baronies, and 3 Shires at the time of the Allthing then Quorum would be $(10 \times 2) + (5 \times 4) + (1 \times 3) = 20 + 20 + 3 = 43$ total Contributing Members in attendance regardless of which Province(s) they hail from.

7.6.2 The Prime Minister will call for the vote.

7.6.3 Allthing votes shall be taken by a show of voting cards.

This was later superseded with the following:

PROPOSAL SEVEN: Limited Quorum

For some time, it has been extremely difficult to gather sufficient eligible members to conduct an Allthing. The committee considered at length several provisions to enable the Kingdom to conduct necessary business. The result was inadvertently omitted from the final draft. It is presented here as a substitute for the Revised Corpora Section 7.6.

7.6 Quorum will be considered for each issue presented to Allthing.

7.6.1 Full Quorum

7.6.1.1 Shall consist of a number of Active Members equal to the sum of: 10 per Duchy + 5 per Barony + 1 per Shire OR 2/3 of the Active Members of the Kingdom, whichever is LESS.

7.6.1.1 Anything passed by a Full Quorum is law unless it is overturned by another actual Full Quorum.

7.6.1.2 Full Quorum may consider Proposals without proper notice if approved issue by issue by a 75% majority vote.

7.6.2 Limited Quorum

7.6.2.1 Shall consist of at least 25% of the Active Members plus representation of at least half of the Kingdom's Provinces.

7.6.2.2 Shall NOT consider any Proposal without required notice.

7.6.2.3 Results of a Limited Quorum are treated as though passed by a Full Quorum UNLESS more than half of the Provinces communicate to the Monarch and Prime Minister that a local vote has been taken and the decision of the Limited Quorum rejected by 2/3 or more of the voters of that Province. If this happens, the decision is overturned as though it had NOT passed.

7.6.3 No Quorum

7.6.3.1 Less than 25% of Active Members, OR less than half of the Provinces represented.

7.6.3.2 The Monarch and PM MAY (but are not REQUIRED to) make a joint Proclamation that all issues for which proper notice has been given will be discussed and the vote taken on them at the Provinces' regular meeting using the Kingdom voting procedures.

7.6.3.3 If the Monarch and PM refer the vote to the Provinces, a written record of the discussion shall be made and delivered to every Province within seven days.

7.6.3.4 The Provincial votes shall be taken using Kingdom voting procedures within 30 days.

7.7 Voting at Allthing shall be done by display of voting cards, except for Absentee Ballots.

7.7.1 One Voting Card will be issued by the Prime Minister to each Active Member.

7.7.2 New unique Voting Cards will be issued at each Allthing.

7.7.3 Each Active Member must personally sign for his or her own Voting Card.

7.7.4 It is the Member's responsibility to prove the member is entitled to vote.

7.7.5 Absentee ballots

7.7.5.1 Must be from an Active Member

7.7.5.2 Must be witnessed by a Kingdom Officer.

7.7.5.3 Must state separately each item to be voted on, and a vote for that item.

7.7.6 Each recognized (per 7.7.5) Absentee Ballot shall be counted as an Active Member present for Quorum purposes.

Badger Press Revised BL Corpora:

"3.1 Allthing:

3.11 An Allthing shall be scheduled once each month. Whether it is actually held is subject to group interest and involvement. (i.e.- if no one has business to bring before the group, then there will be no Allthing for that month).

3.111 An Allthing will be held at every kingdom Mid-Reign and Coronation

3.12 Anyone may attend; only contributing members may vote on Amtgard policies.

- 3.13 The Allthing may do the following things:
3.131 Discuss and enact rule changes.
3.132 Revise and update the Corpora.
3.133 Discuss and vote on major expenditures of the group treasury.
3.134 Discuss the future of the Kingdom and its priorities.
3.14 Allthing rules of order may be set down by the Crown. The Champion is responsible for enforcement."
-

BL Corpora:

"3.1 Allthing:

3.11 An Allthing shall be scheduled once each month. Whether it is actually held is subject to group interest and involvement. (I.e.- if no one has business to bring before the group, then there will be no Allthing for that month).

3.12 Anyone may attend; Only dues paying members (active, or "donating" members) may vote on Amtgard policies.

3.13 The Allthing may do the following things:

3.131 Discuss and enact rule changes.

3.132 Revise and update the Corpora.

3.133 Discuss and vote on major expenditures of the group treasury.

3.134 Discuss the future of the Kingdom and its priorities.

3.14 Allthing rules of order may be set down by the Crown. The Champion is responsible for enforcement."

CROWN BELT CRITERIA:

Current CK Corpora:

6.5.1.1 Knight of the Crown – Symbolized by a white belt trimmed/decorated with gold, is a civic order for serving in the highest echelons of the club.

Recommended Minimum Requirements:

*Complete two terms as Kingdom Monarch. OR

*Serve in three of the following six positions: Kingdom Monarch, Kingdom Regent, Kingdom Prime Minister,

Kingdom Champion, Principality or Grand Duchy Leader, or

Principality or Grand Duchy General Minister, OR

*Attain Masterhood of the Lion.

Badger Press Revised BL Corpora

4.121 Knights of the Crown:

a. A civil order for serving in the highest echelons of the group

b. colors: white trimmed with gold

c. suggested criteria: complete two (2) terms as the Monarch or serve in three (3) of the following Six (6) positions: Kingdom Monarch, Kingdom Regent, Kingdom Champion, Kingdom Prime Minister, Principality/Grand Duchy Monarch, Principality/Grand Duchy General Minister

BL Corpora

4.121 Knights of the Crown:

a. a civil order for serving in the highest echelons of the group

b. colors: white trimmed with gold

c. suggested criteria: complete a term as the Monarch or serve in two of the following three positions: Champion, Consort, Prime Minister.

CK BOD MINUTES FOR January 11, 2003

Location: Carrows at Highway 35 and Oltoft
Start Time: 12:45 pm

Board of Directors members in attendance:
Mistie Brown, Mark Pickett, Andy Benton, Ben Pomerantz,
Terri Peters, Doug Bedingfeild, Shanti Day

Non-voting Board of Directors members in attendance:
Carlos Delagarza

Non-Board of Directors members in attendance:
Ray Dunn, Jason Peters, Carrie Simmions, Jean Smith,
Amanda Tillman, Josh Green

OLD BUSINESS

1st Order of business - Board of the Directors Secretary
- Removal of the secretary of the BOD. Motion made by Andy.
Seconded by Mark. Vote 7/0

- Motion of replacement, Amanda Tillman, by Andy.
Seconded by Shanti. Vote 7/0.

2nd Order of business - Policies and Procedures
- Manual was originally drafted and dropped four years ago. New manuals, in a general outline, handed out to members for open discussion.
- To be voted on at a later date. Tabled till next BOD meeting at Midreign. Motion by Mistie, Seconded by Andy. Vote 7/0.

3rd Order of business - Storage
- Ready to be framed, date to be announced later. A list of supplies and parts needed being accumulated by Carlos.
- Present cost: \$24/yr

4th Order of Business - Spring War Site
- Better insurance is being looked into.
- Date of present deals ends around March 2nd. Board is looking into extending it two extra months.

NEW BUSINESS

5th Order of business - Health Permit
- Being handled by Carlos and Mistie. Copies to be obtained from PM.
- Anyone present during fundraisers in which food is being served to the general public needs to be certified.

6th Order of business - New Celestial Kingdom Website
- New site at owned by Ray. Cost is \$28/2 yrs.
- Bought one years worth of ISP service (including mail, ftp, ect.) for \$80/1 yr
- Renewal on web site automatic. Renewal on ISP must be handled at the end of each term.
- Website is maintained by Andy.

Motion for end of meeting from Andy. Seconded by Shanti.

End Time: 1:15 pm

Next Board of Directors meeting, tentatively, to be held at Midreign on Sunday February the second at ten am.

Contributing Members of the Celestial Kingdom

persona	mundane name	through	received pay
Bifost			
I'Magg	James Googins	7months	tentative

Dragons Haven

persona	mundane name	through	received pay
Aeris Twrch	Kim Jones	2/28/2003	yes
Azkar	Robert Fife	12/31/2003	yes
Draycon	John Campbell III	4/30/2003	yes
Greylin	John Brandon III	4/30/2003	yes
Jarg Grimm	Mitchel Dugruise	4/30/2003	yes
Martino	Christopher Campbell	4/30/2003	yes
Morgana	Victoria Fife	12/31/2003	yes
Muilah	Tamata Scott	4-31-2003	yes
Oriana	Marie L. White	3/31/2007	yes
Thrug	William Scott	4/30/2003	yes
von Wolf	Frank Martin	2/28/2003	yes

Draken Roc

persona	mundane name	through	received pay
Diego Vasquez	Carlos de la Garza	4/30/2003	yes
Kansuke	Andy Benton	4/30/2003	King
Rowana	Wendy Grey	4/30/2003	yes
Sage / Splatl	Carrie Simmons	4/30/2003	yes

Griffon's Keep

persona	mundane name	through	received pay
Diamond	April Heath	10/31/2006	yes
Kanin	Billy Waltersdorf	4/30/2004	yes
Qualin	David Blevins	4/30/2004	tentative
Qualor	Chas Heath	10/31/2006	yes

Hills Guard

persona	mundane name	through	received pay
Brother Stephon	Steven Wiedener	4/30/2003	yes

Midian

persona	mundane name	through	received pay
Milo Boffins	Anthony Muscato	4/30/2003	yes

Murky Waters

persona	mundane name	through	received pay
Aramall Galandel	Cole Kelly	4/30/2003	yes
Kaden Blackridge	William Tice	4/30/2003	yes
Lilia Blackridge	Brandy Tice	4/30/2003	yes
Speedy	Steven Eller	4/30/2003	yes

Mystic Springs

persona	mundane name	through	received pay
Circadia Stormwind	Joyce Taylor	4/30/2003	yes
Cormac MacLeod	John Cozby	4/30/2003	yes
Ivey Rose MacLeod	Marie Cozby	4/30/2003	yes
Kildare Banyes	Buddy Bolgien	1/31/2003	yes
Sabine	Riana Sinks	10/31/2002	tentative
Shadow Blade	Eric Atkisson	4/30/2003	yes
Sludig MacLeod	William Dobie	3/31/2003	yes
Zirol	Kevin McGehee	4/30/2003	yes

Talon Field

persona	mundane name	through	received pay
Eartheous	Logan Woods	4/30/2003	yes
Persephone	Calltlin Mitchell	4/30/2003	yes
Sims	Josiah Cook	4/30/2003	yes

Tirana

persona	mundane name	through	received pay
Fnor Farthing*	Cary Havas*	12-31-14	yes
Franchesca, etc.*	Franchesca Havas*	12-31-14	yes
Lynae Du Bais	Stephanie Beach	2/28/2003	yes
Mom	Betty Winnie	10/31/2003	yes
Quill Master	P.J. Winnie	10/31/2003	yes
Yonnah	Jean Smith	12/31/2005	yes

Tori-Mar

persona	mundane name	through	received pay
Athena	Amanda Guerra	4/30/2003	yes
Calidor	Matt Turner	4/30/2003	yes
Clalibus	Benjamin Pomerantz	4/30/2009	yes
Durin Moravian	Patrick Davison*	12-31-14*	yes*
Gaius Decimus	Brad Schlenke	4/30/2003	yes
Iron Shanks	Darrel Jones	4/30/2003	yes
Jaw / Link	Lance McCasland	4/30/2003	yes
Linden Tul	Kristin Siegrist	10/31/2007	yes
Nightshade Rose	Elizabeth Adams	10/31/2006	yes
Nova	J.D. Walreven II	4/30/2003	yes
Rufus Grimwulff*	Todd Barr*	12-31-14*	yes*
Seamus Gunn	James M. Cook	4/30/2003	yes
Tiberius Augustus	Gary Augenstein	10/31/2005	yes
Truffle	Jeremy Bertrand	4/30/2003	yes

Traitors Gate

persona	mundane name	through	received pay
Alana	Shawn Smith	4/30/2003	yes
Arion Reinquest	Mark Pickett	10/31/2003	yes
Bromhir	Doug Bedingfield	4/30/2003	yes
Darkstar	Chris Collins	4/30/2003	yes
Emerald	Jaymee Baxley	10/31/2003	yes
Father Thomas	Thomas Larrison	10/31/2003	yes
Galen Silverthorn	Rebecca R. Thomas	10/31/2003	yes
Kyrupt	Michael Thompson	10/31/2003	yes
Mistress Wynd	Sharron Larrison	10/31/2003	yes

Traitors Gate

persona	mundane name	through	received pay
Scarlet Ethindale	Ann Leininger	10/31/2003	yes
Skly	Laura Leininger	10/31/2003	yes
Spice	Ginger Green	10/31/2003	yes
Thee	Thetis Turner	10/31/2003	yes
Theodoric Blackflame	J.D. Wade	4/30/2003	yes
Xenith	Erycka Baxley	10/31/2003	yes
Zircon	Scott Gleeson	4/30/2003	yes

Turis Lunae

persona	mundane name	through	received pay
Meecher Maker*	Christopher Love*	12-31-14*	yes*

No Affiliation

persona	mundane name	through	received pay
Shanti	Shanti Day	4/30/2004	yes
Kibbles	Deborah Ellis	12/31/2003	yes

Compiled January 20 2003

Asterisks indicate life members / discrepancy of dates or payment

8 of 82 not paid : 10% through Kingdome

74 of 82 are paid : 90% through Kingdome



.....And now, Uncle Corum's Poetry Corner

Forgotten

Each night I walk a tumbled path, in a garden now run down.
Imagine the wonders once contained here, and what beauteous seeds
were sown.
I ponder what the gardener, would think to see it's plight.
The flora now is brown and sere, the flowers struck with blight.
It's said many a loving soul, would meet in secret trust.
Entwined upon the flowered knoll, and hidden in the mist.
Now death enshrouds this hidden place, and marred the lover's knoll.
A blight upon this garden's face, and death upon it's soul.
No more the secret lover's kiss, no wait with bated breath.
Forgotten, it has gone amiss, and time has caused it's death.

The Great One Wakes

Countless eons pass, as the dead god sleeps
in his evil city in the deeps,
fashioned by no mortal man.
Through formless void the god sped here,
inspiring dreams and nameless fear,
the dead god waits to wake again.
Entombed betimes, under a restless sea,
the dead god seems to beckon me,
the dead god waits to wake again.
The great one is worshipped still,
in wilderness and moonlit hill,
the great one waits to wake again.
The day will come when stars align,
the breaking of the elder sign,
will herald when the great one wakes again.



Warrants, Challenges,

Advertisements in General

CK Raffle To Be Held At Midreign

Lord Wolfbane will be holding a Fundraiser in the form of a Kingdom Raffle during Midreign. Tickets will be \$1 and the winning tickets will be returned to the box for more chances.

We now have "40 GRAPHITE GOLF SHAFTS". They will be set in 20 pairs(one long and one short).

We have promises of:

GARB

MECHS

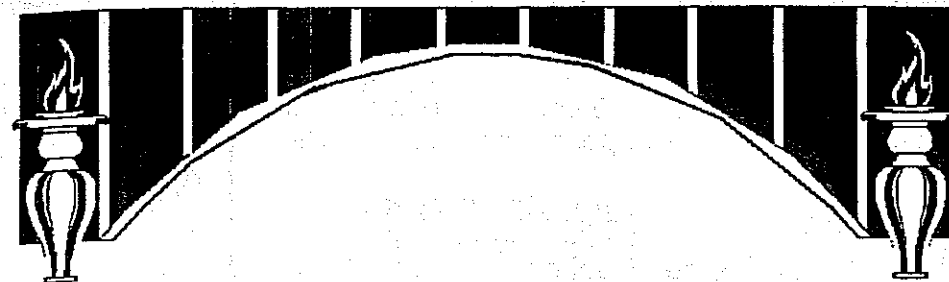
KANSUKE'S JAPANESE HELMET

Two pair of HAMMERED BRASS WINE GOBLETs

Three sets of FREE TICKETS to the EXCALIBER FEST in Smithville TX (4 per set)

Assorted Jewelry pieces from some of our local members.

That's over thirty prizes so far and more being adding daily!!!



Greetings,

I am trying to start an Assassins web page.
If you are supportive of this idea then contact me via
E-mail shantedracule@yahoo.com or phone
254-699-0982(ask for gully).

I am looking for thing that people would like to see and have on the page.

So far we are looking at :

A main page

Roster of kingdom assassins

Message board for members

Message board for non members to submit contracts

Possible poisons to use (I.E. a poison that silences the victim for 100 second in stead of killing them)

and of coarse a links page

Thank you for your time and patience

Sensei Silentthunder-san

Deputy of the Celestial Shogunate under Kansuke's guidance

Directory of the Realm

Shire of Drakenroc

Sheriff: Amontillado Loqi - (Martyd@MWMINC.com)
Web: www.spearweasel.com/drindex.htm

Shire of Hillsguard

Location: Ingram, Texas
Sheriff: Brother Stephon - (wideners@hilconet.com)
Champion: Donovan - (garrette1313@hotmail.com)
Minister: Squire Talon Bonewhistle

Shire of Mystic Springs

Location: San Antonio, Texas
Sheriff: Cormac - (healercormac@aol.com)
Champion: Draven - (Shadoweric2002@yahoo.com)
Minister: Victoria - Skyvgb_2001@yahoo.com
Contact: http://www.angelfire.com/tx5/mystic_springs/

Shire of Western Dragon Hills

Location: Carson City, Nevada
Sheriff: Larc Brightblade - (Lestat3838@hotmail.com)
Regent: Mother of the North - (rabrewer80@hotmail.com)
Champion: Ash Stabben
Minister: Yhamish McKrotch - (relic316@hotmail.com)

Shire of Midian

Location: Killeen, Texas
Sheriff: Modox - (mallark@yahoo.clom)
Champion: Freeman - (the_great_lord_bizcit@yahoo.com)
Minister: Silent Thunder - (robertmorrow45@hotmail.com)

Shire of Tirana

Location: Austin, Texas
Sheriff: Hagar
Minister: Mom - (ckarchivist@aol.com)

Shire of Murky Waters

Location: Lampasas, Texas

Barony of Tori Mar

Location: Austin, Texas
Baroness - Lady Nightshade Rose Darkjester
(nightshaderose@hotmail.com)
Regent: Sir Tiberius - (gaugenstein@surfree.com)
Champion: Vigus N'Thrac Darkjester - (elktrockn@yahoo.com)
Chancellor: Nova - (greylinconway@hotmail.com)
Web: http://www.geocites.com/tori_mar

Directory of the Realm

Duchy of Dragon's Haven

Location: Killeen, Texas
Duke: Ronin Bloodrose - (daemon_lion@yahoo.com)
Regent: Wyldecat - (wyldecatt@hotmail.com)
Champion: Ravenheart - (leskeyb@aol.com)
Chancellor: Oriana - (shar_tah1@yahoo.com)

Duchy of Bifost

Location: Kerrville, Texas
Duke: Ralg Bloodblade - (ralg_tyrant@hotmail.com)
Regent: Caoilin Donnachaidh - (caoilin_donnachaidh@hotmail.com)
Champion: The Spanyard
Chancellor: Moira Donnachaidh - (emily@marvel-universe.com)
Web: www.geocities.com/duchybifost/

Duchy of Talonfield

Location: Bastrop, Texas
Duke: Warlock - (warlock_45@hotmail.com)
Regent: Persephone - (broken_angel_69@angelfire.com)
Champion: Echo - (ecko187@hotmail.com)
Chancellor: Wolfbane - (whiteknight_62@hotmail.com)

Duchy of Traitor's Gate

Location: San Antonio, Texas
Duke: Darkstar
Regent: Thee
Champion: Scarecrow
Chancellor: Zorac
Web: <http://traitorsgate.8m.com>

Grand Duchy of the South

Grand Duchess: Galen
Regent: Lorelei
General Minister: Sir Zircon

Principality of Tir a Sol

Prince: Sir Azkar - (Sirazkar@aol.com)
Regent: Morganna - (Sirazkar@aol.com)
General Squire: Fiona - (fionakitiara@yahoo.com)