

# The Star



AMTGARD  
The Celestial Kingdom

**THE STAR**  
**THE NEWSLETTER FOR AMTGARD, THE CELESTIAL KINGDOM**  
**Volume II, 1995**

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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 needed for THE STAR. Articles, art, advertisements, maps, poetry, etc... are only a small sample of the kinds of items that might be published in THE STAR. They are, however, subject to proofreading and editing prior to publication. Please submit items by the 1 st of each month to:

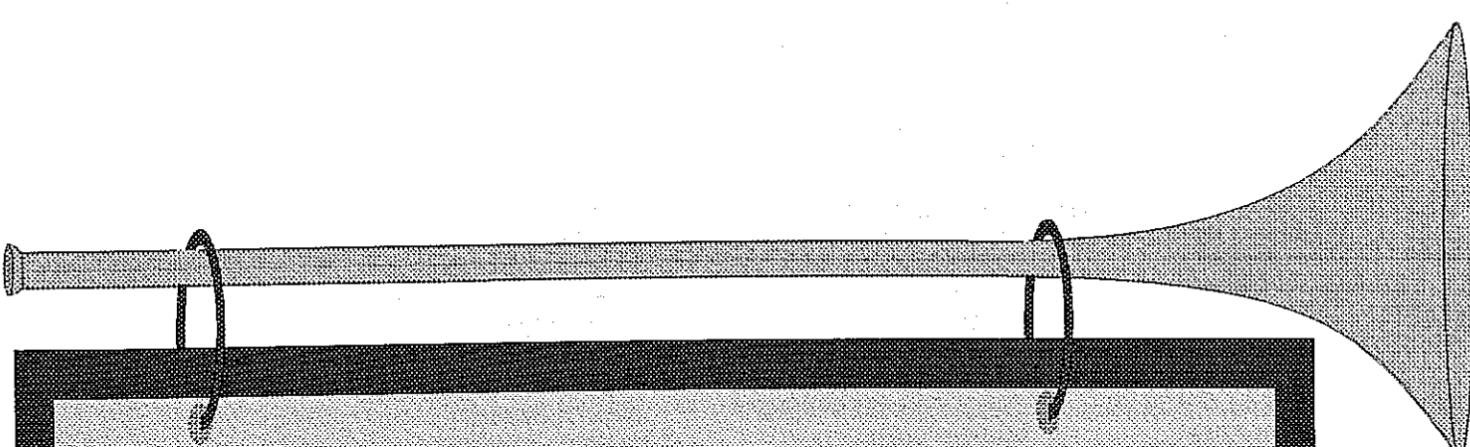
Kingdom Scribe  
 Archbishop Dunbar  
 c/o Bart Starr  
 101 Glen Oak Lane  
 Leander, Tx. 78641  
 (512)259-5593

Prime Minister  
 Archduke Sir Rufus the Grimwulff  
 c/o Todd Barr  
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 Austin, Tx. 78704  
 (512)707-2275

Editor-In-Chief  
 Sir Tholden  
 Admiral of the Beer Run  
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 1215 S. Meadows  
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 (512) 836-3685

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

Emperor Miawara Asahi

Emperor's Champion Sir Michael

Capt. of the Guard Sir Pebyr  
Emperor's Guard  
Sir Chad'do  
Sir Zephram  
Sir Rufus  
Sir Zircon  
Sir Calvin

Imperial Herald  
Du Brionne

Prime Minister Sir Rufus

Prince Regent Peremone

Prince's Defender Dreadstone  
Prince's Guard  
Balnor  
Durin  
Draegon

Weaponsmaster  
Rook

Scribe - Cronies - Star Chamber  
Dunbar

FIGHTING CLASS GUILDMASTERS

AntiPaladin - Sir Theo  
Archers - Notandra  
Assassins - Raven  
Barbarians - Alexis  
Bards - Sir Pebyr  
Druids - Kestlar  
Healers - Farlo  
Circle of Steel - Tiger Clan

Monks - Kineda  
Monsters - Vasha  
Paladins - Sir Michael  
Reeves - Fnord  
Scouts - Thanatos  
Warrior - Crinos  
Wizards - Mojo  
Belted Circle - Sir Rufus

ARTS AND SCIENCE GUILDMASTERS

Armorsers - Sir Martel  
Engineers - Greylin

Garbers - Melinda  
Heraldry - Du Brionne

BOARD OF DIRECTORS

Todd Barr - Sir Rufus  
Ray Dunn - Sir Tholden  
Garland Griffith - Griff  
Matt Griffith - Miawara Asahi

Kerry Havas - Fnord  
Will Jordan - Sir Michael  
Curtis Wade - Sir Zephram

## DIRECTORY OF CONTACTS IN THE CELESTIAL KINGDOM

### CELESTIAL EMPIRE

Emperor Mlawara Asahi	Prime Minister Rufus Grimwulff
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Austin, Tx. 78745	Austin, Tx. 78704
(512)444-7409	(512)707-2275

### DUCHY OF BIFOST

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1500 Mohican Trail	Rt 2, Box 925
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(817)698-6926	(512)932-2148

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Baroness Leithia MacLaine	Seneshal _____
c/o Steffie McCormick	c/o Josh Greene
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Cedar Creek, Tx. 78612	(512)321-6403
(512)303-1050	

### VALE OF THE UNICORNS

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205 E. Cardinal Ln.  
Harker Heights, Tx. 76543  
(817)699-1984

### SHIRE OF THE CROSSROADS

Morgan MacMurdish  
c/o Morgan MacMurray  
1603 Venus Ave  
Gatesville, Tx. 76528  
(817)865-2902

### SHIRE OF KEINPLATS

Sheriff Valas  
c/o Matt Sisk  
403 High Meadows  
Pleasanton, Tx. 78064  
(210)281-5112

# A word or three from the editorial staff

by Sir Tholden

Welcome to the first of what we hope to be monthly issues of THE STAR. In times past, THE STAR has been issued on a monthly basis and it is the King's wish for this to happen again. In keeping with this, I have assembled an editorial staff and produced this issue in less than a day.

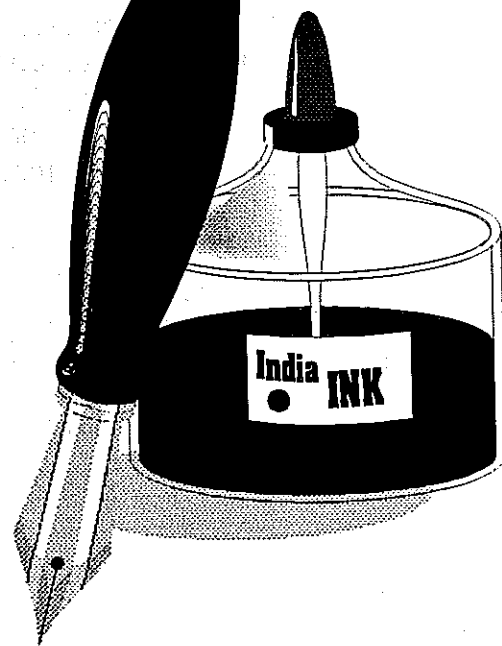
The way THE STAR will be produced and handled in the future is as follows: Any and all submissions can be turned in to myself or Prime Minister Sir Rufus; He is the publisher while I am the Editor-In-Chief. Any and all submissions MAY be subject to editing. We reserve the right to exclude submissions on the basis of content or lack of space.

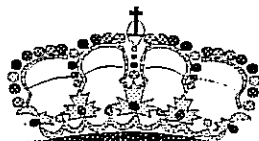
Further, it is our goal, by the third issue, to mail copies of THE STAR to dues paid members.

Sir Tholden  
Editor-In-Chief

P.S.

I would like to thank all the people who helped with this issue, well basically one person; Squire Angus Carmicheal (Hail Shiner Bock)! Yes, it only took two of us to do this publication.





# From the Crown

Greetings all Citizens of the Empire:

Well, this is my last letter to you as Emperor. I won't say it wasn't a pain sometimes, but it has had a lot of great moments. In every part of the Empire I have been made to feel welcome and am constantly reminded of why am in AMTGARD. I thank every person in the Empire for showing me what a great game this can be, and is.

I have seen tremendous growth with in the Empire in the last six months, as well as without. Multiple new shires have joined us. Dragon's Haven has proved to have finally found a string and loyal core group and I can see great things for them in the near future. Lyceum was lost recently, returning to Mordengard, but reunited, I think both are stronger; strong enough to be a driving force in the formation of the Wetlands as a kingdom. (Side note: When the Wetlands become a kingdom, including in their numbers Granyte Spyre, what will come of Golden Plains?) Anyway, we are growing in some fascinating ways.

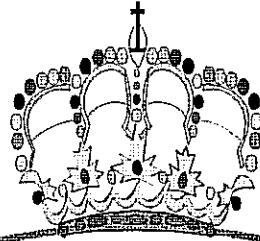
This has been the first reign with a real working Board of Directors and it was great to be a part of that. Over the past six months it has been their main concern to file with the U. S. Government for corporate non-profit status. To achieve this the BOD had to do a major rework of the Corpora so that the Corpora could act as our corporate bylaws. This would allow us to buy insurance which in turn would allows us to get some major sights that are not available to us now, along with other benefits. I think that they've done a great job in updating it to how we actually play and I give each "director" a firm pat on the back. Due to the nature of the BOD that is all I can thank them with officially.

Regardless, some will say that I was a less than adequate Emperor, if not the worst. It's too typical to bash the outgoing administration. But I worked hard, and my autocrats and feastocrats worked harder, and I think we all did an excellent job. I hope that the next King will build upon what I've tried to do and not start over from scratch.

Lastly, I apologize for not being able to attend the Qualifications Tourney. My new job has scheduled me to work for the next six weekends and it will be all I can do to get off for Coronation.

Again, thank you all for giving me the opportunity to play Emperor. See you on the field of honor. GO, FIGHT, WIN!

Emperor Miawara Asahi



# From the Crown

Greetings from your Monarch...

I've been looking over the goals that we had set before us at the beginning of this reign... the fighting events, the future guilds, the improved communication (including use of the Crier's Guild), more complete recognition of contributions, and establishment of a calendar.

I've also been looking at where we are at with respect to those goals. Here's what I see: This Kingdom has a large amount of local provinces, each with their own calendar of events; our goal of four large-scale events, in addition to those required by Corpora, develops too much conflict with provincial activities. Due to an aggressive attack from the mundane world, the citizens of this Amtgard Kingdom have not been able to dedicate enough time to properly establish the new guilds. They have not stopped work for you, they are just "in progress". Improved communications is to rely heavily on the Crier's Guild; it is still developing. Midreign Court will be our first significant opportunity to recognize the populous. You be the judge of how we do. The calendar is established as published elsewhere here in the Star. If you have any additions, please send them to Sir Tholden.

If any of you have wondered where your Monarch has been for the last three months, here it is: Bifost (twice), Turris Lunae (twice), Thule (once - naked), Tirana (once), Mordengaa(a?)rd - once, garbed (and naked), Weaponsmaster tourney at Walnut Creek, Canterbury Scare, and The Emerald Hills. I tried to attend Tori-mar, somebody moved it and nobody told the King... I'll try again later.

Following Coronation we did Weaponsmaster tourney - Congratulations to Drakknar for ripping the tourney from top to bottom with 23 straight victories!!!

The Kingdom juggling tourney was held in Turris Lunae at the end of June, the ....Bobs team proved victorious above all others. Vivat!!!

Outgoing Prime Minister Sir Rufus has put the paperwork through on behalf of the Board of Directors to secure incorporation of this Celestial Kingdom. At midreign, we hope to have approximately a hundred Corporas and Rule Books for distribution.

Speaking of Midreign, I've got a few dozen awards to go sign.

Ever in service to the Crown,

Rex Arion Reinquist

## Greetings Imperial citizens and fellow Amtgardians;

So much to say I don't know where to start. Let me catch up. Thanks to all who voted for me and/or have supported me since. Forgive me if I haven't personally visited your park yet. I'm a little behind.

With the coming election the question of payed membership will be again due to be an issue. If you've given dues to your local chancelor and it hasn't gotten to the Imperial treasury along with your name, phone number, and mailing address, you are NOT an official payed member! Make sure your local government is doing it's job.

At midreign you may have recieved the latest monster suppliment from Guildmistress Vasha entitled "The Celestial Kingdom Monster Suppliment to the Dar-Un-Avather". Let me correct this immediately. Though these monsters were gathered from across the Empire, the ones therein were chosen by Vasha. Neither the guildmaster of reeves nor I were consulted. The suppliment is not an official publication and the Empire will not fund reproduction for public use. Until now local groups have been fairly free to pick and choose what monsters they want to use. I intend to support and defend this freedom in the future. If your group chooses to use Vasha's new suppliment then more power to you. Just know that you're free to use any monster suppliment your group allows. Just get an O.K. from whoever's running the battle game.

Not long ago King Ivar outlawed vampires within the Burning Lands. Since then undead fleeing justice have taken up residence here among us. Therefore I have followed suit and one-uped Ivar and outlawed all undead in my empire. Vampires and their undead minions are a parasite on our society. They feed on the innocent and instill fear and paranoia in the populous. I have commissioned the Holy Brotherhood of the Chosen bla-bla-bla-somethin-somethin Inquisitors of Bob to weed out every maggot infested undead in the Empire and rouse every citizen out of their private homes! (Fr. Thomas please forgive me. I trust you will give your full assistance.) Coincidentally, the Zombie King of Emerald Hills may already have declaired war on me personally. He, he! A worm feast with such a sense of humor!

Don't allow this to make you think you can't play an undead monster. Consider this a roleplaying opportunity. If your persona is undead, now you have something to hide...or else.

Sorry this letter is so long. All in the spirit of the Dream.

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Emperor Miawara Asahi



## LETTER FROM THE PRIME MINISTER OF THE CELESTIAL KINGDOM

Greetings Unto The Populace;

In keeping with the tradition of forgotten recognition and awards at coronations and closing courts, Hulka and I seemed to have lost/misplaced/forgotten a few. Emperor Miawara granted our boon to give out the reincarnated awards that we misplaced (this was done at Weaponsmaster). Following is the list of reincarnated awards:

Lightfoot	- Mack	Sir Michael	- Warrior #5
Perigrine	- Lordship	Tatchi-iak	- Smith
	- Lion		- Rose
	- Smith	Rufus	- Smith
Valerie	- Dragon	Kadarian	- Rose
	- Garber	Momad	- Petal x 2
	- Rose	Shanti	- Petal x 2
Aeron	- Petal	Melinda	- Petal
Conor	- Petal	Chad'do	- Petal
KeShe	- Petal	Kylie	- Petal

Also, I would like to say a special thanks to: Lady Kendra (my Lady) for putting up with my cooking briskets for 2 weeks and the occasional fire; Baron Durrin SeaEagle for cleaning up after the Breakfast crew at coronation, for helping cook, and along with Lord Squire Connor (AKA Wanderer/Jingles) and Amorden to tear apart the briskets into bite size pieces; Ta'shi-iak for being Co-Feastocrat; and to everyone who helped with coronation feast.

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Emperor	Miawara Asahi	Prime Minister	Sir Rufus
Emperor's Champion	Sir Michael	Prince Regent	Peremone
Capt. of the Guard	Sir Pebyr	Prince's Defender	Dreadstone
Emperor's Guard	Sir Chad'do	Prince's Guard	Balinor
	Sir Zephram		Durin
	Sir Rufus		Draegon
	Sir Zircon		
	Sir Calvin	Imperial Herald	Du Brionne
Weaponmaster	Rock	Scribe	Dunbar

FIGHTING CLASS GUILDMASTERS

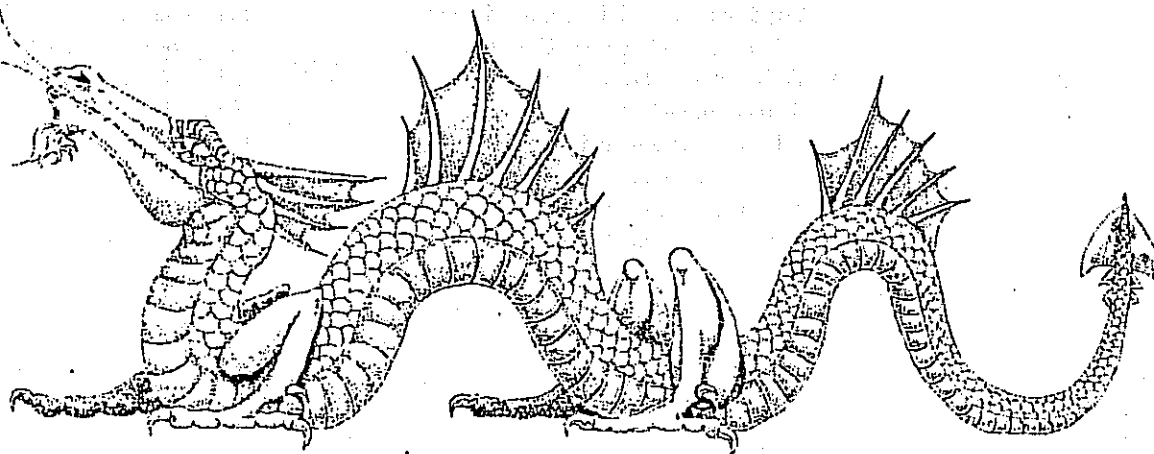
AntiPaladin	- Sir Theo	Monks	- Kineda
Archers	- Notandra	Monsters	- Vasha
Assassins	- Raven	Paladins	- Sir Michael
Barbarians	- Alexis	Reeves	- Fnord
Bards	- Sir Pebyr	Scouts	- Thanatos
Druids	- Keslan	Warrior	- Crinos
Healers	- Farlo	Wizards	- Mojo
Circle of Steel	- Tiger Clan	Belted Circle	- Sir Rufus

ARTS AND SCIENCE GUILDMASTERS

Armors	- Sir Martel	Garbers	- Melinda
Engineers	- Oreylin	Heraldry	- Du Brionne

BOARD OF DIRECTORS

Todd Barr	- Sir Rufus	Kerry Havas	- Fnord
Ray Dunn	- Sir Tholden	Will Jordan	- Sir Michael
Garland Griffith	- Griff	Curtis Wade	- Sir Zephram
Matt Griffith	- Miawara Asahi		



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Editors Note - Dom Peremone was unable to catch up with me to get me a "Letter From The Prince" or to pass on any submissions for the "Star" that had been turned into him (maybe Next Issue).

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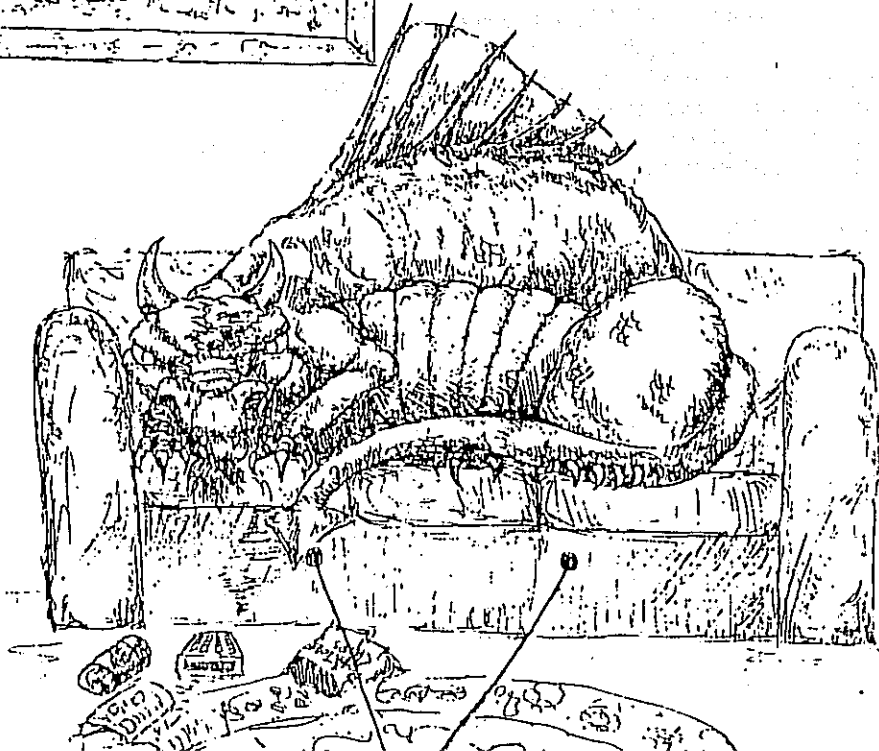
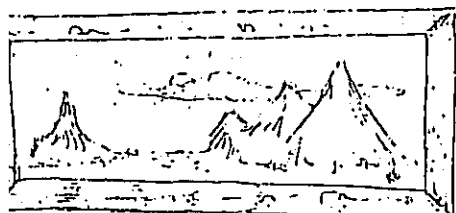
What the Kingdom needs, from those of you who haven't already done so, is a photocopy of waivers for anyone who has signed in for the last 3 months, a copy of dues paid members and expenses, the updated address/phone list, up to date awards/title list, and an up to date weeks list. I need this information AS SOON AS POSSIBLE in order that awards may be given out to your group, so your populace may vote in elections/allthings, etc.. And finally, I will need monthly updates no later than the 10th of each month.

In March, there is a Crown Qualifications/Elections in Kerrville and a Scheduled Allthing at Coronation in Burnet for the new Corpora.

Notes on Spring War - there have been a few Flyers with the wrong dates being past out, the correct dates are February 17th - 20th. Somehow i volunteered to be Feastocrat for Spring War and I'm looking for victims (oops, I mean Volunteers) to help as servers, cooks, cleanup, spit and firebuilders, "gofors", etc.. (it would be nice to get most of the Squires to Volunteer, HINT). Now for feast, if ANYONE has any special dietary needs (diabetics, vegetarians, RELIGIOUS - Jewish or Islamic especially) Contact me as soon as possible - Rufus (512)707-2273. The proposed Menu is: Bread/cheese and fresh Veggies

Rufus' stew (over 20 qts. devoured at Clan)  
Parsley'd Potatoes and Green Bean Casserole  
Roast Pig (yep, 2 whole 125# pigs roasted)  
Candied Fruit

Yours in service,  
Sir Rufus of Grimwulff  
Prime Minister Of The  
Celestial Kingdom



## FROM THE GUILDMASTER OF REEVES...

GREETINGS TO ALL,

I would like to start out by thanking everyone who voted for me. It was most gratifying. I have a few observations to share with you.

I have seen a few people using their weapons as wands when casting spells! The rules are quite clear on this issue. You may not use a weapon as a casting object.

Another problem that I have noted is people casting multiple spell balls and throwing them one at a time. If you cast them together, you MUST throw them together. Also note that your incantations HAVE to be intelligible...mumbled spells may backfire!

There was a question as to where your leg ends and your torso begins. Your leg ends at your underwear line (assuming you are wearing mens briefs...use your imagination). Your arm begins where your shoulder bone ends.

I have also noticed some wizards who sit inside a circle of protection and charge ball spells, they then sit inside the circle of protection waiting for someone to walk by and they jump out and throw it at you. The rules state that you may cast no other magic while inside a circle of protection. You CAN cast verbal magic at others while in the circle. ie you can bring someone else into the circle and heal them.

Barbarians should note that the rules do not state that you have to stay still while healing yourself, you only have to actively eat herbs. This means that you can even defend yourself while healing!

Another important point. At the last Allthing, the populace voted to outlaw flat bladed weapons by an overwhelming margin. I have noticed that the local defenders don't seem to be enforcing this rule at all! Please try to make this rule work. Those of you who are ROYALTY should set an example, instead of ignoring the Allthing. I realize that some of the more well made weapons are flat bladed, but also some of the more dangerous weapons are flat bladed. The ruling is that a weapon must be 2" in diameter.

We also voted that spear hafts should be padded. Please make sure you add some padding to the hafts of your spears.

Warriors should note that the rulebook doesn't specify a minimum or maximum length for a javelin. The minimum length is two feet (smaller than that is a dart and can only be used by assassins). The maximum length is four feet (longer is a spear). You should include either fins or a tail on your javelins to make them fly straight. Being hit by the side of a javelin can hurt.

Armor wearing classes are also reminded that the sixth edition prohibits the stacking of armor. You should always take the higher armor value of the pieces you are wearing. Also keep in mind that you must average the armor value for mixed pieces (always rounding down, not up!) If you have studded leather with studs only on the front, it is STILL only 1 point armor! Also belts under three inches in width DO NOT count as armor. Knights and squires should especially note this.

Please feel free to contact me regarding this information or to ask any other questions at 512-445-7392 (email: kerryhav@aol.com) or snailmail: 2607-B Reeves Cr, Austin, TX 78741

Yours in the dream,

COUNT SQUIRE FNORD DE FARTHING  
Guildmaster of Reeves, Celestial Kingdom

P.S. Please note that I will be producing an extensive list of clarifications for Spring War. If you want to have a say in this issue, contact me in writing, or on the net. Spot clarifications on the field aren't usually remembered long enough to write them down.

## DIRECTORY OF CONTACTS IN THE CELESTIAL KINGDOM

### CELESTIAL EMPIRE

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Chancellor Anarchist  
c/o Richard Shanklin  
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Seneshal Katar Longbow  
c/o \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
( ) \_\_\_\_\_

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c/o Stelffie McCormick  
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Seneshal Arcyias Atieidies  
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\_\_\_\_\_  
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VALE OF THE UNICORNS

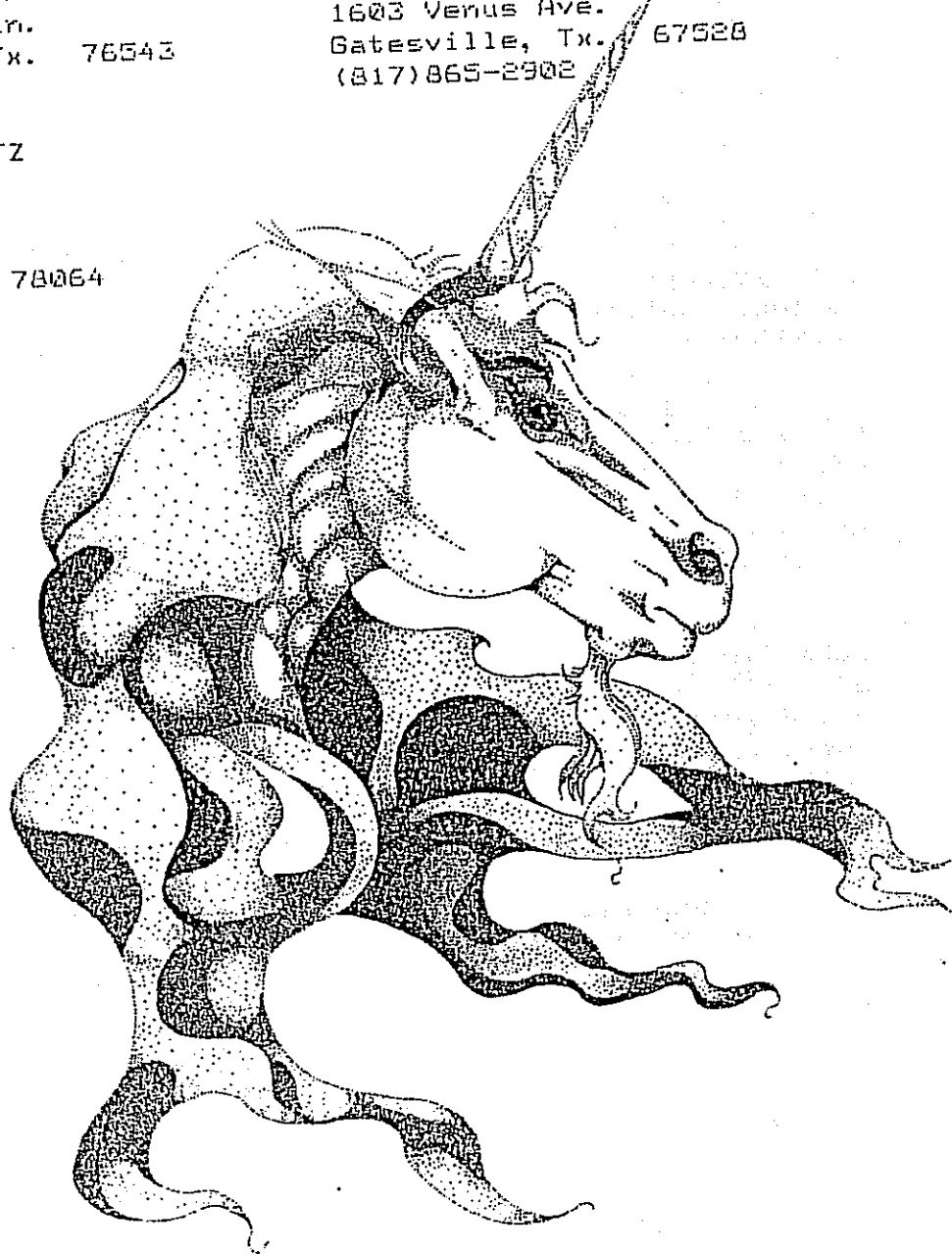
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c/o Sheldon Hirschmann  
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c/o Morgan MacMurray  
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SHIRE OF KEINPLATZ

Sheriff Valas  
c/o Matt Sisk  
403 High Meadows  
Pleasanton, Tx. 78064  
(214)281-5112





# Spring War II

## The Great Jihad

February 17- 20 1995  
President's day weekend Fri- Mon



The Saracens led By Sir Cabal are waging a Jihad at Burnet County Fairgrounds. Squire Balinor will lead the valiant defense of the site. Everyone is invited to help repel the Saracen horde. Olympiad VI, a Juggling tourney, a women's tourney, and other attractions will also be available. There is a \$5 all inclusive fee for this event, regardless of whether you want to eat feast or not (no checks). Visiting Kingdom royalty will be admitted for free, as long as reservations are made by Jan 30. Those not making reservations will be required to pay at the gate. A menu will be available for diabetics, call the Feastocrat by Jan 30 with any special dietary requirements. We are looking for water bearers, certified first-aid volunteers, and reeves for the War. Vendors interested in the Merchants' Row need to contact Sir Pebyr. Sir Pebyr will also be in charge of security. The Autocrats reserve the right to throw anyone off the site. Hot showers and a heated sleeping area are available if needed.

### Co-Autocrat

Squire Ta'shi-iak  
Brian Hart  
935 Utopia Lane  
San Antonio, Tx 78223  
210-333-8809  
Leave Message for Brian

### Co-Autocrat(for Reservations)

Prince Perimone  
Russell Richardson  
1306 Belmont Pkwy  
Austin, Tx 78703  
512-482-0925

### Saracen General

Duke Sir Cabal  
Dave Demarrs  
10805 N. Central #1255  
Dallas, Tx 75231

### Feastocrat

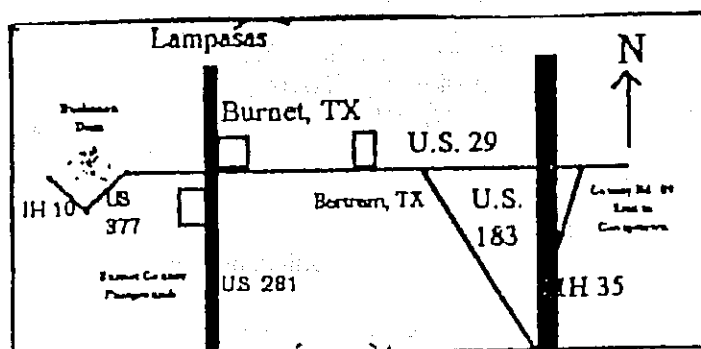
Duke Sir Rufus  
Rufus T. Barr  
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Austin, Tx 78704  
512-707-2275

### Security & Merchants

Duke Sir Pebyr  
David Seguin  
San Antonio, Tx  
210-561-7776

### First-aid & Reeves

Proconsul Sir Tiberius  
Gary Augustein  
Austin, Tx  
512-338-0883



# Olympiad VI

February 17-20th, 1995

Run By Baroness Vera Chrenof

## Scoring and Rules

(scores will be from 0.0 to 4.0)

**To win the title of Overall Olympian:** The title of Olympian this year will go to someone who shows talent and skills in Both the Arts and Fighting. To run for Overall Olympian you need to enter 15 or more events. Five of the fifteen must be in the War events. You must enter one bardic, one art, one science, one garbing, and one writing, totaling five Arts and Sciences events. You must enter at least five other events of your own choosing.

Things entered will receive points. The points will be added up per person, except those scored under 2.0, to get each person's score. The person with the highest score and who fulfilled all previous criteria will get the title of Olympian. If there are enough entries in the multiple categories they will be split.

**To win the title of War Olympian:** This title will go out to the person who shows the most prowess in the war events. To run for war Olympian you must enter all war events. The points earned per person by placement in each war event will be added up. The person with highest amount of points wins. Those who have to leave before all war events are finished will still be given the basic 2 points to their score as if they had entered but not placed.

**To win the title of Arts Olympian:** This title will be given to the person who shows the most skill in the Arts and Sciences. To run for Art Olympian you must enter at least ten arts and sciences events with at least one in bardic, one in art, one in garbing, one in science, and one in writing. The scores over 3.0 per person will be added up to get a score. The person with the highest score get the title of Art Olympian.



For Questions or just general grousing

Baroness Vera

C/O Beth Sequin

12200 Interstate 10 W. #512

San Antonio, Texas 78230

1-210-561-7776



## Arts

**Bardic (entertainment)**

Vocal: Singing

Instrumental

Non-musical: Dance

Juggling/Acrobatic

Storytelling/Comedy

**Art (judged on quality, artistic value, & Amtgard period)**

2-D art

3-D art

Cooking/Brewing

Devices/Favors

**Sciences**

Weapon Construction

Active/Passive construction

Armor Construction

Shield Construction

**Garbing (judged on detail)**

Court

Monster/Special Purpose

Battlefield

Needlepoint/Accessories

## Writing

**Use submit all writing entries as typed, double-spaced pages with 5 copies enclosed in a page protector. DO NOT submit originals as there may be comments written on them! Word quantities are suggestions. Go over them at your own risk. All entries are to be postmarked one month prior to this date. That date is January 17th, 1995. This is so that the entries can be judged two weeks prior to the event. Late entries will lose one point off their score. All items will be judged on Amtgard period, on entertainment value, and information value.**

**Use (500 words or 2 1/2 pages)**  
Bardic, Persona History, stories)

**Poetry (200 words or 1 page)**

**Informative (800 words or 5 pages)**

Run by Sir Zephram McLaren

c/o Curtis Wade

11909 Buckingham Rd.

Austin, Texas 78759

512-918-0031

## WAR

Single Sword

Two Man Teams

Heavy

Double Dagger

Sword and Shield

Staff

Shield and Flail

Florentine

Sword and Dagger

Magic and Sword - magic user armed with three lightning bolts and one Warrior.

Random Weapons - random choices will be pulled randomly out of a bag.

Juggling Tournament

# FEAST OF FOOLS MARCH 18, 1995 KERRVILLE TEXAS

**A MEDIEVAL FAIR AND BANQUET  
ON THE BANK OF THE GUADALUPE RIVER  
AT THE HILL COUNTRY ARTS FOUNDATION**

FUND RAISER TO BENEFIT:

HILL COUNTRY PROFESSIONAL CHEFS ASSOCIATION  
HILL COUNTRY ARTS FOUNDATION  
AMTGARD

They invite you to participate in a Medieval Fantasy Festival

DRINKS	TOURNEY	ROMANCE	MELEES
FOOD	GAMES	MUSIC	BOOTHS

Come and display your talents and crafts along with other Gentle Medieval Societies

Musicians  
Bards  
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CALL STEVE  
WIDENER AT:  
(210) 896-7676  
R.S.V.P. BY  
JANUARY-  
18th, 1995

Jugglers  
Artists  
Tents  
Banners  
Booth Keepers  
Courtly Ceremony

Greetings' nobles and peasants!

Believe it or not, Canturbury Faire is actually closer than it seems. The actual date of the fair is on April 8 and 9, but preparation must begin now. In order to even be associated with Amtgard, all of our people MUST be in FULL GARB. Head to ankles. (I realize period shoes can be hard to come by) Blue jeans and t-shirts are not acceptable. It is preferable that the cyclist pants many like to wear be worn with breeches. (Period shorts) To fight, combatants must be in groups of 4. Three of these are warriors and the last is a banner bearer. The entire force must be wearing tabards to match the banner. Fighting companies from around the Empire are welcome to come show off your colors. Combat will go as such: two groups will fight in the ring. The winner will remain with the loser's banner bearer behind them. As one team wins combat more, they will accrue banner bearers. This will go on for our demo time. At no other time will there be any fighting in or out of the ring! At the booth, there will be tables set up showing off our best work in all arts and sciences. Feel free to bring up to two of your best items to leave on the tables all weekend to show off and boost your ego. Also, at the booth, I want one person making armor (preferably metal) and one person doing some sort of sewing. These people can switch at intervals with new people doing similar things. This is an excellent time to get that project done that you haven't had time for. These people will each have a chair and workspace. If you want to work on a project at the booth and answer peoples questions about Amtgard and make all of us look good call me.

Yours in Service,  
Conte' du Brionne'  
(Chris Glover)  
441-4476

# Crown Qualifications

On March 19, the 10th Monarch & Regent/Consort will be chosen (OK! OK! 9th Monarch if you don't count Michael twice.) Registration will begin at Noon and the fighting and A&S events will commence at 1 P.M. Somebody will give the Reeves' and Corpora exams. If you are running for Monarch, Royal Regent, or Champion you must submit a letter of intent to PM Rufus by February 19 (Spring War/Olympiad Sunday). Scoring for the Arts & Sciences will be on a 0-to-5 scale. The winner of the cultural tourney must enter 7 events and have the highest average score out of his/her 7 best entries. War points will be awarded by event; 5 pts. for 1st, 4 for 2nd, 3 for 3rd, 2 for 4th, and 1 for 5th. Bishop Dunbar will preside over these events. The winner of the war tourney will have amassed the greatest # of war points.

On to the juicy part! To qualify for Monarch, one must score an average of 3.5 in their best 7 A&S events, pass the Reeves' and Corpora tests (75%), and participate in 4 war events. To qualify for Regent, one must score an average of 4.0 in their best 7 A&S events and pass the Corpora test. The next Champion must pass the Reeves' test and score at least a 3.5 both in weapon and shield construction.

The War Events are:

Sword and Shield    2-Person Team (Sh. Swd. & Shield/8' Spear)    Single Sword  
Magic Bolt    Sword & Dagger    Archery    Dbl. Dagger (Time Perm.)

The Arts and Sciences Events are:

Fiction    Musical Perf.    3-D Art    Weapon Constr.    Act./Pass. Constr.  
Non-Fict.    Non-Mus. Perf.    Cooking    Shield Constr.    Court Garb  
Poetry    2-D Art    Rose    Armor Constr.    Fighting Garb

Please have a heart, people! No more than 2 writing events per person per category. I must receive them by March 5. Please mail them to 11909 Buckingham Rd., Austin, 78759 (c/o Curtis Wade). If you have any questions (no obscene calls in the middle of the night, please!), please call (512)918-0031 before 11 P.M. Entries in all events can be no more than 6 months old (since completion).

To get there, take Hwy. 290W to Hwy. 16 (switch in Fredericksburg). Go South to Kerrville. (San Antonio folks can tune in at this point) get to I-10 and head West, then take the Ingram exit (taking a left over the highway). After you've cleared the hwy, make a rt. on Lois (no Lois Lane jokes, please) and go 1-1/2 blocks. The park will be on your left.

When you get there, please register at the tables. I'll try to have the CK battle banner up to make us easy to find. This should be a great event, so bring out your best work and be ready to fight your cojones off!

Go in peace in service of the Dream!

Zephram

# The Celestial Empire presents: The Month of Crown

The month of March should prove to keep all local Amtgard far too busy than they want to be.

Sat	Sun
Mar 10 east of Fools - Bifost	Mar 10 Crown Qualifica- tions - Bifost (Kerrville)
Mar 18 Crown Corona- tion - Burnet County Fairgrounds	Mar 18
Apr 1 Kingdom Raid in Cihul	Apr 2
Apr 8 Anterbury Faire - Austin	Apr 9
Apr 15	Apr 16 Weaponmaster - Walnut Creek Park Tentative

Kerrville's Feast of Fools is their first try at a festival of renaissance recreation. Conveniently, for us, Imperial Qualifications will be the next day.

To run for King (or Emperor, your choice), Regent, or Champion you must give written intent to P.M. Rufus by February 19th. To qualify for King you must pass a Reeve and Corpora test with 75%. Also, you must score at least a 3.5 average (Scale of 0 to 5) in seven (7) different arts and science event, and participate in the tournament. To qualify for Regent you must pass a Corpora Test, and score at least a 4.0 average in seven (7) different arts and science events. To qualify for Champion you must pass a Reeves Test and score a 3.5 in Weapon Construction and Shield Construction. Intentions have been given by Tokugawa Basha (Vasha) and Arion Rienquist for King (Queen); Kendra Catriona Grimwulff and Balinor Darkwolf for Regent; and Snord Farthing the VII for Champion.

Qualifications will begin (hopefully) at 12:00 in Bifost, and cultural entries will be accepted until 2:00. Entries from Olympiad from Feb. 19 will be accepted. Items entered at any other Kingdom or larger event are disqualified. Items made previously to Sept. 19, 1994 are also disqualified.

To get to Bifost coming east on I.H. 10, use exit 505 and take a left into town. Drive about two miles on that road which becomes Harper Street. Take a right on Lois and drive two blocks to the park on the left hand side of the road.

Members whom the Empire has record of previous dues payment may send proxies for the election in their place with their local Governor (Baron/Duke) or Chancellor/Seneschal. Proxies will ONLY be accepted by these.

Celebrating the results of the election, Coronation will be at the Burnet County Fairgrounds with juggling and a battle to put down the rebel, Ja-shi-lak, for daring to call the Emperor a rat! Support Emperor Mawara and bring honor to your company. The Lions will be providing a feast of breads, cheeses, fruits, and sweetmeats. Revel til dawn with music dancing and merriment.

At all events, mundane law will be strictly enforced. Any law breakers risk being removed from the event or being arrested by local authorities.

## THE MONSTERS THAT TIME FORGOT

As EX-Deputy Guildmaster of Monsters and as Prime Minister, I'm writing this article to clear up some inaccuracies in the Unofficial "Celestial Kingdom Monster Supplement to the Dor Un-Avathar". This Unofficial supplement was printed and distributed by Danshaku-fujin Tokugawa Basha (Vasha), Guildmistress of Monsters, without approval of the Guild Of Monsters, the Emperor, or the Prime Minister. By the way, membership in the Guild of Monsters is limited to those who have signed in and played (in the appropriate garb) monster for 12 or more weeks credit (only 2 credits allowed per month).

In June 1994 (Hulka's Midreign), the Guild past 24 new Monsters and made some clarifications to some older monsters. The clarifications are printed on Page 1 of the Supplement.

20 of the new monsters were printed in the Supplement, these being:

Baalrog	Faerie Folk	Uruk Hai (Great Orcs)
Daemon, Regular	Frogmen, Swamp	Water (Ice) Elemental
Daemon, Spike	Giant, Cloud	WereCat, Large
Dark Elf	Oni Mage	WereCat, Small
Dwarf	Scorpion, Giant	WereRat
Elf	Skeleton Dragon	WereWolf Lord/Lady
	Skeleton Warrior	

The other 4 new monsters that were passed and "Forgotten" have writeups at the end of this article. These 4 are:

Avatar	MiniDrake	WereFox
	Gargoyle	

And yes, there is a Gargoyle in the Supplement, but it is not the official one.

For the following Unofficial Monsters, I recommend that they only be used for play testing and then only under severe supervision for Game Balance:

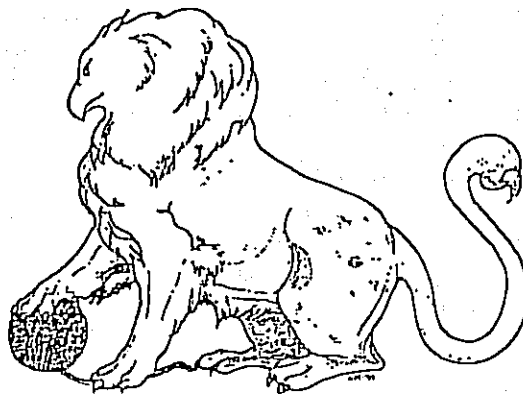
Beholder	Goblin	Mermaid/Merman
Centipede, Giant	Goblin, Pop	Pegasus
Chimera	Harpy	Satyr
Gargoyle	Hellhound	Sprite
Genie	Humonculus	WereBear
	Kobold	

And finally, these last 4 should not be used because of game imbalance:

Dark Elf Necromancer	Sucubus/Incubus
Shinma	Yuki-onna (Snowwoman)

On playing Monsters, these Rules (especially Garb) should be strictly adhered to:

## MONSTERS<sup>®</sup>



### MONSTERS

Special quests and scenarios may involve the use of monsters. Many have magic or magic-like abilities. Monster types that have been played on the battlefield range from dragons to dryads, from ghosts to holls to vampires and werewolves, and so on. As they are not a regular class, the specific rules on monsters are included in a separate monster handbook. Restrictions on the class include the following:

- 1) May only be played in special games or with the permission of the Monarch, Prime Minister, and Guildmaster of Monsters.
- 2) Monsters may not unbalance a battlegame and must show a willingness to play in character. Neutral monsters must stay neutral.
- 3) Garb must be distinctive and typify the monster played.
- 4) No more than one monster per 10 people.
- 5) No one may play a monster more than twice per month.
- 6) Monsters may not be combined with other classes (i.e., no giants playing 6th level scouts, etc.). Monsters are a class, not a persona race.
- 7) Monsters may not be played in intergroup games except by agreement of all monarchs involved.
- 8) The rulebook supersedes all monster supplements and handbooks in cases of disputes.
- 9) Monsters with innate armor may not add other forms of armor unless specified for that monster type.

Final note - The minimum criteria for Master of Monsters is exactly the same as for any of the other Fighting Guilds (ignore #8 on page 2 of the Supplement - See section 4.5 of the Corpora - Masters of the Fighting Guilds).

Sir Rufus the Grimwulff  
Master of Monsters  
Prime Minister of the  
Celestial Kingdom



## AVATAR

### Armor:

3 points, and up to three additional points may be worn.  
May use shields.

### Attacks:

Any one-handed weapon (does Red weapon damage).

### Abilities:

1) Avatars can only be hit by magic and magical weapons, and these will do normal damage (all attacks, including white weapons only do 1pt. damage). All other attacks will bounce off harmlessly.

2) Avatars have a natural Protection from Death (immune to Touch of Death, Curse, Killing Grounds, Mutual Destruction, Finger of Death, Doomsday, & Quivering Palm.) and are immune to poison.

3) Any weapon used by an Avatar is considered magical for purposes of striking beings hurt only by magical weapons.

4) Avatars can cast the following spells (2/life):

- |               |                 |
|---------------|-----------------|
| -Heal         | -Cure Poison    |
| -Mend         | -Cure Disease   |
| -Teleport     | -Call Lightning |
| -Protect      | -Pyrotechnics   |
| -Dispel Magic | -Resurrect      |

5) Can cast Extension (1/life) and Lightning Bolt (1 bolt/Unlimited)

6) By their very nature, an Avatar cannot be subdued, nor can they be stunned (magically or otherwise). They can still be held by an Iceball, Entangle, Petrify, and Flesh to Stone.

7) An Avatar can represent many different types of gods and forces; therefore, no two will ever be precisely alike. To reflect this, an Avatar may have one specialized power, determined under the following guidelines:

- If it is a spell, the Avatar can cast it once per life.
- Immunities and defensive powers are permanent.
- A power that effects the Avatar's attacks (such as a white weapon), is decided on a case by case basis, determined by the quest designer.

### Description:

Avatars are the physical embodiment of the gods, and as such, acting out that deity's will. They can therefore be found in numerous circumstances. Avatars never recognize man-made titles (such as Lord/Lady, Master, Monarch or Prime Minister), but recognize only religious hierarchal titles (Canon, High Priest, ect.). These beings may only be played in special scenarios.

Vulnerabilities: none

### Lives:

2

### Levels:

These special beings do not have levels; they simply are.

## MINIDRAKE

- Armor:** 2 points invulnerability.
- Attacks:** 2 daggers (claws) or dagger and flail (bite and tail)
- Abilities:**
- 1) Sleep stinger in tail (flail) - does no physical damage, must say "sleep" before strike (barbarians are immune).
  - 2) Fly (unlimited) - "I take flight" x3.
  - 3) Hide (unlimited) - "Let my surroundings hide me" x2 - can't be found or harmed.
  - 4) Messenger (unlimited) - "Safe passage unto me" x10 self only, as per spell.
  - 5) Breath weapons at higher levels - 3rd level Entangle Ball (unlimited) - 6th level Fireball (1/life BELCH).
  - 6) Immune to Lighting, Ice, and Entangle.
  - 7) Transfer immunities to one person while in contact with them.

**Description:** These mischevious little beast are always flitting about looking to antagonize anyone. On occasion they choose a companion to annoy (I mean accompany) till they find something better to do. They look like minature dragons (thus the name)

**Vulnerabilities:** Sweets or food.

**Lives:** 3

**Levels:**

- 1st - Hide (3/life)
- 2nd - Mend own armor (1/game)
- 3rd - Transfer immunities while in contact  
Breath Weapon - Entangle Ball
- 4th - Hide (unlimited)
- 5th - Tail becomes "Bludgeoned" (2pt. weapon)
- 6th - Breath Weapon - Fireball (1/life BELCH)

## OGRE

**Armor:** 2 points natural, plus additional armor worn.

**Attacks:** 2 fists (2 maces/red weapons)

**Abilities:**

- 1) Barbarian immunities.
- 2) Scare (2/life) - say "I make thee afraid" x3. The victim of this ability will remain at a great distance from the ogre, and cannot attack the ogre for a 1000 count (once a person has been scared he may not be scared again by that ogre for remainder of battlegame).
- 3) Loves the taste of elven and human flesh, and will attack them first over any other opponents.
- 4) Berzerk (as per Barbarian).

**Description:** Ogres are huge, marauding brutes with the intelligence of a table leg. They are irrepressible bullies, but will not shy away from larger opponents. Ogres have a extreme distrust of magic, and will shy away from opponents that use it (evidence as to why the Oni Mages so easily rule over these morons). Ogres skin color that can be found in all varieties of humanity, but hair color is always dark (including dark green).

**Vulnerabilities:** Afraid of magic.

**Lives:** 3

**Levels:**

- 1st - Scare (2/life)
- 2nd - Additional life (total of 4)
- 3rd - +1 point of natural armor (total of 3)
- 4th - +1 point of natural armor (total of 4)
- 5th - Additional life (total of 5)
- 6th - Berzerk on last life

## WEREOFX

### Armor:

None, may use small shield if not using claws.

### Attacks:

2 daggers (claws, count as red weapons), or use any melee weapon under 5' (no missile/projectile or red weapons) instead of its claws.

### Abilities:

- 1) Immune to poison
- 2) "Tracking" - may ask one question about a specific game effect. Reeves, dead people, neutral monsters, and mundanes may be questioned and if in the game, must answer to the best of their abilities. This is not a magical ability and is unaffected by magic. Also, this will grant werefoxes total immunity to all assassins snares and traps.
- 3) "Escape" - Werefox chants "Escape" for a twenty count no one within 20 feet may strike or attack him. Werefox may not attack or approach within 20' of a base or game item.
- 4) Immune to Entangle/Hold (this includes Scout's Entangle).
- 5) "Charm Person" (1/life), range 20', short poem (15-20 words) as per bard spell.
- 6) "Circle of Protection" (1/life) as per Wizard spell.

### Description:

Werefoxes are humans with the ability to transform into a fox/man hybrid. Although distantly related to werewolves, werefoxes are less aggressive, generally resorting to flight (as opposed to fighting). If physical combat is unavoidable werefoxes use their great speed and cunning to try and stay one step ahead of their enemies. While werefox lycanthropy is transmitted via their bite, werefoxes will only infect willing subjects. There are no lesser or Lord/Lady Werefoxes. All of these creatures, from the time of infection, are roughly equal power and potential. Although being of a neutral disposition, werefoxes would chose to side with the more benign side of a dispute, if such a choice was forced upon them.

Vulnerabilities: Magical/silver weapons <sup>and</sup> most magic.

### Lives:

4 (more at higher levels)

### Levels:

- 1st - Escape (3/life)
- 2nd - Heal Self (1/life)
- 3rd - Extra life (total of 5)  
Immunity to Entangle
- 4th - Charm Person (3/life)
- 5th - Extra life (total of 6)
- 6th - Circle of Protection (1/life)

## KNIGHTHOOD IN THE CELESTIAL KINGDOM

"The Monarch may knight people into any of the four orders. Although not required, candidates for knighthood should have achieved the criteria listed and have the approval of a majority of the Knights of that Order. Note that the achievement of criteria set forth does not automatically grant Knighthood. Also note that the traditional virtues will go a long way towards achieving the white belt." (Section 4.11 of the Corpora)

"It is unfortunate that so many believe a white belt will elevate them past their own foibles and fears." (Section 4.1 of the Corpora).

Having the recommended criteria (this is set forward in Section 4.12 of the Corpora) is fine and good, but that isn't what makes a Knight, it is what makes a Master of the Order. Attitude and Honor are two of the most looked for qualities in a Knight candidate, and are the qualities that are the hardest to measure. Whining, backstabbing (and I don't mean like an assassin), excessive egotism, and bitching are flaws in the traditional virtues and attitudes. Some egotism can be expected from all Knights, for it goes with their pride in what they have accomplished. This should not be confused with just being egotistical. Chivalry is also well and good, (unfortunately the later Medieval Europeans confused and combined chivalry, chauvanism, and something called fairness which didn't exist in some cultures). Each of our knights has their own Code of Conduct, a combination of attitude, honor, and chivalry that they fight and live by. If it is a viable code and is closely followed, then the knight should be worthy of respect. Wearing a white belt DOES NOT automatically earn a knight RESPECT, although some knights do act like it does. It is the way they act, what they do for others or the group: i.e. service to the club, arts and sciences, or fighting prowess.

Would you respect a knight that is constantly whining or backstabbing someone? I didn't think so!!!

Each of our Knights have their strengths and their weaknesses, but all of the current Celestial Kingdom Knights HAVE EARNED their belts.

As far as Knightings in the Celestial Kingdom goes, the Monarch can knight anyone into any of the categories. It is recommended that the candidate meet the required minimum criteria. That the candidate have the approval of the majority of the Knights (Corpora variation - all of them, not just the Knights of that Order) and recommended to the Monarch, and that the candidate shows the appropriate Knightly attitudes (bitching, whining, backstabbing, etc. ain't them). So to reassure those that disagree with a candidate for Knighthood, know that they have the approval of the Monarch and usually over half of the Knights of the Kingdom before they receive that little white belt.

The following is a list of notes on Knights of the Celestial Kingdom and the four Orders. The Celestial Kingdom has had a total of 20 Knightings since its beginning in 1989. There has been 3 Knights that have come into the Kingdom with their belts (Sir Theo/Knight of the Flame/Burning Lands, Sir Zircon/Knight of

the Crown/Mystic Seas, and Sir Tholden/Knight of the Flame and Sword/Barad-Duin Amtgard). Seven of our Knights (Pebyn, Koranda, Calvin, Rufus, Zephram, Tiberius, and Tholden) were from the old Grand Duchy of Barad-Duin (Amtgard pre-1990). Sir Arioch resides in the Kingdom of the Emerald Hills, (we are so sorry about that). Sir Narsya and Sir Koranada are inactive, (and we miss them), but are still considered members and still put in an occasional appearance. Sir Nightlynx is on a sabbatical and will return soon. Sir Calvin is a member of splinter group independent of the Celestial Kingdom. In the Celestial Kingdom there are currently 15 Knights with 22 belts between them:

Knights of the Crown	= 7
Knights of the Flame	= 3
Knights of the Serpent	= 7
Knights of the Sword	= 5

#### Knights of the Crown

1) All have Placed overall in Crown Qualifications in somepart of the quals. (Tourney, Arts, Sciences, Garbing, Parodic, or Overall).

2) Average length of time to get Knight of the Crown in the Celestial Kingdom is 3.75 years.

#### Knights of the Flame

1) All have served in at least 1 Kingdom Level Office (Kingdom/Ducal/Baronial Monarch, Kingdom/Ducal/Baronial Prime Minister, Kingdom/Ducal Consort/Regent, Kingdom/Ducal Champion)

2) All have served (repeatedly) in the other Kingdom offices (Kingdom Guildmasters, Court Positions, Etc...).

3) All have Autocrated at least 1 major Kingdom event (tourney, Feast, Quest, Publication, Coronation or Midreign, or War).

#### Knights of the Serpent

1) All are Masters in their fields (Dragon or Owl) and have won multiple major cultural events (Crown qualifications, Olympiad, etc.).

2) All make their own garb or armor.

3) All have served as Arts and Sciences Guildmasters (multiple terms).

4) Most have placed in garbing contests.

5) 67% have placed in 2D art competitions.

6) 93% have placed in writing events.

7) 67% have placed in science events.

#### Knights of the Sword

1) 75% have won Weaponsmaster (the other 25% have all placed high in Weaponsmaster).

2) 75% have won more events than anyone else (besides Warlord).

3) All have been in one or more of the following Kingdom Offices; Champion, Consort/Regent Defender, or Captain of the Guard.

4) All have won at least 1 Major Kingdom tourney (Crown Champion, Weaponsmaster, or Olympiad).

5) All have both titles of Defender and Weaponsmaster.

Name of Knight	Belts	Date Started	Date Received	Knighted By
Sir Theodrick Blackflame c/o J.D. Wade 922 Hillcrest Ave. Kerrville, Tx. 78028 (210)896-2261	Flame Crown Sword	4/84	4/87 8/91 2/92	Oranithris Narsya Narsya
Sir Michael Hammer of God c/o Will Jordan 21455 W. IH 10 San Antonio, Tx. 78254 (210)698-5509	Crown Sword	1/89	8/90 2/92	Theo Arioch
Sir Pebyr Ap'Cucorin c/o David Seguin 12200 W. IH 10 San Antonio, Tx. 78230 (210)561-7776	Serpent Crown	4/85	5/91 8/93	Theo Michael
Sir Tomadachi Konanada c/o Chuck Langbehn 614 Cassidy Crt. Travis AFB., Ca. 94535 (707)437-9411	Serpent	3/89	11/91	Narsya
Sir Narsyasura Vasuadeva c/o Conrad Davis San Antonio, Tx. _____ (210) _____	Crown	___/___	2/92	Arioch
Sir IMAGG N'Feasant c/o James Googins 708 Smokey Mtn. Dr. #204 Kerrville, Tx. 78028 (210)895-1651	Sword	1/89	2/92	Arioch
Sir Calvin MacDruin c/o James Robson San Marcos, Tx. _____ (512)353-8799	Flame	3/88	5/92	Arioch
Sir Arioch c/o Kelly Wright Dallas, Tx. _____ (____) _____	Crown	___/___	8/92	Rufus
Sir Chad'do c/o Isaac Garcia 3815 Southport San Antonio, Tx. 78223 (210)337-6933	Sword	___/___	8/92	Rufus

Sir Zircon c/o Scott Gleeson 211 W. French #123 San Antonio, Tx. 78212 (210)735-6663	Crown	5/50	8/92	Snakeeyes
Sir Rufus the Grimwulff c/o Todd Barr 1604B Ravey St. Austin, Tx. 78704 (512)707-2275	Flame Serpent	3/88	2/93 9/94	Pebyr Miawara
Sir Zephram c/o Curtis Wade 11909 Buckingham Rd. Austin, Tx. 78759 (512)918-0031	Serpent Crown	6/88	7/93 2/94	Pebyr Michael
Sir Nightlynn c/o Ken Edelstein 2304 Leon #D Austin, Tx. 78705 (512)469-0460	Serpent	8/90	2/94	Michael
Sir Tiberius Augustus c/o Gary Augenstein 8552 N. Lamar #2121 Austin, Tx. 78753 (512)339-0883	Flame	5/86	6/94	Hulka
Sir Martel c/o Ben Gephart 2402 Harrowden Dr. Austin, Tx. 78727 (512)244-7809	Serpent	___/___	9/94	Hulka
Sir Hulka of Allender c/o Carl Bodley 1525 Palm Valley #1406 Round Rock, Tx. 78664 (512)255-8418	Crown	8/91	9/94	Miawara
Sir Tholden von Bazilius c/o Ray Dunn 1215 S. Meadows Austin, Tx. 78758 (512)836-3685	Sword Flame	5/88	6/90 6/90	Conor Conor

P.S. - Knighthood is NOT the final goal in Amtgard, it is just another "cookie" while "Living the Dream" and having FUN (these are the goals to strive for in Amtgard).  
(Conor, Thanks for the reminder, hope you didn't mind the way I said it. Rufus)

02/05/95

... and as the last vestiges of empire crumble...  
The Drums of War call for...

...*Rex Celestium*,

The Drums of War are calling for...

...*Lord Arion Reinquist*...

Citizens of this Celestial Kingdom, Greatest of all Amtgard lands, harken to me...

... Unlike many of my messages, this is an attempt to be brief and to the point.

My name is Lord Arion Reinquist and above all, I SERVE the Dream of Amtgard. Over the years, many of you campaign veterans have become disenchanted with the petty schemers and boot-licking toadies that have permeated the political structure of this land like so many worms in moldy bread. I carry with me the attitude and means to rip the political machine away from these schemers and toadies and make it do what it is supposed to - SERVE THE PEOPLE!

At the Spring War event, I will provide handbills detailing how I will accomplish an ambitious list of goals which will leave this Kingdom stronger than it has ever been. To accomplish these goals I am forming one of the most diverse coalitions of talent that this Kingdom has ever fielded. These People include both hardened adventurers and novice travelers alike from all corners of our Kingdom, from a score of diverse house-holds and a half-dozen varied battle companies.

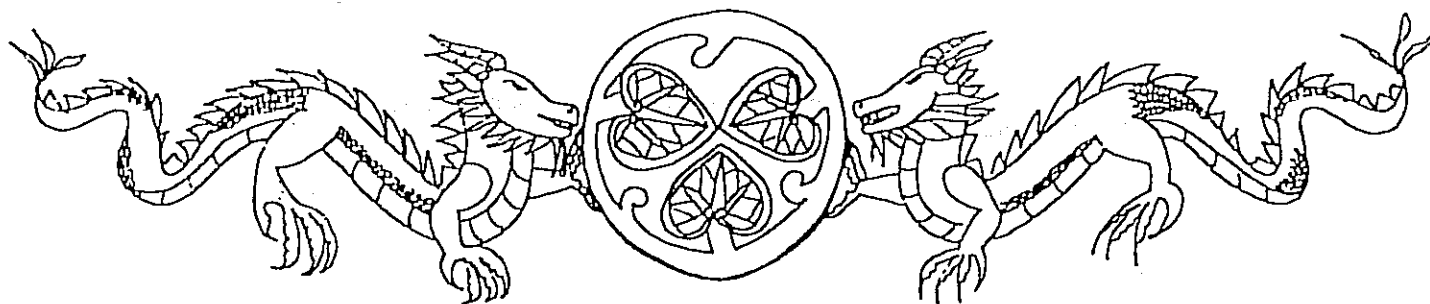
For you, Celestial Kingdom, WE will accomplish the following goals:

- \* Improve inner-Kingdom Communication to avoid that "left out" feeling of those adventuring in the hinterlands.
- \* Provide Documented Clarifications of those "rules of thumb" that many provinces play by but do not know the actual source of.
- \* Provide no fewer than Four Major War Activities located in each corner of this Kingdom - target participation group size is 100 - 300 per event!
- \* Provide coordinated transportation scheduling for travel to Clan; i.e. hooking up people with gold but no horses with people with horses and no gold...
- \* Providing appropriate recognition for deeds and services provided to this and all Kingdoms of Amtgard - without "political strings attached"
- \* Encourage Cultural Growth of the Arts and Sciences by solicitation and recognition of Armorers, Weavers, Bards, Smiths...

From you, We need your support. Put aside personal and political squabbles and cast your ballot for myself and those associated with our cause. Provide your wisest advice and put forth your best efforts to help make these goals become reality.

in service,

Lord Arion Reinquist,  
the Darkwolf



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Greetings! I am Danshaku-fujin (Baroness) Tokugawa Basha(Vasha). The turn out for me at the last Qualifications heartened me so I have decided to announce my intent to run for Queen again. As many of you know, I have been active in the Celestial Kingdom in various capacities, in various Duchies/Baronies for over five years and of late am from Drakenroc. You may have read my stories/articles, seen my artwork, seen me play monsters at quests, or heard various malicious rumors, but you may not know the real me or my opinions, so I write this to enlighten you with the few word allowed. I do want to be your first Queen as well as achieve many things during my reign, particularly the dissemination of information so all know what is going on, when, and how.

During my reign, I hope to reintroduce honesty and a sense of fair play. I will encourage all lands to bring reeves to participate in all games, especially at Kingdom level, in order to assist old and new players with rule changes and to ensure that the field of battle is no longer tarnished. I will enforce the reeves' power to call hits or pull players as well as interpreting game/spell effects. We also need to bring back chivalry and the Knights need to set the example. The behaviour of some Knights make the rest look bad. The image of Knights needs to improve so those who strive for Knighthood do so for other reasons than to play paladin/antipaladin. Knights are in service to the Crown, by the Crown. Our Circle of Steel must also get more involved at these times of wars with various groups. They need to set up visits with various local groups to teach them teamwork and tactics - not leaving magic users alone or acting as individuals rather than as a team. This is good only for scouts and assassins, who need the freedom by being alone, but the best combat teams fight together. United we stand. Put egos aside and enjoy the game.

We need to see more people in garb, even a simple t-tunic. Now, not everyone can afford garb, but we have many people who can loan or donate garb for newbies and those less fortunate. I would like to set up a permanent position in our Kingdom like the SCA 'Gold Key' who would sign out and in all loaner garb and weapons at Kingdom events. I would like for reeves to enforce the 'Peasant Rule' to encourage everyone to garb and gear themselves. I, myself, have loaned out garb and weapons. Please do not exploit newbies by charging high prices for weapons or garb. Teach them, loan or donate to the newbies.

For Coronation I would like to see a Kingdom juggling tourneyment with one team with one reeve per local group. If they don't bring a reeve to represent their honor, they cannot participate. If the team of reeves see excessive ego or rhinohiding, three of the reeves can remove that player from the Tourney. The team cannot replace that player, only an injury can they do that. If it's the Quick, they forfeit the Tourney, so pick your players wisely.

Let's keep the spirit of the game alive. Let's not let pride and ego get in the way of the fun. Pride has historically destroyed many a Kingdom. Petty bickering has, in Amtgard, destroyed many local groups. I will not allow the Celestial Kingdom fall prey to this. A Kingdom should be united. We must support our elected Monarchs, regardless who they are, or we will slowly decay to nothing and the spirit of the game will die.

Your's in service,

Danshaku-fujin Tokugawa Basha(Vasha)

"SWIFT AS THE WIND, SILENT AS THE FOREST, FIERCE AS A FIRE, STEADY AS A MOUNTAIN"

Populace of this Celestial Kingdom, I bid thee Greetings and Salutations!

We are on the eve of a great time... A time of change for the better...

I am Baron Balinor Darkwolf and I am asking for your support in electing me as next Prince Regent of the Celestial Kingdom

On travelling this land I have often heard my detractors (usually behind my back) say "...Just what does he know about Culturals?" I can honestly answer - as much or more than most people do. Why is this, you ask?

Let me tell you, what these detractors do not like to admit is that I have over Nine Years experience in Amtgard.

I began adventuring in the lands that gave birth to Amtgard - The Burning Lands. Side by side with cultural giants such as Sir Aramithris and my own Knight, Sir Talinor, I learned the art of weapons construction. All around me were outstanding examples of people living the dream - the music, the garb, the stories...

My true strengths, however, are in Service. I have helped with several cultural events, feasts, and fighting events. The one for which I am most remembered is The War of the Potato Farmers, also known as Spring War I for which I received this Kingdoms Highest Award - The Order of the Golden Dragon.

Outstanding service and commitment, beyond that displayed by any others, is the criteria for which the Golden Dragon is bestowed. Mine was only the second ever bestowed in this Kingdom.

In the past, you have been served by cultural prima donnas in the role of Consort/Regent. Now look at their dismal performance in promoting cultural growth within our Kingdom.

Let me bring true Service and Commitment to the Office of Prince Regent and I will show you promotion of our Kingdoms cultural talents!

Together with Lord Arion Reinquist, who is running for Monarch, and diverse others, I have planned out several regional cultural fairs for our kingdom. Some will coincide with The regional large-scale battles which we have planned. Others will be smaller affairs which will be no-less well publicized and recognized.

Arion and I truly want to serve this Kingdom in a way that the "Star Chamber" of Elitists have failed to. We have been coordinating calendars and developing event formats for months, once or twice a month we spend entire weekends working together so that it can all come together smoothly later on. Our commitment now shows that we understand & take seriously the offices for which we are running. Look at those against whom we are running - do they understand? Can they commit? I do and I can.

Eater is almost here - We are doing our part. Please do yours and cast your ballot for Baron Balinor Darkwolf as Prince Regent.

ever in service.

*Baron Balinor Darkwolf*

Baron Balinor Darkwolf

Hi ! My name is

Kendra Catriona Kerr  
Lady of House Grimwulff

I am running for

P R I N C E S S   R E G E N T

P L E A S E   V O T E   F O R   M E

I AM ABLE TO DO MANY THINGS AT ONCE (JUST ASK ANYONE WHO HAS HAD A CHILD - YOU HAVE TO BE ABLE TO KEEP TRACK OF MANY THINGS WITH A CHILD AROUND!)

I LOVE THE ARTS AND WOULD ENJOY A MORE ACTIVE PART IN THIS DREAM WE ALL SHARE

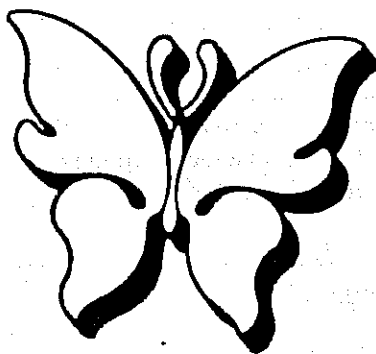
I DO HAVE EXPERIENCE IN THE ARTS FROM TIME (DONE) IN THE SCA, AS WELL AS HAVING 'ASSISTED' IN SEVERAL FEASTS IN BOTH SCA AND AMTGARD

I HAVE JUDGED IN MANY CULTURAL QUALIFICATIONS IN AMTGARD (OLYMPIAD AT CLAN, AT LEAST TWO CROWN QUALIFICATIONS, ETC...)

I CAN EVEN DEAL WITH FOOD FIGHTS !!! (JUST ASK ANYONE WHO HAS A CHILD ... )

AFTER ALL

AMTGARD IS A CHILD'S GAME !!! (JUST ASK ANYONE IN THE SCA ...) AND WE ARE ALL CHILDREN AT HEART (JUST ASK ANYONE ... ESPECIALLY RUFUS)



# Amtgard, The Celestial Kingdom

## General Waiver and Informed Consent to Participate in all Amtgard Events & Functions

Please print all information and turn in to the Prime Minister, Chancellor or Seneschal before you participate in your first event.

Mundane (real) Name \_\_\_\_\_

Personna Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Farspeaker (Phone) Number (\_\_\_\_) \_\_\_\_\_

Your date of birth \_\_\_\_\_

-----

I agree to release and hold harmless Amtgard-The Celestial Kingdom, Amtgard splinter group chapters, and all members of all Amtgard Chapters from and against all claims, demands, and actions in respect to damage to my person or my property arising in connection with my participation in Amtgard functions. Furthermore, I accept and understand that neither Amtgard or any Amtgard members is responsible for any injuries received or given at any Amtgard function. I further understand that, as with any physical sport, participation in Amtgard is not without an element of risk.

I also authorize by my signature herein permission for medical treatment by professional means, if necessary, and I am unable to answer for myself.

*Note: Anyone under the age of 14 must have a parent or guardian present whenever they are participating in one of the fighting activities, and may only participate in fighting activities with the permission of the Monarch or Guildmaster of Reeves.*

\_\_\_\_\_  
Signature of Participant

\_\_\_\_\_  
Date

\_\_\_\_\_  
Signature of Parent or Guardian (If Participant is under 18 years old)

### Emergency Contacts (List two)

Name: \_\_\_\_\_ Phone:(H) \_\_\_\_\_ (W) \_\_\_\_\_

Name: \_\_\_\_\_ Phone:(H) \_\_\_\_\_ (W) \_\_\_\_\_

*Local groups keep one copy of this waiver on file and forward one copy to the Prime Minister.*

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Date

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Name: \_\_\_\_\_ Phone:(H) \_\_\_\_\_ (W) \_\_\_\_\_  
Name: \_\_\_\_\_ Phone:(H) \_\_\_\_\_ (W) \_\_\_\_\_

# ACTIVE/CONTRIBUTING/DUES PAID MEMBERS OF THE CELESTIAL KINGDOM

## TORI-MAR

Chris Adkins	10/10/95
Todd Barr	01/01/15*
Wallace Cady	02/14/95
Lisa Carmona	07/13/95
Will Carmona	06/17/95
Patric Davidson	02/14/98
Sam Denton	10/23/95
Aaron Greenburg	09/25/95
Jay Hammers	04/09/95
Wendell Johnson	05/20/95
Lara Mahoney	02/14/95
Victoria Morin	04/10/95
Erich Ragsdale	04/09/95
Russel Richardson	08/06/95
Curtis Wade	06/17/95
Donna Wade	06/17/95

## MORDENGARD

Chuck Bailey	03/01/95
Mieka Billings	03/05/96
John Conway	03/01/96
Michael Conway	03/01/96
Lance Coppinger	06/05/96
James Davis	03/01/95
Steve Ellis	09/05/95
Craig Ferguson	06/05/96
Jack McClure	06/05/96
Frank Parker	10/05/95
Ryan Passarelli	03/01/95
Robert Pickering	05/01/95
Russ Root	06/05/96

## DRAGONS HAVEN

Janet Julien	08/23/95
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## DRAKENROC

Ray Dunn	12/16/96
Chris Hall	03/01/95
Raye Kofoed	07/05/95
John Lahnomone	03/01/95
Clinton Pfister	03/01/95
Michael Ratliff	03/01/95
Audres Starr	03/01/95
Bart Starr	03/01/95
Bartric Starr	03/01/95
Bea Starr	03/01/95
John Starr	03/01/95
Meredith Starr	03/01/95

## TIRANA

Chris Glover	06/01/95
Franchesca Havas	01/01/15*
Kerry Havas	01/01/15*
Kenneth Keyes	06/01/95
William Winnie	03/18/95

## TURRIS LUNAE

April Bremner	09/06/97
Dwight Darkworth	03/06/95
Will Jordan	12/06/97
Chris Love	01/01/15*
Sam Robinson	05/04/04

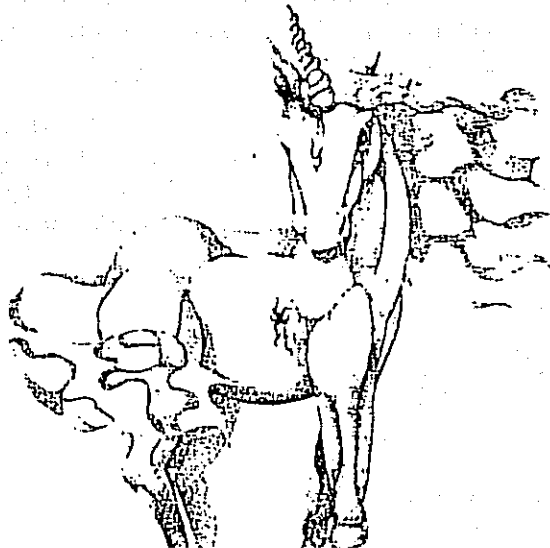
\* = In order to file for Non-Profit status under the IRS Section 501(c)(7), we will no longer be able to have more than 1 type of dues paid member (no more life term memberships, these will be temporarily prorated to January 01, 2015 = \$200.00 until decided upon). Simple, you are either a Dues paid Member or you are not. This is why the "Amtgard, Handbook on the Rules Of Play" states that dues are "6 dollars every 6 months".

Prime Ministers Note - If you are Dues Paid and your name is not on this list (your local leaders may not have got me any updated records yet), please talk to your local Sherriff/Baron/Duke or Seneshal/Chancellor to have them contact me.

# CALENDER OF EVENTS

Prime Ministers Note - Unfortunately I have NOT been informed of any Local Level Events that are planned. In fact, this is all I know.

Date	Event	Site
January 21st	P.M. to Talonsfield	Bastrop
22nd	P.M. to Mordengard	College Station
29th		
February 5th	Tiger Quest	Austin
11th	B.O.D. Meeting	Austin
12th	P.M. to Tori-Mar	Austin
17th-20th	Spring War/Olympiad	Burnet
26th		
March 5th		Austin
11th	B.O.D. Meeting	
12th		
18th	Feast of Fools	Kerrville
19th	Crown Qualification	Kerrville
25th-26th	Kingdom Allthing/Coronation	Burnet
April 2nd	Daylights Savings Time	
8th- 9th	Canterbury Faire	Austin
16th	Easter Sunday	??????????????????
23rd	Kingdom Weaponsmaster	
30th		
May 7th		
14th	Mother's Day	
21st		
27th-29th	Memorial Day Weekend	
June 4th		
11th		
18th	Father's Day	
25th		
July 2nd		
9th		
16th		
19th-23rd	Tentative Date for Clan XI	Cloudcroft, N.M.
30th		



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City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_  
Farspeaker (Phone) Number (\_\_\_\_) \_\_\_\_\_

Your date of birth \_\_\_\_\_

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I agree to release and hold harmless Amtgard-The Celestial Kingdom, Amtgard splinter group chapters, and all members of all Amtgard Chapters from and against all claims, demands, and actions in respect to damage to my person or my property arising in connection with my participation in Amtgard functions. Furthermore, I accept and understand that neither Amtgard or any Amtgard members is responsible for any injuries received or given at any Amtgard function. I further understand that, as with any physical sport, participation in Amtgard is not without an element of risk.

I also authorize by my signature herein permission for medical treatment by professional means, if necessary, and I am unable to answer for myself.

*Note: Anyone under the age of 14 must have a parent or guardian present whenever they are participating in one of the fighting activities, and may only participate in fighting activities with the permission of the Monarch or Guildmaster of Reeves.*

\_\_\_\_\_  
Signature of Participant Date

\_\_\_\_\_  
Signature of Parent or Guardian (If Participant is under 18 years old)

### Emergency Contacts (List two)

Name: \_\_\_\_\_ Phone:(H) \_\_\_\_\_ (W) \_\_\_\_\_  
Name: \_\_\_\_\_ Phone:(H) \_\_\_\_\_ (W) \_\_\_\_\_

*Local groups keep one copy of this waiver on file and forward one copy to the Prime Minister.*

# Amtgard, The Celestial Kingdom

## General Waiver and Informed Consent to Participate in all Amtgard Events & Functions

Please print all information and turn in to the Prime Minister, Chancellor or Seneschal before you participate in your first event.

Mundane (real) Name \_\_\_\_\_

Personna Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Farspeaker (Phone) Number (\_\_\_\_) \_\_\_\_\_

Your date of birth \_\_\_\_\_

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I agree to release and hold harmless Amtgard-The Celestial Kingdom, Amtgard splinter group chapters, and all members of all Amtgard Chapters from and against all claims, demands, and actions in respect to damage to my person or my property arising in connection with my participation in Amtgard functions. Furthermore, I accept and understand that neither Amtgard or any Amtgard members is responsible for any injuries received or given at any Amtgard function. I further understand that, as with any physical sport, participation in Amtgard is not without an element of risk.

I also authorize by my signature herein permission for medical treatment by professional means, if necessary, and I am unable to answer for myself.

*Note: Anyone under the age of 14 must have a parent or guardian present whenever they are participating in one of the fighting activities, and may only participate in fighting activities with the permission of the Monarch or Guildmaster of Reeves.*

\_\_\_\_\_  
Signature of Participant

\_\_\_\_\_  
Date

\_\_\_\_\_  
Signature of Parent or Guardian (If Participant is under 18 years old)

### Emergency Contacts (List two)

Name: \_\_\_\_\_ Phone:(H) \_\_\_\_\_ (W) \_\_\_\_\_

Name: \_\_\_\_\_ Phone:(H) \_\_\_\_\_ (W) \_\_\_\_\_

*Local groups keep one copy of this waiver on file and forward one copy to the Prime Minister.*

## CROWN QUALIFICATIONS - SPRING 1995

### WAR

<u>OVERALL PLACINGS</u>		<u>PTS</u>
1ST	Azar	11
2ND	Fnord	7
3RD	Michael	4
4TH	Anarchist	3
4TH	Peregrine	3
5TH	Ballnor	1
5TH	Rook	1
5TH	Stilgar	1
5TH	Wilhelm	1
5TH	Garyth	1
5TH	MacGregor	1
5TH	Paul	1

### CULTURAL

<u>OVERALL PLACINGS</u>	
1ST	4.43 Adorr
2ND	4.42 Arion
3RD	4.18 Fnord
4TH	3.97 Kendra
5TH	3.96 Ballnor
6TH	3.90 Vasha
7TH	3.69 Shanti
8TH	3.60 Franchesca
9TH	3.20 Crinos

### WAR EVENTS

#### SWORD AND BOARD

1ST	Azar
2ND	Michael H.O.G.
3RD	Ballnor

#### SWORD AND DAGGER

1ST	Azar
2ND	Fnord
3RD	Rook

#### SINGLE SWORD

1ST	Fnord
2ND	Azar
3RD	Stilgar

#### TWO MAN TEAMS

1ST	Anarchist and Peregrine
2ND	Michael and Fnord
3RD	MacGregor and Paul

#### ARCHERY

1ST	Azar
2ND	Garyth
3RD	Wilhelm

### CULTURAL EVENTS

#### FICTIONAL WRITING - (6 entries)

1ST	4.73	"The Quick And The Cowardly"	Fnord
2ND	4.13	"Attack On Skavenblight"	Adorr
3RD	3.63	"The Myth"	Ballnor
3RD	3.63	"Oh My God, His Name Is Rufus"	Kendra
	3.49	"Nightshade - Personna History"	Nightshade
	3.13	"Revenge Of A Drakenroc Witch"	Vasha

#### NON MUSICAL PERFORMANCE - (1 entry)

1ST	3.85	"Soliloque for Michael"	Fnord
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#### MUSICAL PERFORMANCE - (7 entries)

1ST	4.25	"Circles"	Kendra
2ND	4.02	"Spring Strathspy"	Kendra
3RD	3.17	"Perspective"	Fnord
	3.12	Flute Performance	Vasha

#### NON FICTIONAL WRITING - (9 entries)

1ST	4.38	"A Madu Primer"	Arion
2ND	4.34	"How To Run A Successful War Tourney"	Fnord
3RD	4.33	"The Undiscovered Art Of Guildmasters"	Thistlevy
	4.12	"Safe Flatblades"	Adorr
	3.80	"Karma On The Amtgard Field"	Thistlevy
	3.75	"How To Keep A Sane Autocrat"	Shanti
	3.43	"History Of Knighthood"	Angrist
	3.39	"Shugendo"	Vasha
	3.35	"How To Judge A Garbing Competition"	Franchesca

#### COOKING - (12 entries)

1ST	4.75	Loaves & Fishes	Vera
2ND	4.50	Italian Cookies	Vasha
3RD	4.00	Vegatable Soup	Arion
	3.88	Garlic Cornish Game Hen	Kendra
	3.75	Ginger Cornish Game H	Kendra
	3.63	Winter Stew	Fnord
	3.63	Cheesecake	Shanti
	3.38	Mulled Cider	Arion
	3.38	Cherry Bread Crumb Pudding	Ballnor
	3.25	Bread Pudding	Shanti
	3.00	Beef Jerky	Fnord
	3.00	White Bread	Shanti

#### POETRY - (16 entries)

1ST	4.74	"The Crystal Ghost"	Arion
2ND	4.03	"She Is Mine"	Ballnor
2ND	4.03	"Japanese Tanka"	Vasha
3RD	3.95	"The Warrior"	Fnord
	3.94	"Song of the Bell"	Adorr
	3.85	"Lament d' Scout"	Arion
	3.69	"Death"	Shanti
	3.50	"Jackie"	Kendra
	3.38	"Rufus"	Kendra
	3.37	"Majestic Wonder"	Ballnor
	3.30	"Rain"	Shanti
	3.23	"The Next Roses"	Aragorn
	3.05	"T'was on the Eve that I did Ride"	Darius

#### 3D ART - (8 entries)

1ST	5.00	Wire Sculpture	Stephen
2ND	4.50	Leather Dragon #2	Adorr
3RD	4.15	Leather Dragon #1	Adorr
	3.53	Coronet	Franchesca
	3.50	Silly Belt Favor	Dustin
	3.25	Painted Beads	Vasha
	3.00	Cat/Bird Mask	Shanti

**ID ART - (15 entries)**

1ST	4.70	Knighting Scroll
2ND	3.88	Bentin (Goddess)
3RD	3.50	Computer Art
3RD	3.50	Sphere & Co.
	3.38	Heraldic Plate
	3.35	Demon with Tribal Knork
	3.25	Cover Art

**ACTIVE/PASSIVE CONSRUCTION - (12 entries)**

1ST	4.02	Spell Book
		Adorr
2ND	4.00	Crochet Trim
3RD	3.85	Footnote/Page Belt
	3.83	Knights Belt (Crown)
	3.73	Coronet
	3.58	Calico Rabbit
	3.52	Belt Favor
	3.40	Purple Pouch
	3.33	Belt Pouch
	3.00	Patchwork Cat
	3.00	Woven Belt Pouch

**ARMOR CONSTRUCTION - (13 entries)**

1ST	4.75	Oriental Chain Mail
2ND	4.25	Leather Platelet/Studded Armor
3RD	3.88	Knee Pads
3RD	3.88	Bracers
	3.75	Greaves
	3.75	Leather Scale Armor
	3.65	Coif
	3.63	Scale Armor
	3.63	Green Braces
	3.50	Ciof
	3.25	Gorget
	3.25	Knee Caps

**SHIELD CONSRUCTION - (6 entries)**

1ST	4.63	Shield
2ND	4.25	Sheld
3RD	3.75	Sheld

**WEAPON CONSRUCTION - (14 entries)**

1ST	4.80	Glaive
2ND	4.08	Madu
3RD	3.85	Sword
	3.50	Sword
	3.50	Katana
	3.35	Short Sword
	3.28	Axe
	3.25	Sword
	3.25	Flail
	3.00	Katana
	3.00	Basket Hilt Rapier
	3.00	Axe

Shanti  
Vasha  
Franchesca  
Chole  
Dustin  
Dustin  
Arion

Vasha  
Kendra  
Arion  
Ballnor  
Shanti  
Franchesca  
Crinos  
Arion  
Shanti  
Vera

Adorr  
Archangel  
Adorr  
Vasha  
Thomas  
Kilframe  
Adorr  
Dragonfly  
Crinos  
Spider  
Thomas  
Vasha

Arion  
Drakkor  
Fnord

Adorr  
Ballnor  
Adorr  
Drakkor  
Ballnor  
Stilgar  
Adorr  
Fnord  
Crinos  
Vasha  
Arion  
Dustin

**ROSE - (12 entries)**

1ST	5.00	Amtgard Program
2ND	4.63	Smiley Banner
3RD	4.40	Quest for Triana
	4.38	Banner - Green
	4.38	Bifost Banner
	4.25	Coronet
	4.25	Scout Publication
	3.50	Banner
	3.43	Golden Dragon Banner
	3.38	Coronet
	3.38	Thule Flyer
	3.00	Paladin Favor

**FIGHTING GARB - (13 entries)**

1ST	5.00	Tabard
2ND	4.25	Tabard
2ND	4.25	Woven Berserker Band
3RD	4.10	"D" Belt
	3.93	Turtle Squire Belt
	3.88	Girdle
	3.70	Padded Ciof
	3.50	Tunic
	3.25	Decoy Tabard
	3.25	Yellow/Blue Tabard
	3.18	Silly Tabard
	3.10	Bard/Jester Tunic
	3.00	Archer Tabard

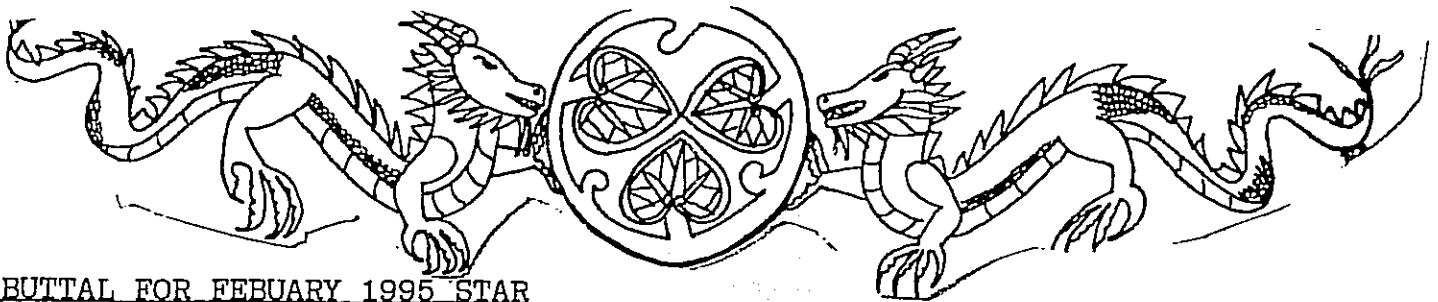
**COURT GARB - (13 entries)**

1ST	4.33	Cloak
2ND	4.15	Baroque Jacket
3RD	4.07	Dress & Surcoat
	3.92	Doublet
	3.87	Kinky Stuff
	3.62	Reversible Cloak
	3.48	Drunks Hat
	3.40	Maroon Dress
	3.38	Black Dress
	3.33	Blue Dress
	3.33	Tabard
	3.28	Mongolian Helm
	3.08	Cloak

Fnord  
Adorr  
Franchesca  
Arion  
Raven  
Vasha  
Arion  
Katherin  
Ariel  
Crinos  
Dustin  
Shanti

Arion  
Ballnor  
Kendra  
Adorr  
Adorr  
Dustin  
Adorr  
Theresa  
Fnord  
Crinos  
Fnord  
Shanti  
Franchesca

Kadarien  
Ballnor  
Kendra  
Franchesca  
Thomas  
Wilhelm  
Wilber  
Shanti  
Shanti  
Shanti  
Dustin  
Adorr  
Crinos



## REBUTTAL FOR FEBRUARY 1995 STAR

I write this letter to state that Sir Rufus and Emperor Miawara were correct in the Feb 95 Star stating the Monster Supplement I published was unofficial. I made sure to inform everyone that received it that it had not yet been passed at ALLTHING, which is what is necessary to make any new game addition/deletion official. I requested each group to use it at their own discretion until an ALLTHING vote on them. I wanted all to see it, not just a select few, and I made copies from my own limited mundane budget for local Coronets, Seneschals and Guildmasters or Monsters, and asked that they too make copies for their people. Instead, some have gathered up copies instead of passing them out for all to see. Several people like these new monsters and have seen to providing copies for others (my thanks).

As for the supposed 'forgotten' monsters, I had informed Sir Rufus, the former Guildmaster, that I used those monsters given to me, by him, that the Guild voted 'yes' on (about 2/3 of those in the supplement) and then used those in the 'looked at but not rejected' pile. They weren't forgotten, in fact, I wanted and voted for the avatar but it was voted down by the June 94 Monster Guild as being 'too powerful' (yet the baalroge wasn't?). It was in the reject pile with the minidrake. Werefox was not among the monsters I received not was it on the 'use' list. The gargoyle was a combination of two separate entries. There is an ogre in the supplement but feel free to use either, as well as those he listed in the Star. The more the monsters, the merrier (I just wish I had been informed first). There were 24 monsters in the 'use' list given to me by Sir Rufus, none listed as 'forgotten' were on it (in fact some of the ones as voted for in the Star were in the 'looked at/not rejected' pile). These 'looked at/not rejected' monsters were published as the written notes from Guildmembers suggested. As to the Star 'Masterhood' note, #8 was copied from page 1 of the Don-un-avathar.

Please note this rule clarification: Shinma 'banish' goes through invulnerability, also Shinma have only one life on their home plane and cannot steal lives there. They start over in lives when they come back to our plane losing the accumulated lives, but their max stolen is the same. Max lives stolen on all steal life monsters is 8 per game. For typos look in 'abilities' for correct level abilities.

I will try to print another supplement (oh no another 'unofficial' supplement...) called "How to kill Supplement Monsters" for those who think these monsters are too powerful or cannot figure out how to defeat them. As for those who have monsters you want to be published, please wait until the next GM of Monsters is elected at next reign before submitting any new ones. I hope whoever takes this thankless job will at least publish something. For any other monster questions feel free to ask me.

As stated before, several times, this supplement is to enhance the game. It is not written in stone, very few things are. Even if passed at ALLTHING, it is still the discretion of local Coronets, Seneschal and GM of Monsters/Reeves to allow the monster to even be played (Dunglenner don't allow demons) I just wanted to get something done, for once, in the Monster Guild and for the glory of the Celestial Kingdom (which is why I ran). So enjoy it until an ALLTHING vote.

Always in service,  
Danshaku-fujin Tokugawa Basha(VASHA)  
Guildmaster of Monsters

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## **"Ouch! Light..."**

### **An editorial on Rhino-hiding**

**By: Marcus Asylus Cotta**

Everyone has seen it, and everyone has a story to relate... "Did you see that?!" is probably the most commonly presented statement on the field of late, but this seems to be nothing new. Even when I first started years ago in the SCA, the phrase and concept was well known to me, and it's probably the first official word a newbie will learn on the field... that, and the phrase "Fresh meat". However, how many of us, especially the newbies of the group, feel perfectly comfortable discerning the difference between a blatant rhino-hide, and ignoring a hit which the recipient felt was too light?

As with everything in life, the differences between a graze, and blatant Rhino-hiding are definitely not something to be thought of in black and white terms. Fine shades of gray, with varying degrees leaning towards one end of the spectrum or the other... that is the reality of the thing. In Amtgard, we are left to our honor to call a shot, and there are some very (arguably) vague and ambiguous guidelines that help us decide just what a shot is exactly. The meat of those guidelines are as follows, and can be found on page 12 of Amtgard Live Action Role-playing, Rules of Play 6th edition:

- "3) *Blows that nick or lightly glance off of a target do not count as hits. Any shot that stops or any shot that stops and deflects at an angle is considered a hit.*"

Because it seems to be a matter of honor, and because of the many other factors involved, we will always acquire our own unique subjective view of a shot landed when observing it from an outside perspective. This subjectivity acts as a melting pot for factors, all of which bring a particular view to an outright judgment call, sometimes with the call not necessarily being the correct one. In other words, that fine line that separates a good hit from a light glance is no longer as tangible as we had originally planned or perceived. This is something that is experienced on the field so often that we often don't take this into account anymore. For instance, you're fighting someone, and you make a backhanded rap shot to the right shoulder. His shield goes up, and you feel a resounding pop... Was it the shield, or the shoulder? You couldn't tell, but you try to remember what you saw... still you're not sure. Ultimately, you trust in his honor.

We do try, as a group, to set up a sort of standard on the field, and this is enforced on the field by reeves, but there will always be differing opinions, especially with those "hard to call" shots. A perfect scenario would be a field with at least 1 reeve per 10 - 15 players. A field with good, experienced, impartial reeves would be a virtual Valhalla... but when a group of individuals is short of reeves, and when other factors crop up, such as a wide diversity of skill levels, personal problems between players, adrenaline rushes that cause one to numb over, and other miscellaneous issues, one can find that suddenly the field is alive with talk of rhino-hiders, and certain individuals are often singled out. This can often affect a duchy or barony to the marrow, especially if the individual accused is someone possessing some higher rank or station. Therefore, there are a number of standard guidelines which you might find handy when fighting on the field. They make it easier to discern the rhino-hider from the good fighter who knows a light shot when he feels it (i.e. nicks or light glancing blows), and will also help those who have to deal with rhino-hiders on a consistent basis to consider their options, and to take the appropriate measures...

### **1) *Always give your opponent the benefit of the doubt, unless you have good reason to believe otherwise.***

This means - Never question your opponent's honor, especially if you've never fought him before, or you don't know him well. Fighting styles will vary, and as you fight, you will soon learn how hard you must fight any given individual for him/her to count the shot. I know I personally find it insulting when an individual I hardly know spouts something to the effect of "Are you going to take that?", or "I hit you, didn't I?" Don't always assume that someone is rhino-hiding if they apparently ignore a shot. Give it time... if he or she is honorable, and it was an honest mistake, or perhaps your mistake, you'll know soon enough through other encounters.

**Calling an opponent's shot in Amtgard is strictly taboo**, and should be *strongly* discouraged. Question them if you must; however, I would encourage you to refrain from using terminology like the above mentioned statements... and definitely don't point an accusing finger in an individual's direction. Before saying anything, take into consideration other factors which might have an effect on the outcome. For instance, was (s)he wearing an enchantment strip? Armor? If not, how was the blow deflected? Did (s)he absorb most of the impact on something else? Was (s)he glazed over in an adrenaline rush when you hit him/her? There are a number of factors to consider before saying a word, and sometimes the best way to approach someone who appears to be shrugging shots is to ask him how much armor he has left, or what enchantment he is carrying. In this respect, you totally sidestep pointing a finger or accusing anyone of anything, while at the same time dropping a subtle hint.

On the other hand... if you find anyone attempting to call your shots, no matter who that individual is (save for a reeve), simply tell them to call their own shots. If they persist in harassing you, grab a reeve, and explain the situation. **NEVER be browbeaten into taking a shot you know for a fact never landed** (unless, of course, it was a reeve who made the call).

Concerning someone you suspect of rhino-hiding... Take a look at their overall "call" ratio. Does the individual in question have a tendency to shrug shots on a regular basis, or does it appear to you as something which happens only once in a blue moon? The situation may be simplified by this: If it seems to be a consistent thing, and there is a general consensus amongst others about it, the individual is probably rhino-hiding. If it's something that happens once in a blue moon, chances are you missed something. Perceptions can often be misleading in a split second of action, and sometimes our minds have a tendency to fill in the blanks when our eyes and other senses do not pick up the entire picture. So I would (again) strongly suggest not judging anyone immediately, or according to a single incident... give it time, and give the individual time. Don't jump to conclusions and taint the honor of someone who may be perfectly innocent. This might not always be the case, but rhino-hiders do have a tendency to rhino-hide on a regular basis.

Another thing I want to add... never listen to gossip (that is, take it for truth), even if there is a grain of truth to it. The reason is this... Gossip has a tendency to blow things out of proportion by its very nature. It feeds on negativity, and warps the accuracy of any report you might be receiving. It also effects judgment, especially when you don't know the individual. If you believe the individual you're pitted against is a flagrant rhino-hider already, chances are you'll treat him like one, and find fault where there might not be any. Sure, he might be a terrible rhino-hider... but did he shrug a shot that particular time, or was it just your marred perception and biased judgment? Try and be impartial until you have sufficiently and objectively witnessed someone's flagrant rhino-hiding for yourself. Then consider your options.

## **2) When in doubt, take the shot.**

I've noticed that some people, myself included, have a tendency to evaluate a shot when it seems questionable. Chances are, if you must question it, it probably landed... and even if it didn't - so what? Take the shot, count to three hundred, and remember the mistake for future reference. It will help your reputation in the long run, and it keeps gameplay active, as it should be.

There is an opposing philosophy that a questionable hit is assumed not to have landed. This can lead to misconceptions of rhino-hiding, and can cause ill feelings amongst comrades, friends, and others who fight with you. I would strongly urge those who fight like that to reconsider their philosophy if it begins to create problems, or if their honor is questioned frequently on the matter. I would definitely suggest reconsidering that philosophy of fighting while visiting other kingdoms or duchies unless the fighting there seems more intensified.

## **3) If your shots are landing, but the recipient is not taking them, hit harder.**

Please don't interpret this statement the wrong way... always remember rule #1. If your shots are landing, and the individual is not taking them, give them the benefit of the doubt and adjust your fighting style. Perhaps he is from a land which fights more intensely than yours, or perhaps he is just simply used to harder hits. The fact of the matter is, a great deal of the rhino-hiding observed on the field is simply ignorance on the observer's part. Perhaps the full nature of the confrontation is not known. Again, refer to

rule #1 and the set of circumstances which might have come into play. Sometimes, however, special circumstances might intervene, such as a mistake on the recipient's part, or the afore-mentioned adrenaline rush. Hitting him harder will probably snap the individual out of it, and will definitely let him feel it.

### **If all else fails, know your options.**

**Step 1) Confront the individual** if it seems to be an isolated incident, as in a visitor rhino-hiding on the field, or one of your own suddenly adopting an attitude. Sometimes it just takes a friendly warning, or a humorous tongue-lashing to let the individual know his actions are not welcome, and will not be tolerated. Any serious confrontation, however, is best done **off the field**. This doesn't imply that you need to wait until after the battle game, just that if you're going to have a serious discussion about it, pick a place where it won't interfere with game play. It is usually best, actually, to confront the individual sometime after the event... especially if you need time to cool down.

**Step 2) Tell a reeve** if the individual seems to be ignoring your friendly warnings. Most people in Amtgard are what is referred to as "Limit setters". In the lingo of behavioral modification, this means that for an individual to change his/her behavior, that individual must be told exactly what his/her limits are, and what will occur if (s)he breaches those limits. Many Amtgarders will respect a reeve's wishes, and adhere to the rules placed before him/her. Some will test those limits, however, which brings us to our third choice.

**Step 3)** If it's a pro-longed occurrence, **tell the Guild master of Reeves from your Duchy or Kingdom**, or ask that the message be related to him/her through your local government. The Kingdom GoR's name and phone number can be acquired quite easily by any one of your local officials. After the report is made, the issue is pretty much out of your hands. If the GoR receives similar reports (and chances are he or she will), or multiple reports from you, he or she will investigate, and may remove the rhino-hider from the field (temporarily) if (s)he believes this is necessary.

**Step 4) Tell the individual in question that you will no longer acknowledge his shots or fight him on the field.** If the problem is severe, then this, coupled with the second or third choice, is the best solution. Simply don't fight him on the field, and report his activities to Duchy/Kingdom officials. Believe me, something will be done... it's been done before, and no one is immune... no matter how long they've been out here, or what office they might hold. If our King was presently rhino-hiding, he would be dealt with accordingly if there were enough complaints.

### **5) If you're rhino-hiding, don't make the mistake of thinking no one is taking notice.**

Believe me: If you're rhino-hiding, people are noticing. You're not fooling anyone... So you say you haven't heard a peep about it from anyone? Be worried. Chances are if no one is talking to you about it, they don't think it would do any good. That means they might take that next serious step and get local or Kingdom officials involved. I've seen petitions start right under an individual's nose because of situations like these, and one individual in our particular duchy has even been banned from another local duchy because of his escapades... so don't think "nothing is ever done".

This just about sums up the guidelines. However long and tedious the reading, they are good rules of thumb to go by, and will definitely make play on the field go that much smoother if everyone follows them. A special note, however... Although time seems to be a rhino-hider's worst enemy, in that it gives the experienced Amtgarder time to evaluate that individual's performance and to discern whether or not the individual is shrugging shots, too much time will allow others to learn from the individual's example. Rhino-hiding and rhino-hiders have a tendency to spread, and if nothing is done, you might find that more and more individuals who walk onto the field will find it perfectly acceptable to shrug shots. Some might consider it a standard survival technique, while others will incorporate it so deeply into their fighting style, that it may make it impossible for them to change later... Our Duchy currently has this problem, and I've seen it rub off on quite a few players. This is unfortunate, and I would like this article, if anything, to educate those of you who refuse to succumb to this type of behavior to know your options, and know how to follow through with those options if you feel it necessary. Well, good fighting fellow Amtgardians.

*Disclaimer: The guidelines within this document are not a product of Amtgard (unless otherwise stated) and the opinions stated are my own.*

# Karma on the AMTGARD Field

by Lord Thistleavy

Here is an interesting idea to play around with, which may result in bizarre twists to normal battlegames, as well as a wealth of roleplaying opportunities.

Instead of all players having a 300 count death, each player will have a 100 count death, adjusted by the reeves for various activities during the players life. Players should automatically take credit for any bad karma (denoted by a "+") that they commits, but should point out any good karma (denoted by a "-")

## Action

## Value

Played an Anti-Paladin*	+50
Played an Assassin*	+25
Played a Monk*	-10
Played a Paladin*	-25
Helped a companion at great risk to self***	-10 (each time)
Sacrificed self for other***	-25 (each time)
Took advantage of wounded enemy**	+10 (each time)
Generous to the vanquished***	-5 (each time)
Back stabbed an opponent**	+25 (each time)
Killed a teammate***	+100 (each time)
Good role-playing	-10
Good death scene	-15 (or more)
Died in an Honor Duel	-10
Never killed another during that life	-25
Used a cancel on an magically held victim to kill them	+25
Looted an enemy**	+10
Looted an ally**	+15

\* includes Mimicking that class

\*\*Assassins and Anti-Paladins do not use this modifier

\*\*\*Anti-Paladins do not use this modifier

Any player whose death count is reduced to 0 (or less) by these modifiers is resurrected, and all armor and equipment is repaired.



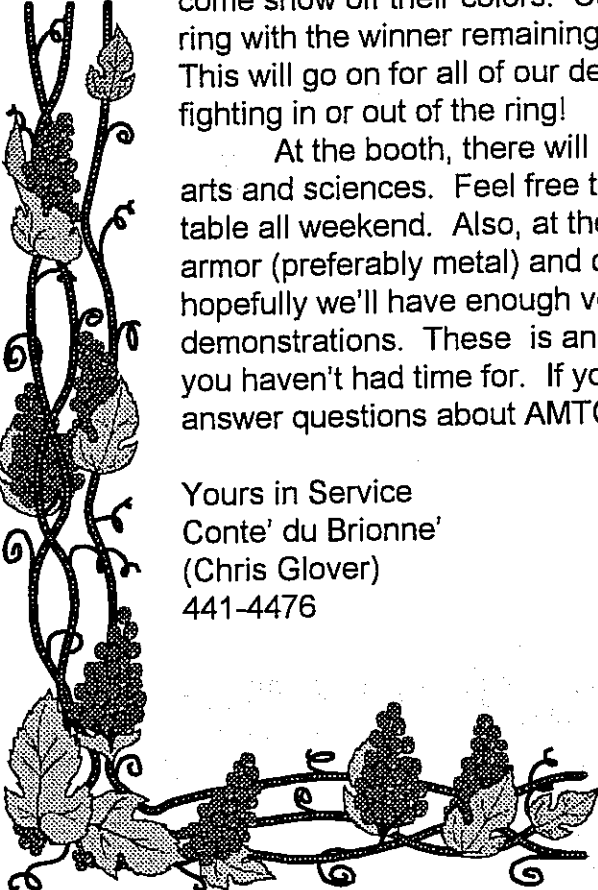
# Canterbury Faire

Greetings' nobles and peasants!

Believe it or not, Canterbury Faire is actually closer than it seems. The actual date of the fair is on April 8th and 9th, but preparations must begin now. In order to even be associated with AMTGARD, all of our people MUST be in FULL GARB, head to ankles, (I realize period shoes can be hard to come by) however, blue jeans and T-shirts are not acceptable. It is preferable that the cyclist pants many like to wear be worn with breeches (Period shorts).

To fight, combatants must be in groups of 4. Three of these are warriors and the last is a banner bearer. The entire force must be wearing tabards to match the banner. Fighting companies from around the Empire are welcome to come show off their colors. Combat will go as such: two groups will fight in the ring with the winner remaining, in the ring, with the loser's banner bearer. This will go on for all of our demo time. At no other time will there be any fighting in or out of the ring!

At the booth, there will be tables set up, showing off our best work in all arts and sciences. Feel free to bring up to two of your best items to leave on the table all weekend. Also, at the booth, I would like one or two persons making armor (preferably metal) and one or two persons doing some sort of sewing; hopefully we'll have enough volunteers to allow for rotations of these demonstrations. These is an excellent opportunity to get that project done that you haven't had time for. If you want to work on a project at the booth and answer questions about AMTGARD, please call me.



Yours in Service  
Conte' du Brionne'  
(Chris Glover)  
441-4476



# Cavalier Dayes of Texas

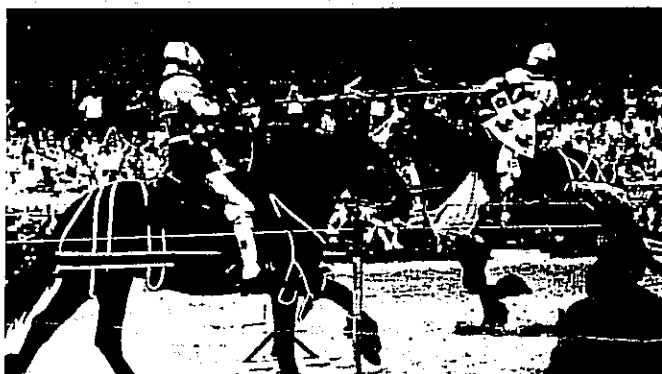
*Benefiting Last Chance Forever*

Common Sense  
Conservation



LAST CHANCE FOREVER, INC.  
BIRDS OF PREY REHABILITATION  
AND  
EDUCATION OF THE PUBLIC

## Jousting Comes to Austin!



Come see, for the first time ever in Austin, **FULL ARMoured EQUESTRIAN JOUSTING BY Cimmerian Combatives Company Free Lancers**. Be entertained by Falconry Demonstrations by Last Chance Forever, Sword Fighting Comedy by the Duellists, Juggling by Syncopated Pandemonium, Belly Dancing by Troupe Shalimar, Musical Merriment by The Flying Fish Sailors, Ceili's Muse, Clandestine, and Passing Measures and fascinating street characters by the Cavalier Dayes Players Guild.

**Crafts** by Angel Sword, Agate Wind Chimes, Amigos Arts and Crafts, Bagby Leather, Bald Mountain Moccasins, Barth's Wax Hands, The Book Faire, Celtic Chrystal, C.R. Creations, Cotton Threads, Kate Cox Chain Maille Designs, Dream Creators, Elizabeth's Wardrobe, Family Name Coats of Arms, Gordon Silvermail, Gypsie Silk Knives, Kid's Art Shop, Freeman Loughridge Pottery, Land of Merriment, New World Arbalests, P.T. Dragon's Travelling Circus and Medicine Show, Rhiannon Perfumery, Sky Castle Swords, Sorcerer's Secrets, Star V Metal Works, Studio of The Wind, Trancient Treasures, Tree Lady Arts, & Wyrdsmith Forge.

*Redheaded Lady Tavern* presented by The Dog & Duck Pub

Open Rain or Shine Thursday and Friday, March 30th & 31st from Noon to 7 p.m.  
and Saturday and Sunday, April 1st & 2nd from 10 a.m. to 7 p.m.

Waterloo Park, 12th and Trinity in Downtown Austin

Gate Ticket Prices: Adults \$8.95, Children \$4.95, Children under 5 Free

**Advanced Dicount Tickets Available at all Whole Foods Markets**

**Discount Ticket Prices: Adults \$6.00, and Children \$3.00**

Proceeds benefit Last Chance Forever and their dedicated efforts in the rescue and rehabilitation of endangered birds of prey and environmental awareness education.

For more information call

**(512) 314-5454**

For a taste of *Cavalier Dayes of Texas* come see one our "Mini-Festivals" during the month of March  
Whole Foods Market- Noon to 2 P.M. Brodie Oaks - 4th, 12th & 25th Lamar- 11th & 19th Crossroads- 5th, 18th, & 26th  
Dog & Duck Pub- 8-11 P.M. 11th, 17th, & 25th

Special thanks to all the friendly folks at the **Kinko's** Burnet Road location for all their support.

# Thule presents: The Bunny Bash!

**Easter, Sun., April 16<sup>th</sup>**

Where: The Thule Battlefield  
(Shoal Creek Green Belt)  
(Shoal Creek & Koenig/2222)

For more Info call (512)-451-5578  
Lady Squire Warchyble Moonferal  
Lord Master Adorn Moonferal (Syko)

To be given away for Free!

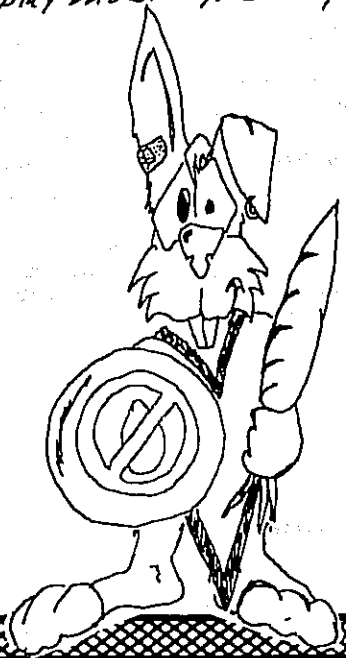
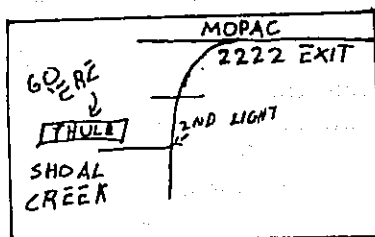
Swords  
daggers  
one shield  
and lots of Garb!

50¢ a person to play  
This is only to pay for supplies!  
Everyone pays  
Except for Reeves!

Yes, we need help, people to play monsters, Reeves,  
and questers.

We need 16 monster  
Reeves  
lots & lots of Questers,  
Questing Teams!

Everyone is  
Invited to play  
the Game!



# Amtgard, The Celestial Kingdom

## General Waiver and Informed Consent to Participate in all Amtgard Events & Functions

Please print all information and turn in to the Prime Minister, Chancellor or Seneschal before you participate in your first event.

Mundane (real) Name \_\_\_\_\_  
Personna Name \_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_  
Farspeaker (Phone) Number (\_\_\_\_) \_\_\_\_\_

Your date of birth \_\_\_\_\_

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I agree to release and hold harmless Amtgard-The Celestial Kingdom, Amtgard splinter group chapters, and all members of all Amtgard Chapters from and against all claims, demands, and actions in respect to damage to my person or my property arising in connection with my participation in Amtgard functions. Furthermore, I accept and understand that neither Amtgard or any Amtgard members is responsible for any injuries received or given at any Amtgard function. I further understand that, as with any physical sport, participation in Amtgard is not without an element of risk.

I also authorize by my signature herein permission for medical treatment by professional means, if necessary, and I am unable to answer for myself.

*Note: Anyone under the age of 14 must have a parent or guardian present whenever they are participating in one of the fighting activities, and may only participate in fighting activities with the permission of the Monarch or Guildmaster of Reeves.*

\_\_\_\_\_  
Signature of Participant

\_\_\_\_\_  
Date

\_\_\_\_\_  
Signature of Parent or Guardian (If Participant is under 18 years old)

### Emergency Contacts (List two)

Name: \_\_\_\_\_ Phone:(H) \_\_\_\_\_ (W) \_\_\_\_\_  
Name: \_\_\_\_\_ Phone:(H) \_\_\_\_\_ (W) \_\_\_\_\_

*Local groups keep one copy of this waiver on file and forward one copy to the Prime Minister.*

# Calendar of Events

## APRIL

1st & 2nd	Cavalier Dayes	Austin
8th & 9th	Canterbury Faire	Austin
16th	Easter Sunday / The Bunny Bash	Everywhere/ Austin (Thule)
23rd	Kingdom Weapons Master	Austin (Walnut Creek)
29th	Beltaine KNighthunter	College Station (Mordengard)
30th	Battle Daze	Austin (?)

## MAY

7th		
14th	Mother's Day	Everywhere
21st	Dragon Bunny Quest	College Station (Mordengard)
27th - 29th	Memorial Day weekend	Most Everywhere

Prime Minister Note - Unfortunately, I have NOT been informed of any local level events that are planned. In fact, this is all I know.

