

Kingdom of the Rising Winds

Kingdom Newsletter

November 5, 2004

Midreign V Of King Gregor Mondane



*J passed through the gates
Of that old familiar place
All the people turned around
To see their lost brother found*

*Tears came to my eyes
J was foolish then not to realize
This land is my home, this land is my pride
This is where i was born, this is where i will die*

*J'm going back home to the
Valley of the Rising Winds*

*There's a place in my heart for the
Valley of the Rising Winds*

Editor: Baron Azmandius

Contents

Officers	2
Coronation Schedule	2
10 Man Team Rules	3
Newsletter Staff	3
The Art of Reeving	4
Where Are They Now	5

Kingdom Officers

Kingdom of the Rising Winds Monarchy

King Gregor Mondane
- gregormondane@yahoo.com

Princess Kizmit
- kizmitbastet@hotmail.com

Champion Tugen
- shevlin@sbcglobal.net

Prime Minister TBA

Weapon Master Markosias
- markosias@yahoo.com

Dragon Master Kaesha Nikovana
- kaesha_nikovana@yahoo.com

Coronation Schedule

Thursday:

- * Camping allowed.
- * No Garb Thursday Festivities after dark.

Friday

- * Noon: Gate Opens
- * 4:00PM Open Weapon Iron Man Tourney (see rules below)
- * 5:30PM 2 Man Full Class Tourney - Max 3rd Level no doubles
- * 7:00PM Night/Shield Quest
- * 8:00PM Brief BOD meeting
- * 9:00PM Knights Circle Meeting
- * Midnight: Vigil for Wisp Nemoralis begins

Saturday

- * Sunrise (approx 6:30AM) Knighting Ceremony
- * 9:00AM Circle Of Monarchs - Normal place
- * 10:00AM QUEST! - Run by Sir Hobbit and Squire D'Gar
- * NOON A&S Workshops near the Merchants Row
Squire Kaesha will be holding a macrame belt workshop, \$10 fee covers the cost of all materials to make your own belt in your choice of colors and pattern.
- * 2:00PM 10-Man Tourney - Rules are on page 3 of this newsletter.
- * 6:00PM Feast and Court
- * 9:00PM Bonfire Bardic

Sunday

- * 9:00 AM BOD Meeting
- * 10:00AM 6.5 Meeting

AutoCrats

Quest: Sir Hobbit and Squire D'Gar

Gate: Jenna Sedivy

Feast: Morgorach

Security: King Gregor

War: Tugen and Squire D'Gar

Medical: -open for volunteers- Contact King Gregor or Sir Brock

Tourney Rules

Iron Man: This will be an Open Weapon Tourney, you must select you combo at the beginning and may not change except to substitute for broken weapon. The first portion will run for 30 minutes, after 30 minutes the bottom 50% of the participants, based upon number of kills, will be dropped from the Tourney. The Tourney will continue for another 15 minutes, after that, the lowest remaining 50% will be dropped from the Tourney. The Tourney will run for another 15 minutes and the winner will be determined. Longest streak will break ties for number of kills.

2 Man Tourney: Full Class rules, Max of 3rd level, both players must be of a different class. Must play the same class, same spell list the entire tournament. Last Life rules will be in effect.

Ten Man War

10 person or less teams. Following normal battle game limits (wizards, bows, etc.). No mass spells, transform, and reincarnations. If you teleport you can only arrive 20 feet away from the other teams base. Capture the Flag style (Flag is a game item). There will be a ring at each end of the field (Counts as your base). Your object is to get the flag back to your circle and hold it there for as long as possible. At least one person must remain in the circle for the timer to run. First to the time limit (5min) will win or the team with the most time at the end of the game will win (15min).

Team roster and spell lists must be registered with the reeves before the game. You can't change your spell list or roster after the game has started.

Each team must have a designated Captain. The Captain may be a member of the team, however it would be preferable if you had an 11th person. The Captain will receive a set of written rules. It will be his/her responsibility to share these rules with the team. Any questions should then be brought to the officials to answer. The team Captain is the only person who can communicate with the reeve. This is extremely important. Penalties will be handed out for members of a team talking to a reeve.

Penalties:

Penalties will be awarded for multiple things. The first penalty will be a five-second penalty. For each additional penalty following that, 5 seconds will be added. Penalties stack. Therefore, a person may receive more than one penalty and will serve each one. You cannot avoid a penalty by calling dead. The penalty box is considered "out of game". The person in the box does not count as dead or alive. When given a penalty, the person will run immediately and directly to the penalty box. They cannot be affected or affect the game. After the penalty, the person will immediately go to nirvana, tag in, and then call alive.

Reasons for a penalty, include but are not limited to: Arguing with a reeve, unnecessary roughness, stepping out of bounds, illegal spell lists, anyone but the team Captain speaking to the reeve, anything else a reeve deems necessary.

ALL counts are halved.

When dead, a person goes to the team nirvana. The team nirvana will be located behind the scoring circle. All team members must be in nirvana touching the designated object before you can call alive. There will be no Death Count. Lives as normal.

You may designate two non-caster alternates per team. The alternate will assume the number of deaths of the person they are replacing.

Game by: D'gar & Tugen

Rules help by: Anavrin & Gregor

Newsletter Staff

Greetings,

I am looking for people to assist with the Kingdom Newsletter. Things that would help would be:

- **Art Director/Cartoonist:** Someone to create original artwork and a one panel to one page comic for each newsletter. This person has to be willing to submit comparable work for each newsletter. They would also be responsible for reviewing and soliciting artwork from kingdom members to be used as well.
- **Layout Designer:** This person would be responsible for creating a consistent and useful layout for the newsletter. I would love to find someone better at layout than myself that is willing to dedicate their time to this position.
- **Assistant Editor:** This person would be responsible for proofing material for grammar and correct language usage. This is definitely not my strong suite and I know that there are several people out there with the skills to do this job, I just need one with the time to do it.

If there are any dedicated people that feel they could assist in any of these three areas please contact me at azmandius@morgorach.com or 317-895-0299. Just know that if you volunteer it would require anywhere from a few minutes to a few hours of your time between each event.

Thank you,

Azmandius

The Art of Reeving

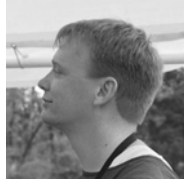
By Glen, MoP from Neverwinter

Reeve is at once both one of the most powerful and one of the least desired classes in the game of Amtgard. It is one that is often played but rarely played well. Very few people want to be reeves, and even fewer are effective reeves. Being a reeve places a tremendous burden of responsibility upon a person, requiring them to settle disputes, make instant rules decisions, keep the battle game organized, and, worst of all, catch and punish cheaters.

All of these duties carry the dual risks of the reeve being wrong and people becoming angry with the reeve. Every time a dispute is settled, someone loses. Perhaps both people lose. Worse still, the reeve could be wrong. Sometimes disputes are easily resolved, other times the answer is far from obvious. In the later situations, a reeve has several standbys to use to end a dispute without ruling either party right or wrong. The most draconian is to tell both to take a death. As an alternative, both parties could be told to go back to their Nirvana, count to fifty, and then come alive. This gives them a cool-down period without the sting of costing a life. If the game has a shared Nirvana, it also gives them a chance to talk and make nice. The mildest alternative is to simply send them back to their bases to tag in before coming alive.

Rules decisions are another area of difficulty. Being a reeve means having to instantly recall every trivial detail of a rule. Players will rarely have disputes over the more obvious rules, such as whether a fireball to the arm kills or limbs a person. Instead, questions will regard little-used spells and strange combinations of abilities. While a reeve should always carry a rulebook with an index in it, sometimes the answer is not easily found. In these cases, the reeves should not vacillate or spend time polling the players. The reeves may query the guild master of the appropriate class if they are present. Then the reeve should simply make a ruling. The ruling should generally be in favor of the weaker player or team if no other clue as to the correct answer can be found. It does not matter if the reeve is wrong as long as the answer does not impede play. Even if a player knows for a fact that the reeve is wrong, the player should wait until after the game to carefully and laboriously point this out to the reeve. Once a decision is made, a reeve should not permit arguing. The best way to avoid arguing is not to argue back if a player starts to argue with the reeve. A simple "That is my ruling. We can discuss it further after the game if you like." is all that is required.

Keeping a battle game organized is the easiest task of a reeve. Calling lay-on, calling speed-times, calling holds, and adding late arrivals to teams are relatively simple. Both sides should be queried to see if they are ready before lay on is called, speed-times should only be called if one entire team is out of play, holds should be called only to sort out mass spell effects, remove injured players from the field, and make it safe for Mundanes to cross the area. Anything else can generally be resolved by taking the few involved players out of the



game and dealing with the issue privately.

The worst task, however, is dealing with cheaters. If a reeve catches people blatantly cheating, the reeve has to do more than say "stop that". The reeve has to not only stop the cheating but punish it, showing them that cheating hurts them more than playing by the rules. Few people cheat for the rush of cheating; most cheat to gain some advantage. Take away that advantage and most will stop cheating.

The problem, of course, is that most reeves aren't willing to cause a big ruckus by calling someone a cheater. They'll get mad at the reeve. The cheaters might get mad at the reeve. People might think the reeve is wrong, or that the reeve is picking on the person. Some reeves don't want to be 'mean' to people by calling them on their cheating. Some reeves are afraid that they're wrong and the person wasn't cheating. Being a good reeve is hard. While there is no perfect solution to this problem, there are ways to mitigate it. When a reeve catches someone cheating, they should be low-key about it. In the cases where there is some ambiguity of intention, delicate phrasing should be enough to resolve the problem. "You might not have felt the shot, but..." or "It might have felt like your leg, but..." At the same time the reeve uses mollifying predicates, the reeve should be careful to state things with certainty. The words "I think" and "In my opinion" have no place in a reeve's vocabulary. All they do is invite arguments. Judgments should be made calmly, firmly, and with great certainty.

In cases where the cheating is obvious, the cheater should be made completely aware that the reeve knows that they cheated. The circumstances should be spelled out so there is no doubts in anyone's mind that cheating occurred. The minimum punishment should be death. In the cases of more egregious cheating, ejection from the game is warranted. If the cheating is a regular occurrence and the cheater has been caught before, the reeve should broach the matter of removing the person from play for a longer duration with the Champion and Monarch.

An example of catching more egregious cheating is the case of a druid casting eight stoneskins. There is no possible way a druid could cast more than four. The reeve should call over the people who were given stoneskins and ask them how many they were given. Then, after they leave, the reeve should find the druid and ask him how many stoneskins he cast on person A, person B, and so on. Two possible outcomes can occur: the total comes in at more than four or the druid claims that some of the people are mistaken about how many stoneskins he gave them. In the first case, the reeve can move directly on to punishment with a clear conscience. In the second, a judgment call is required. How certain is the reeve that the people were correct in knowing how many stoneskins they had? Has the druid been caught cheating before? How many people would have to be wrong for the druid to be innocent? If more than two people would have to be wrong for the druid to be innocent, the druid is probably guilty. In any case, the reeve can feel safe in punishing the druid to some degree, as the druid is responsible for making it clear what spells he is casting. If the druid somehow happens to be truly innocent and his players were lying

about how many stonemarks they were given, the druid will quickly learn to avoid giving stonemarks to those cheaters for fear of the punishment it will bring. In this event, the players will police the cheaters on their own team, which is the best way for cheaters to be dealt with.

If a reeve is consistent and forceful in the reeving, they may fear that they will become disliked, or gain a reputation as hard-nosed or unpleasant. There are several ways a reeve can offset this.

Reward good behavior. If a person avoids a dispute by taking a death when they didn't need to, a good reeve should halve their death count. A reeve should use rewards to defuse situations. For example, Joe Mage extension-curses Bob Scout four times in a row. If Bob Scout hasn't had a chance to actually play before being quadruple cursed, a problem could arise. Giving the scout an extra life would both restore his ability to have fun and play, soothe angry feelings over being 'cheesed', and, incidentally, give the reeve a reputation as a fair reeve. Bob Scout will be more likely to take it lying down next time the reeve ruled against him in a dispute. The reeve should be wary, however, of the desire to placate temperamental people. A reeve should not reward poor attitude, and rewards should not be used to bribe bad players to not misbehave. If someone blows their top, they should be removed from the field. Rewards are to prevent problems, not to buy them off after they occur.

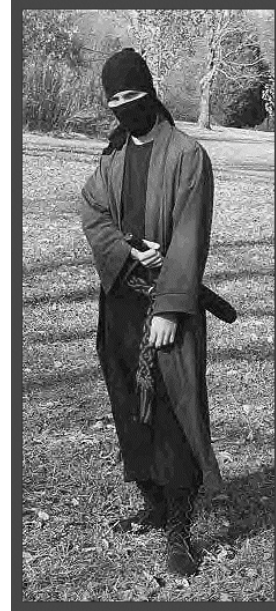
Another way to offset the 'hard-nose' reputation is to be consistent. If the reeve makes an active effort to be proactive in making calls, instead of waiting for an argument to develop, players will be used to the reeve making rulings and will be less inclined to argue or become upset. Furthermore, by ruling before the situation becomes a problem, the reeve will reduce the anger and frustration on the field and make his own job more pleasant.

The third way is through demeanor. If a reeve always presents a calm, emotionless, and certain demeanor players will be less likely to argue or become upset. People tend to respond to anger with anger, and if the reeve loses his temper not only will he tend to ignite instead of quench a conflagration of tempers but he will also make a harsher decision than he should. If a reeve makes his decisions with anything other than absolute certainty he invites argument.

Reeving is not an easy task, nor a glamorous one. There is no reward for it, the reeve doesn't get to win, and few will remember to thank the reeve. The job comes with many responsibilities, social risks, and social burdens. However, without reeves most games fall into a shambles. Reeves are necessary and required. Being a good reeve is hard, but it isn't impossible.

Where are they now

I am starting a new article that will feature an older member of the Rising Winds that has faded from the game or just been gone for a while. This is Raziel of the Shadows. Some of you may remember him. Well, he is back, or will be soon. Look for him. He could be anywhere.



"Hello, my name is Shadow and I am new to Amtgard. I have spent the last couple years in Europe and beyond and am now finally coming back to the states to be stationed at FT Knox, KY. I wanted to know if there were any parks nearby that I might attend so that I may be able to become a fine upstanding citizen of the RW ? :)"



The Rising Winds Song

Written by
Tarkington Erevan
Kalig Nos

I'm so far away from home
I've traveled alone through towns unknown
I climbed upon my steed
And rode away, my spirit free

I came upon a man
Who offered me everything I asked
He held the key to dreams
Lost long ago in the age of sleep

He led me to a place of mysteries
I was showered in gold and ecstasies
I thought less and less of home
And drowned myself in thoughts of gold

I was given a place to stay
There was nothing there that would turn me away
I had wealth beyond control
I was given more wives than I could hold

All my desires were fulfilled
But I lacked something I couldn't feel
Through all the women I had embraced
There wasn't a soul, only a face

Will my family all forget
My presence there, shortly spent
I've lost my urge to roam
All of my dreams lead back home

I'm going back home to the
Valley of the Rising Winds
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There's a place in my heart for the
Valley of the Rising Winds

I passed through the gates
Of that old familiar place
All the people turned around
To see their lost brother found

Tears came to my eyes
I was foolish then not to realize
This land is my home, this land is my pride
This is where i was born, this is where i will die

I'm going back home to the
Valley of the Rising Winds
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There's a place in my heart for the
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