

Kingdom of the Rising Winds

Kingdom Newsletter

November 7, 2003

Midreign III Of King Thane Sir Hobbit Bloodstone



*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*

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

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Kingdom Schedule

November

- 16th Monarchy visit to GR
(Tourney of the Realms)
- 30th Monarchy visit to MK
(Tourney of the Realms)

December

- 14th Monarchy visit to GP
(Tourney of the Realms)
- 27th Monarchy visit to EF
(Tourney of the Realms)

January

- 11th Monarchy visit to FO
(Tourney of the Realms)
- 24th Monarchy visit to Madoc's Keep
(Tourney of the Realms)

February

- 8th Monarchy visit to Tal Dagore at Western Gate
(Tourney of the Realms)
- 21st Crown Quals at GP
- 22nd Monarchy visit to Dragon's Tale
(Tourney of the Realms)

March

- 6th Winter War IV
- 18th - 21st Coronation IV

Kingdom Officers

Kingdom of the Rising Winds Monarchy

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A letter from the Monarch

A year and a half have passed since the Rising Winds was granted the autonomy of Kingdom. Since that point, our numbers have continued to swell as our parks and our personalities have evolved. Our

Kingdom boasts a larger turnout for a Coronation or Midreign than anyone else that I've personally heard of. The only events that seem to be able to outnumber ours are those aimed at multiple Kingdoms, such as Clan or Rakis. As a whole we have enjoyed a minimal share of the frustrations and problems that tend to bog down some groups. It is not to be said that we are without problems, but they seem to be fewer and further between. Membership is not the only thing that is increasing as we slowly age. As we progress, members from even the furthest flung reaches of our Kingdom have stepped up to positions of leadership and responsibility. More and more people are realizing that our Amtgard is made up of the whole and not by the actions of a few. We are an eclectic mix of stick jocks, role players, and others that are somehow managing to make the whole menagerie come together and I for one am proud to be a citizen. Now as we make our way into the future we must further establish ourselves as a responsible Kingdom. All of our members must make every effort to understand and help mold the Amt-world around them. We are at a point where we will decide the fate of our Kingdom for quite some time to come. I am convinced that through hard work, dedication, and the input of all of our members we will attain a bright and prosperous position among the other Kingdoms and we will be a Kingdom whose members are respected wherever they should go.

Long Live the Rising Winds,

King Sir Thane Hobbit Bloodstone



A letter from the Prince

Greetings!! Baron Azmandius has asked that I write an article for the newsletter. So here we go.

First off, Hello to all those who do not know me, my name is Malin Salazarian, aka Paul Child. If I do not know your name or if you do not know me let's fix that shall we?

I was born in Florida in 1969 (yes that makes me old), and grew up in a small hick town called Bronson, I then joined the United States Army and spent three years in Germany, then finally landed here in Indiana. Every since I arrived I have enjoyed Indiana and it is here that I met my wife Nancy or Katriana the Abruft. I joined the Amtgard community in 1997 and have been hooked on it every since. For many years I helped in little ways here and there and did the things which made life easier on those in charge of the club. Then when we formed the RW BOD I was quick to see that this was a place that I could do much good, I have been on the RWBOD ever since. Now I have gone almost the full circle and become the Regent for the Kingdom. I am one of those "people" in charge and I want to extend my thanks to everyone who has lent a hand to help "make life easier on those in charge of the club." I have many things that I would like to see happen with the Kingdom of the Rising Winds and I know that everyone out there has things that they want to see happen. Together we can make... no...KEEP the Rising Winds the greatest kingdom in Amtgardia.

I want everyone to know that I have an Open Door Policy...for those who do not know what that means I shall explain. I am one of you and you voted for me, if you wish to talk with me you may do so at anytime you wish.(Now, if I am in the middle of preparing feast or some other important function, do not be surprised if I do not pay attention). I am glad to have had this opportunity to serve you all and I will continue to serve you and the Kingdom for the rest of my time in Amtgard, in and out of office.

Now there is one thing that I do want to talk to all of you about. Your park, whether it is a shire , a barony, or a duchy, needs you. When you see things that need to be done and your park suffers because it is not done you can blame no one but YOURSELF. YOU must be part of you park. YOU must help it grow. YOU must encourage others to join. YOU must take charge. YOU must be willing to do those things that others do not do, and lastly YOU must not do it for any other reason than it needs to be done. If you do this then you help YOUR Amtgard grow. And Amtgard belongs to YOU! Without you and others like yourself there is no Amtgard. Always remember that. Well that is all I have for now. Hope to see everyone at Midreign!

Baron Lord Squire Malin Salazarian,
Prince of the Rising Winds,
Master Scout, Royal Treasurer,
And Healer of Ishtar



A letter from the Champion

My time spent serving as your Champion has so far been anything but dull. In solving problems, answering questions, and dealing with anything else that came out of the woodwork I have

gained a new appreciation for this office and all that it entails. The Champion's job has, in my experience, been the most interesting responsibility I've taken on. It has allowed me to meet and deal with many intelligent and interesting people whom I might never have been involved with otherwise, and I thank every resident of the Kingdom for having allowed me this opportunity not just once but twice. Per the corpora the Champion's job is a simple one, to maintain lost and found, to check weapons and armor for safety, to organize battle games when there are none scheduled, and to decide which events comprise a Warskill event. On average my job deviates little from these criteria, mostly since I have had such hard-working people serving in other positions to make sure things run smoothly, but there is someone whose job changes constantly, and who is always called upon to go above and beyond whenever necessary. This is the park level Champion. The person who most weeks is the first to arrive and last to leave, who spends his time ensuring that the other members of the park have creative and interesting games to play and that at the end of the day they leave with everything they came with. Your park champion is the person that steps aside and makes sure things run smoothly when you have Qualifications and Weaponmaster, instead of participating himself. Your Champion is the person who picks up the extra that isn't able to be handled otherwise. From doing a quick armor check, to showing the newest member of your shire how to turn a golf club and some tape into a sword for himself. Upon leaving office this spring I go with a new-found respect for the office of the Champion. I will never again take it for granted that something I loose will be at my park the next week, or that if I show up to the park there will be something for me to enjoy whether it has been pre-planned or not. As a personal favor to me, since I cannot be there myself, take thirty seconds out of your next park day to say thank you to your park Champion, and Champions next time we meet whether it's at an event or you park when I come to visit, please spare me a few minutes of time so I can thank you for the jobs you've done, because without you performing your duties with excellence it would be almost impossible for me to do mine. Once again I thank you, and wish nothing but the best for every member of our Kingdom.

Gregor



A letter from the Prime Minister

Greetings fellow Rising Winders,

There are many topics I could ramble about for this publication of the newsletter: dues, standard awards criteria, armor rating, and

the corpora just to name a few. However, this time I wish to stress the matter that you have a voice. This is not to chastise those that cannot come to althings, just to merely present an alternative to always abstaining and to tell you that your vote counts in elections.

Approximately two weeks prior to every althing, the voting agenda is posted on the rising winds website. This is not done just for the people who have already heard the arguments and are unable to attend; this is done so that an active discussion may be brought up on the rising winds egroup on any of the topics being voted on.

"How will this change things?" you might ask. The answer is simpler than you think. By discussing the issues online, you and other members will be informed as to the arguments of the voting items and may be inclined to vote on them. You might be surprised to find out that four or five absentee votes can change the outcome of a particularly volatile issue.

In an active population of over three hundred, four or five votes can easily change the outcome of an election. Sometimes elections can come down to a difference of only one vote, making yours even that much more important. For example, this last Guild election included the election of two of the BOD seats. The election for the second seat was so close; even the votes received on the wire at midnight changed the outcome.

Everyone has a voice, make yours heard!

Baroness Gwenhwyfar Merfyn
Prime Minister of the Rising Winds
Rising Winds Board Chairman

Althing Decisions

Althing decisions since Coronation III

September 6, 2003

Item 1:

(Amended from last Althing) Enact rules clarification that states: "Bardic presence affects monks, druids of lower level than the bard and non-berserk barbarians regardless of level."

Vote:

For: 10

Against: 2

Abstain: 1

Result: Motion Passed

Item 2:

Vote: Change the name of the Smith credit to Order of the Chamberlain. Orders of the Chamberlain will read: "Order of the Chamberlain (Smith Credit)"

Vote:

For: 10

Against: 0

Abstain: 5

Result: Motion Passed

Item 3:

Vote: Future Kingdom Weaponmaster/ Dragonmaster events are to be held at Gryphon's Perch.

Vote:

For: 14

Against: 1

Abstain: 1

Result: Motion Passed

October 4, 2003

Item 1:

Delete Section I.5.d – Under Membership, Good Character Requirements:

All members of the Rising Winds must notify the Board of Directors of any conviction of a felony or violent misdemeanor.

Vote:

For: 7

Against: 1

Abstain: 1

Result: Motion Passed

October 11, 2003

Item 1:

Vote: Adopt the Armor Clarification document as presented by the armor committee

Vote:

For: 9

Against: 1

Abstain: 2

Result: Motion Passed

Item 2:

Vote: Earmark \$400 for the purpose of building table for Fallen Rock Campground for use of our court and feasts. The amount will not exceed \$400, and any thing left over will be put back into the kingdom coffers.

Vote:

For: 12

Against: 0

Abstain: 0

Result: Motion Passed

Item 3:

Vote: Remove the \$20 limit for the purchasing of Talons from the monetary rules document.

Vote:

For: 9

Against: 1

Abstain: 2

Result: Motion Passed

Item 4:

Class Guildmasters may during their term for their class post up an FAQ that has to be approved by the GMR once per term. Any FAQ's will stand unless overridden by the current GM or GMR

Vote:

For: 0

Against: 10

Abstain: 2

Result: Motion Failed

Item 5:

Vote: Change section IV.5.f from :

"Before voting on IRCA rules issues, the rep shall post to the RW message board the issues to be voted on at least two weeks prior to the althing so the althing may vote on the issues in accordance with the althing rules of order. "

To:

"Shall consult with the Kingdom's Monarch and Guildmaster of Reeves before voting on IRCA rule issues. After consultation the Rep may vote as he will unless either the Monarch or Guildmaster of Reeves

disagrees with him. In which case, the rep shall post to the RW message board the issues to be voted on at least two weeks prior to the althing so the althing may vote on the issues in accordance with the althing rules of order.”

Vote:
For: 10
Against: 0
Abstain: 2

Result: Motion Passed

Item 6:

Vote: Add to section IV.4:

“The Guildmaster of Reeves shall be responsible for polling the reeves guild with regards to IRCA issues, and must state the guilds position as his own during the IRCA consultation with the Monarch and IRCA Rep.

Vote:
For: 10
Against: 2
Abstain: 1

Result: Motion Passed

Upcoming Althing Voting

None presented at this time.

Trivia

Amtgard’s first official event was on Feb 12, 1983. It was called “Atilla the Hun’s Birthday Brawl”. About 40 people attended.

The RW stepped beyond the bounds of a single park when two warring shires joined under the RW banner in mid-1998.

Amtgard has seven four-belted knights: Aramithris, M’Deth, Nevron, Hawk, Theo, Agar, and Michael.

The first park outside of Indianapolis to join the RW was Crusader’s Cove.

Warlord was originally a different path than knighthood because knights were required to be chivalric and owe fealty and warlords were not.

The first recorded Amtgard Relic in the Midwest is the “Rod of Death: point at any enemy and say twice ‘Rod of Death slay my foe’. It has 15 charges. It kills one person within 50 feet.” It was won by Mike Miller on Oct 10, 1983 in St. Louis.

While the RW has knighted only two people, Rigel (Serpent) and Hobbit (Flame), there are five other knights in the RW: Brock (Flame), Glavas (Flame), Rufus (Crown, Flame, Serpent), Machiavelli (Serpent), and Owl (Flame)

Role Play Rules

Every Kingdom handles role play combat and “Feast Rules” in a wide variety of ways. We here in the Rising Winds have created a standard for role play combat outside of battle games. These guidelines are not designed to limit or confine role play, but set rules for when the RP situation moves into combat and spells. Hopefully you will enjoy your role play experience as much as the battle field.

When role play and combat do not mix

Just a note on unsafe situations. If a person is carrying live steel (even peace bonded) or any other unsafe equipment they may not engage or be engaged in any form of combat (this includes magic). Safety is always first.

Class Abilities and Lives

When at a Rising Winds event it is requested that you choose a class for role play situations (it may be different from the class that you have chosen to sign in as) and remain in that single class during role play situations until the completion of the event. When playing your class within the bounds of role play there are several differences from the battle game rules:

1. Lives. You only have one life. You may be resurrect, re-animated, etc., but you have only one class given life
2. Abilities. For your one life you receive use of your class abilities as if all your class lives were combined into one. Example: A 6th level warrior would receive 6 warrior improved weapons, 6 mends, but only one warrior improved shield. Note: A barbarian may become berserk or become not berserk as many times as they may become berserk during a normal battle game. Berserk armor does not reset but may be healed.
3. Spells. Allocate spell points as you would for a normal battle game. Once you are complete you will receive uses of the spells as if you had all of your lives. Example: a first level Wizard purchases 3 Heat Weapon and 4 Enchant Shield he will gain 12 uses of Heat Weapon (a per life spell) and only 4 Enchant Shield (a per game spell). Note: The only effect of Wizard’s Vivify is that the wizard will gain an extra life worth of spells (purchase one Heat Weapon and receive 5 uses vice 4)
4. Reset. At 6:00am each morning of an event all role play lives, abilities, and spells are reset. If you died the previous day and have been playing as a “peasant warrior” you may now go back to being your persona with all class abilities. If you had not died the day before you gain the use of all spells, abilities, etc... as if you had just started fresh. On another note all spells and enchantments cast the previous day, as well as persistent class abilities, are now gone.
5. Tents, cabins, and campers are off limits unless invited in

Spatial Awareness

[05/08/2003] [jewishjedi]

Reprinted from E-Samurai

One of the keys to surviving on the battlefield is to have a good sense of spatial awareness. This is something that many new players seem to have a problem with. This article will discuss the four main types of spatial awareness as they pertain to Amtgard.

The first type of Amtgard spatial awareness is your personal space. This is the area that each individual on the field 'threatens.' It is the area that when another person enters it, you have the chance to hit them with your weapon. It is different sizes for different people. For some, it is the length of their arm and weapon. For others, it may be that point and a step or two forward. Whatever its size, you must learn what your personal space is. Once you've learned it well, you will know when you can throw a shot and also when to not bother throwing shots.

The next level of awareness is the one-on-one space. In this area, you need to remember your personal space, but you also need to be aware of the other person's space. Just as you threaten an area, they threaten one, too. More often than not, for them to be in your threatened area, you must be in theirs. You need to pick up what their space is, and be able to move in and out of it so you can hit them without being hit yourself.

The third level of spatial awareness in Amtgard is the ditch awareness. At this level, you need to follow both of the previous levels, but you also need to watch for several other people. You should be aware of everyone's general spot on the field. I say 'their general spot on the field' since you need to devote most of your attention to the guy in front of you. You need to give enough attention to everyone to know if someone might be behind you and able to backstab you. In addition to knowing where everyone on the field generally is, you also need to know who is on your team and who isn't. In the ditch, there are some people that are not trying to kill you, and some that are. You need to know which is which and be able to go to your teammates' aid when they need it.

The fourth and highest level of awareness is the class battle game awareness. At this level, you need to be paying attention to the three previous levels, but also to the fact that some people's threatened area may be anywhere from twenty to a hundred feet in front or in back of them. Spell casters, archers, and dagger chuckers all complicate the space of a battle game. Knowing exactly what abilities they have is secondary to how far away they can get you from. You also need to watch these ranged killers to see when they are not paying attention to you. When they're watching someone else is the time to go run them down.

There is a lot to be spatially aware of in Amtgard. Its best to take things one step at a time and not get upset at yourself when you get backstabbed. Start by learn-

ing how much of an area you can hit and go from there. When at events, watch what the better fighters do and how they keep themselves aware of their surroundings. And finally, trust in your teammates to watch the flanks and keep you from getting backstabbed.

- JJ

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Looting Rules

In the Rising Winds we allow the "looting" or taking of certain items from players once they are shattered. Before we continue we must define shattered:

Shattered - a player is in the state of being shattered once he dies and his life count is 0. If a player is resurrected or brought back into the game by any other means he is no longer in the state of being shattered.

Looting - To loot a player they must be in the state of being shattered. You must touch their shattered body with an empty hand and state "searching" as follows:

1. If you use one empty hand you must count "searching 1, searching 2..." through "searching 20".
2. If you use two empty hands you must count "searching 1, searching 2..." through "searching 10".

Reminder - count is synonymous with seconds.

If the player has a relic, in game item or talon he or she must relinquish one of them, the looter's choice, to the looter unless stated otherwise in the rules of the current battle game. A person may only be searched once per battle game unless stated otherwise in the rules of the current battle game. If a player is not searched when they are shattered, but later resurrected or brought back into play by any other means, they may be searched once they are again shattered. If a player is shattered he must remain on the field for a three hundred count or until searched, safety permitting.

Warning - If you leave a battle game with a relic before you are shattered, or before your three hundred count is completed after being shattered, the relic is considered forfeit and goes to the local monarch for redistribution through quest or tourney.

Quest Monsters - Personal relics and talons cannot be looted from participants playing a non-persona monster for quest. A quest monster may not loot, exception - in game items. If you choose to play a monster in a battle game or quest, but are not a quest monster, or became a monster through a transformation or reincarnation you may be looted.

Special Note - Only active combatants of the battle game may loot.

How to Make Lamellar

Reprinted from the Amtgard Armorer's Guild

This is meant to be a 'quick start' guide to making lamellar armor. It is in no way complete, merely something that will help you get started, and hopefully get you interested enough to be willing to look for more information to finish where this guide ends.

Materials

Lamellar is armor made from identical plates laced together. The plates can be made from different materials, as can the lace. From less practical material, such as brass or bone, to more common material such as steel or leather. More modern material, such as aluminum and plastic will also work for constructing Lamellar. The cord can be anything from leather lace, to silk, to more modern nylon 'parachute' cord (known also as Military 550 cord).

Summary

- Material for the plates (steel, aluminum, leather, plastic)
- Cord to lace plates (leather, nylon, silk)

Tools Needed

- Shears (to cut the plates, unless you can get them pre-cut)
- Hand Punch/Drill (to put holes in the plates)
- Sander (to sand the edges of the metal, not needed for leather/plastic)

As you can see, the list of materials and tools needed is not much. Something to make plates out of, some way to make the plates, and something to put holes in the plates. I am leaving this open so you don't feel that any one way is correct.

For the examples, I chose to use aluminum for my plate material, and 'parachute' cord to lace. A lot of my instructions are based on those materials.



Construction

Start with about 100-200 (you will likely need more, but this is a good start) plates, cut 1" X 3" (or 1" X 2" for a more 'dense' looking piece). You will need to punch 8 holes into the plates. 4 on the top, 4 on the bottom. The top two holes are 1/4" from the top and 1/4" from the sides. The two below them are 1/2" below, and 1/4" from the sides. Repeat for the bottom, turning upside down. (these measurements are not 100% exact,

experiment until you find something that looks right to you)

Once you have a number of plates cut, sanded, and holes punched in them, you can move onto the lacing. This is by far the easiest part, where preparing the plates for this takes all the time and work.

To begin, you must prepare your cord. Begin by measuring out how much you think you will need. Don't worry if the first time you measure too little, you can estimate what you will need for the next row. Get something you can manage, perhaps 3' or so. Take one end of the cord, and using a lighter, melt it. Have something like a spoon handy, once the cord begins to melt, use the spoon to shape it over the knot. This should prevent it from ever coming loose. With the other end, you will need a glove of some sort (something that won't burn easily, and can handle heat). You light the other end of the cord about an inch down, let it burn for a moment. Then put it out by pulling it through your gloved hand in a pinching motion. This will make the end thinner, and more pointed. Melting it also makes it hard, so it is easier to use.

- Knot end on top, pointed end on bottom



With your cord ready to go, you begin the lacing. Start with one plate, and run the cord through the bottom left hole, from the backside to the front. You then run it through the hole above it, so that the pointed end of the cord is coming out the back.

When lacing, always pull the cord tight. The knot is to the hole, and the rest will be pulled out the back when the second plate is added.



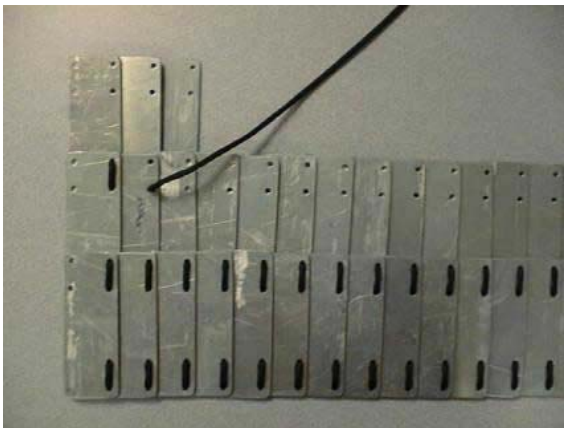


You now put a second plate beneath the first, making sure to line up the holes. You then put the cord through the bottom holes. You then bring the cord through, and back down into the hole above it. This is how all other plates will be added, one under the other.



Continue to lace the plates together, until you have a complete row that will fit the widest part of your torso. You then knot the cord (and melt it), and begin the second row. Just like with the first, you start with a single cord. This time, however, instead of just the first and second plates, you also have the first row of plates. This leaves you with two overlapped plates on top of two overlapped plates, all laced together.

Simply continue adding rows, and work it into a basic vest shape. This is a very easy and inexpensive



method of making armor.

For more information regarding Lamellar and armor that can be made with it, these web pages should help:

Silk Road Designs Armoury - Lamellar
 - <http://www.geocities.com/Athens/Olympus/3505/page6.html>

On the Construction and Use of Lamellar Armour in the Current Middle Ages
 - <http://members.tripod.com/DeTyre/Articles/lamellar1.html>

The Perfect Armor
 - http://www.pbm.com/~lindahl/cariadoc/perfect_armor.html

Armor How-to: Lamellar
 By: Quintus Aulus Jonas
 Omar Bailey
hollowone@hotmail.com

Leather Thickness Chart

Many people are confused by the inch to ounce conversions for leather. The following chart is provided to help resolve the confusion:

Inch	Ounces
1/64	1
1/32	2
3/64	3
1/16	4
5/64	5
3/32	6
7/64	7
1/8	8
9/64	9
5/32	10
11/64	11
3/16	12
13/64	13
7/32	14
15/64	15
1/4	16
17/64	17
9/32	18

Under Amtgard rules (6.0) soft leather (1/16inch or 4oz) is 1pt of armor and hard leather (1/8inch or 8oz) is 2pts.

Savory Gravy

By Argon Knoble

Dragons like gravy like you and I do,
They like it for biscuits, potatoes, and stew,
They make it from horses, cattle, and deer,
But they never use people, for spoilage, they fear.

But alas, what Bismuth the Dragon couldn't stand,
Was the way the animals just made it so bland.
So he decided it's time to try something new,
And do what the other dragons dare not to do.

The first ones he tried were goblins, cause of their
numbers,
But they gave him gas all night in his slumber.
Next was the orcs cause they are so dumb and so slow,
But they tasted like swamp mud he soon came to
know.

Dwarves were next, but just as he'd feared,
He coughed up hairballs from the hair of their beards.
So he caught him some giants, which was really quite
rough,
But he didn't like them cause their skin was too tough.

He tried for the fairies but could never find any,
Brownies were no good 'cause it just took too many.
He didn't like ogres cause all they did was stink,
He went for hobbits but they were gone with some ring.

Next he thought with humans he's sure to prevail,
But they tasted to pungent from their consumption of
ale.

"Well I failed" he said with a sigh in his breath,
But then he remembered, "There's one people left!"

"Oh yes the elves, how could I've been so dumb?"
And he smiled as he went to gather him some.
Cause he knew elves may be skinny and some not so
tall,
He just knew they would taste the best of them all.

He used a little pepper, salt, and orange spice,
And the elves he'd cooked up so tender and nice.
Finally he sat down to enjoy what he'd been carving,
His potatoes and meat covered in savory elf gravy.

Recommended Web Resources

Amtgard's Official Website (Rules and How-to's)
<http://www.amtgard.com>

The Rising Winds (Our Kingdom Information)
<http://www.therisingwinds.com>

The Amtgard Armorer's Guild
<http://www.pegasusvalley.com/armorguild/>

E-Samurai (Amtgard e-zine)
<http://www.dragonspine.net/samurai/>

The Amtatlas (Atlas of Amtgard Chapters)
<http://www.amtatlas.com>

Azmandius' Website (Info on Brewing, Armor, etc...)
<http://www.morgorach.com/az>

Finkorama (An Amtgard Web Comic)
<http://www.finkorama.com/>

Cantaria (A resource for period music)
<http://chivalry.com/cantaria/>

Edhellen Armory (Foam Weapons and Shields)
<http://www.edhellen.com/>

Kingdom Relics

Coronation Relics

Sword of Flame: It is considered flame and will kill a victim if it strikes any legal unprotected area (as per the enchantment, enchant weapon). Confers upon itself and its owner protection from flame. It is itself impervious to an iceball and entangle. May only be used by the owner for one life per game. (Note: May not be shared between players during a game. Unlike Flameblade, is not red and does not free iceball/entangled players.

Orb of Healing: Allows a healer to cast the heal spell by saying "Sword cut, spear stab, mace smash, arrow jab, the white light of healing has healed thou". In the hands of any other class it allows the user to cast the heal spell as per healer.

Gauntlets of Ogre Power: Weapons wielded by the wearers gauntleted hand(s) are considered to be blade-sharped/bludgeoned while meleeing.

Mithril Chain: A gray tabard that grants 3 points of armor to anyone who wears it. This is NOT invulnerability. The armor only protects where the tabard covers. May be worn by any class. (Except Barbarians of course)

Odins Hammer: A one handed "red" weapon only usable by barbarians, and in fact, the only relic allowed to barbarians.

Ring of Power: Negates the first hit from each separate opponent per battle game. Counts against weapons and any enchantments only, it is ineffective against spells. Does work against class abilities.

Midreign Relics

Shard of the Dracolich: A black dagger that grants undead immunities to the bearer while wielded. These immunities are: Charm, Subdual blows, Stun Arrow, Stun Weapon, Sleep, Mass Sleep, Poison, Touch of Death, Curse, Mutual Destruction, Finger of Death, Doomsday, and class abilities that steal lives.

Holy Sword: A short sword that when wielded by a Warrior, Monk, Healer, or Paladin, grants Paladin immunities to the wielder, only. The weapon itself is immune as well when wielded by one of the classes listed above. The immunities are: Immune to all wizard spells except the following- iceball, magicbolt, lightning bolt, sphere of annihilation. Note- they may still be effected by enchantments.

Dagger of Infinite Penetration: When thrown will pass through all armor values except invulnerability and damage the target. If it hits a shield the shield is destroyed. MUST be thrown to use. Will not destroy the Shield of Reflection. Will destroy "warrior improved" and Hardened shields (but not shields bearing Enchant Shield).

Shield of Reflection: This relic is indestructible and the effect is permanent. Will negate any effect that strikes it, even white weapons and magic. Magic striking the Shield does not affect the wielder. A druid Flesh to Stone, or a wizard Petrify, striking the Shield causes the caster to be petrified (as denoted in the spell description).

Home Stone: Allows the holder to mend broken weapons and shields ("I mend this item" x10). It also allows the person's dead teammates to come back alive at his location rather than having to return to their base. Armor and enchantments, may not be mended by this relic.

Orb of Negation: Grants upon the bearer immunity to all magic and magical effects, including beneficial magics such as heal. May only be used one life per game.

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
I'm going back home to the
Valley of the Rising Winds
I'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

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
I'm going back home to the
Valley of the Rising Winds
I'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