

# HORSEFEATHERS

Newsletter of the Duchy of Pegasus Valley  
Midreign Issue  
March, 1998



**Monarch: Lady Isoud McArdry**  
**Regent: Valdemar Gillanders**  
**Champion: Master Shadow**  
**Outgoing PM: Baroness Sirrah ElSpeth Sharrisselva**  
**Incoming PM: ????? [To be announced...]**  
**GM of Reeves: Baronet Exedor Wayfel**

**Upcoming Cultural Events of Interest Around New Mexico**

- March 19<sup>th</sup> Altan Contemporary Irish Music Popejoy Hall UNM Campus 7:30 p.m. \$17.00  
277-4569
- March 21<sup>st</sup> Altan Contemporary Irish Music Macey Center NMTEch Campus Socorro, NM
- March 21<sup>st</sup> Opera, "Turandot" by Glacomo Puccini Kimo Theatre \$10-30 884-0999 [The story  
is set in pre-Medieval Peking, China].
- March 28<sup>th</sup> The World Famous Chinese Golden Dragon Acrobats 2:00 p.m. S. Broadway Cultural  
center \$5.00 848-1323
- April 3<sup>rd</sup> Bakra Bata [10 member steel Drum Band] 8:00 p.m. \$5.00 S. Broadway Cultural Center
- April 17-18th The Acting Company presents 'Romeo and Juliet' Popejoy Hall, UNM 8:00 p.m.  
\$28.00 277-4569
- April 24-25th 'Once Upon a Mattress' a musical comedy based upon "Princess and the Pea"  
Greer Garson Theatre Center 473-6511
- Irish Folk Dancing lessons every Wednesday 7:30 p.m. \$2.00 298-2708
- Hebrew Dance Lessons every Wednesday 6:30 p.m. 892-3195 no charge listed



## Upcoming Amtgard Calendar

- March 14, 1998.....Pegasus Valley Midreign
- March 14-15, 1998.....Parting Seas Feast and Quest
- March 14-15, 1998.....Emerald Hills Dragonmaster [cultural competition] at Shadowhaven  
the 14<sup>th</sup> and Eagleshire on the 15<sup>th</sup>
- March 21, 1998.....RevelCon in Houston [large Sci Fi/Fantasy Con, includes Amtgard  
demo and luncheon talk on Amtgard.]
- March 20-22, 1998.....Emerald Hills Midreign and 10<sup>th</sup> year anniversary, Mother Neff Park  
[south of Waco] \$5.00 +\$2.00 per day camp fee. Weaponmaster, and  
relic quest.
- March 28-29, 1998.....Duchy of Shrouding Mists Midreign Camping and Mongolian feast at  
Millersylvania Memorial State Park, Olympia, WA
- March 28, 1998.....Dragonspine Crown Quais
- March 28 & 29, 1998.....The North Carolina Renaissance Faire; host: Shire of Shadow Valley  
(Golden Plains) Raleigh NC
- April 4, 1998.....Burning Lands Crown Qualifications (literature due 3/28/98)
- April 4, 1998.....Iron Mountains Midreign  
[www.geocities.com/Area51/Dimension/1366/mid.html](http://www.geocities.com/Area51/Dimension/1366/mid.html)
- April 4, 1998.....Darkwater East Feast & Quest (Gainesville, FL)
- April 5, 1998.....Wetlands Collegium (see Sir Ches for info) at SFA Campus
- April 24-26, 1998.....El Paso's Quadricentennial Renfaire (Amtgard is the host renaissance  
organization--Burning Lands is the liason)  
Bl and DS Coronations may take place at event.
- April 24-26, 1998.....Celestial Kingdom Coronation (Arabic theme and the Saracen's Jihad)
- May 1-3, 1998.....Mundane wedding + event fo Rejack & Carlena of VSR, Ft. Canby,  
Washington. Site fee \$5.00 contact: [eve@proaxis.com](mailto:eve@proaxis.com)
- May 3, 1998.....Shadowvale Crown Qualifications-tentative
- May 16, 1998.....Shadowvale Coronation Feast-tentative
- May 23, 1998.....Wetlands Coronation
- June 12, 1998.....Tentative date for Saracen Jihad at Zol's farm S. of Amarillo [includes  
plans for war with GP and a maze quest].
- June 20, 1998.....Tentative date for Arakis
- June 26--28, 1998.....ITTIC (I Think Therefore I Con 1998) Gaming Con in Houston  
Guests: CS Friedman and Gary Gygax plus Amtgard Demo on Stage  
Info: [fionghal@chaosbutterfly.com](mailto:fionghal@chaosbutterfly.com)
- July 23-26, 1998.....Clan at Sleepygrass campground in Cloudcroft, NM
- Mid August, 1998.....Upcoming camping event hosted by Mystic Seas
- August 28-31, 1998.....**HARVEST WAR III !!!!** Cedro Peak, NM
- October 9-11, 1998.....Dragon's Rage hosted by Dragonskeep [www.surfsouth.com/~jhohen](http://www.surfsouth.com/~jhohen)
- October 16-18, 1998.....Olympiad hosted by the Wetlands/Emerald Hills (Houston)  
Also at event is Wetlands Coronation

## Heraldry Part II:

The subject for this issue of the happy heraldry guide is charges. Charges are arguably the most important part of a coat of arms, being the symbols for which the coat is most remembered. For example, not many people know what the helmet on top of the English Royal arms looks like, but a lot more people recognize the 3 golden lions passant that sit on the shield. Along the same lines, can you tell me the color of the crest for the French coat of arms? Probably not, but most people can point out the golden fleur-de-lis that sit on the coat. You can see now, I'm sure, the importance of the shield and it's charges.

Charges can come in as many shapes and sizes as the imagination of the maker. Sir Gawain (of King Arthur fame) had a golden pentacle, the Kingdom of Wales had (and Wales still has) a golden harp, and many Islamic nations still have a crescent moon. The two major kinds that will be addressed here are the geometric (called the Ordinaries) and the zoomorphics (the Animals).

There are 9 Ordinaries, also referred to as the Honorable Ordinaries. These are:

**Cross** - A cross set on the shield

**Inescutcheon** - A smaller shield centered on the shield

**Chief** - A horizontal line across the upper one-third of the shield

**Pale** - A vertical line across the middle one-third of the shield

**Bend** - A diagonal line across the shield from dexter chief to sinister base

**Fess** - A horizontal line across the middle one-third of the shield

**Chevron** - An inverted 'V,' seem modernly in the Army enlisted rankings

**Saltire** - A Cross of St. Andrew (an 'X' shape)

**Bar** - A horizontal stripe anywhere on the shield not covered but another ordinary

These are described by their name, color, and then the field on which they are laid. Therefore, the basic Dragonspine symbol is 3 overlapping Chevrons, azure, on a field white.

Animal charges come in many forms. Lions are possibly the most famous, but there are also examples of griffins, stags, unicorns, eagles, and many others. The position in which the animal is depicted has a name. These are:

**Rampant** - the animal is standing on one leg, looking forward

**Rampant Regardant** - similar to Rampant, but the animal is looking behind

**Passant** - the animal is standing on three legs, looking forward

**Passant Guardant** - similar to Passant, but the animal is looking behind

**Dormant** - this means the animal is sleeping

**Sejant Coward** - the animal is sitting

Animal and geometric designs can be combined also. A good example of this is the Dragonspine battle standard. This design there is a passant Dragon, sable, atop three overlapping Chevrons, azure, on a field white.

In the next issue, I will cover some of the lesser-used and covered points of heraldry, such as the sub-Ordinaries, quartering, and the inheritance of coats of arms. Hopefully, the issue after that will come in the form of a Heraldry test to be taken at Crown Qualifications. Unfortunately, I won't be able to attend the Mid-Reign, due to visitors from out of town. However my knight will be there and she can bring any questions back to me, or feel free to ask my Vice-Guildmaster, Baron Comar. Until next time, happy heraldry!

Yours in Service;

Tilion Greymantle  
Squire to Dame Weilok Roskara  
Outlander Guildmaster of Heraldry to Her Grace,  
Lady Isoud of Pegasus Valley.



Couchant

Passant



Salient



Rampant



Sejant



Statant



Dormant



### **SCHOLARSHIP AVAILABLE**

Know anyone going to school at Amarillo College or someone whose planning to? If so, direct them to the website of the Golden Plains. The kingdom is now offering a \$500.00 scholarship to Amarillo College. The funds will be awarded on May 3, 1998 so applications need to be in soon.

[www.interoz.com/amtgard/goldenplains](http://www.interoz.com/amtgard/goldenplains)

### **NEWSMAKERS:**

Did anyone catch Syntaury on Eyewitness News (Ch. 4) on Sunday, February 8, 1998? The Egyptian was interviewed mundanely concerning a school program he is involved in at Grant Middle School.

Amtgard, Burning Land were photographed and interviewed for a feature in the ElPaso times Sunday edition of March 8, 1998. The article was a promotional for the upcoming Quadricentennial celebration in April.

### **DANCE COMPANY SEEKS MUSICIANS:**

The Middle Eastern Dance Company of Albuquerque is seeking experienced musicians for the following instruments: oud, doumbec, nay, saz, tambour, bouzouke, deff, or rababa. For more info call 888-1888.

### **RELICS MAKE AN APPEARANCE:**

Two of PV's nobility recently won relics from our Kingdom of Dragonspine. Baron Comar is bringing home the Bracers of Dragonskin and Baron Sir Crosser, the Sword of Flame. It is hoped the relics will spice up PV's battlegames for the next six months. Huzzah!

If you're not familiar with these relics: The Bracers of Dragonskin are 2 points of

stoneskin per life; may not be mended or healed and does not count as an enchantment carried. The Sword of Flame, may be ignited once per game; sword and wielder have protection from flame; dispels iceballs or entangles on touch [yep, can be used to block them.] and any wound from the weapon kills.

### **WEBSITE UPDATES:**

Congrats to the Jin Tao web page for taking the 'Spider Award' for a Cool Site recently. They can be found at:

[www.chris.com/~abez/Jin\\_Tao/](http://www.chris.com/~abez/Jin_Tao/)

Congrats to Dragonskeep also for earning Sir Ivar's Best Looking Web Site award. Take a look at:

[www.surfsouth.com/~jhohen](http://www.surfsouth.com/~jhohen)

PV's own home page has a new address. It can now be found at:

<http://w3.tvi.cc.nm.us/~exedor/pv/index.html>

Please send updates and info to Baronet Exedor at: [dwallace@geocities.com](mailto:dwallace@geocities.com)

Check out Sachsenlein's new Web Site:

<http://members.aol.com/glenalth/amtgard/index.htm>

Snicker's Bard site has over a hundred new songs:

<http://amtgard.pinkpig.com/bards/>

Tarmack's got a site up dedicated to his sweetie, Sara. It's at [HTTP://Members.aol.com/IlveBoofie](http://Members.aol.com/IlveBoofie)



## CLAN!!!!

Clan is scheduled for July 23 through 29<sup>th</sup>, once again at the traditional site of SleepyGrass Campground in Cloudfcroft, NM.

Clan fees are \$2.00 per person over 12 plus a camping fee of \$3.00 per person per night. The camping fee is collected separately from the Clan fee because it goes to the Parks Service Company who manages the campground.

For more information, contact Savaen  
aw776@rgfn.epcc.Edu  
in the Burning Lands or check out the Clan Web site at:

## HARVEST WAR TAVERN UPDATE:

This year's Harvest War Tavern boasts to be better than ever with new menu items, such as chili stew. Meal cards will be available beginning in June. A meal card works like this: purchase a card for \$10.00 and get 6 meals w/drinks on it. The savings is one free meal: 6 for the price of 5.] Each time you use the card, we punch it. It's a great way to ensure you eat all weekend and not have to keep track of cash.

All volunteers working in the Tavern for 3 consecutive hours earn a free meal at the end of their shift. If you work more than one 3-hour shift, you get one meal per 3 consecutive hours worked. It pays to volunteer!

This year's tavern hours will be 10 am to 10 pm. If you're interested in volunteering either during the event or with prep work, contact the Tavernkeep, Baroness Sirrah ElSpeth.

## FRIDAY THE 13<sup>TH</sup>.

Did you know the origin of the legendary bad luck of Friday the 13<sup>th</sup> has it's roots with the Knights Templar? On Friday morning of October 13, 1306 the King of France, Philip the fair had as many of the Templar Knights as he could find, arrested and charged with heresy. The action led to many of them being tortured or outright killed. Their Order was disbanded and property confiscated. Their wealth was awarded eventually to the Hospitallers, another knightly order.

When the Templar Grand Master, Jacques de Molay was burned at the stake along with several other of his temple knights, his dying words were a curse that within a year both the King and the Pope [who had gone along with the king] would join him in death. The Pope died within a month and Philip IV seven months later. The curse combined with accusations of heresy, devil worship and witchcraft convinced many of the peasantry that Friday the 13<sup>th</sup> was a cursed day. Supporters of the Knights agreed. That superstition survives today.



#### QUADRICENTENNIAL UPDATE:

The Amtgard-supported Quadricentennial is nearly upon us. The dates are April 24-26th in TX, near El Paso. Representatives from nearly every Kingdom will be present in full court garb for the event. The Renfaire plans to give Amtgard a gratuity to be divided among the Kingdoms present proportionate to the number of participants from that Kingdom. PV members can support Dragonspine in this aspect.

Set up for the event will take place on Wednesday and Thursday prior. Friday is media day. Volunteers are still appreciated.

Crash space and loaner garb is available. Contact Mezzie in the BL for info.

Merchants are still welcome. To be a merchant you must play the part, dress in garb, and demonstrate how you make your wares.

The Renfaire folks are asking that there be no tennis shoes or jeans. Spanish style garb is preferred but if you only have Celtic styles, wear it. They ask that it be clean and in good repair. Please, no purple garb unless you're in the Royalty Guild. Scarlet red is also discouraged [renfaire officials request, not Amtgard's]. If you adhere to the stringent requirements, you can get in free as an Amtgarder. If you object to them, you can still attend but would be charged the gate tolls as a mundane.

Use of honorifics and roleplay are applauded. So are banners. Weapons need to be peace-tied. All Amtgarders not manning a table are encouraged to participate in the daily promenade. Pets are not allowed at the site.

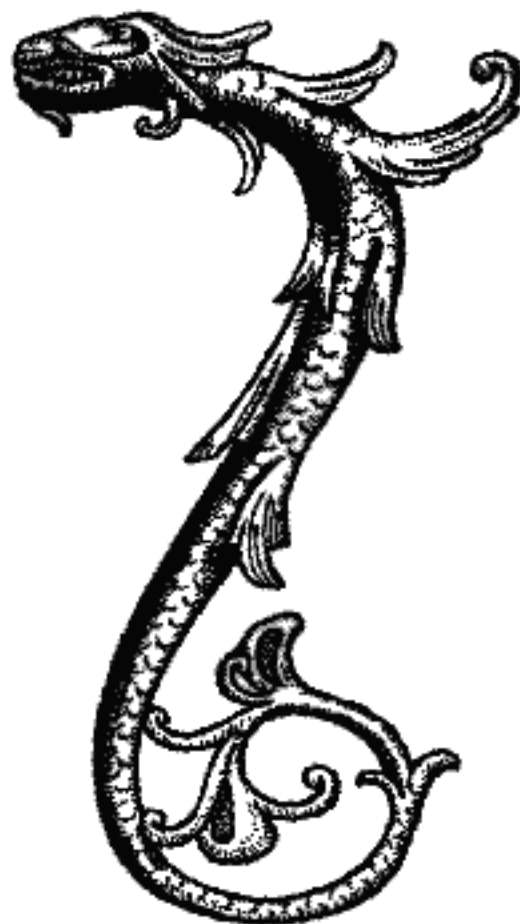
The Quadricentennial

promises to be the greatest gathering of Amtgarders ever. It's our chance to promote Amtgard, have a good time and maybe even get lots of TV exposure for our 'game'. CNN is slated to be there, as are 'real-life' royalty.

See you there!

#### PHOTOS NEEDED!!

Page Amethyste asks for donations of photos for the Photo Album she is putting together. She plans for the album to be a gift to Pegasus Valley before we lose her to Dragonspine proper. Any and all shots of Amtgard, PV in particular are appreciated.

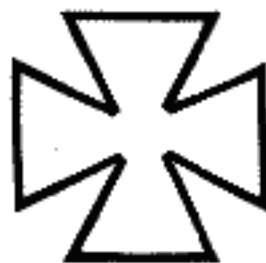




## Monk Guildmaster Address:

Greetings fellow monks. I have good news for our guild. My request for 1st level monk sashes has been answered! Baroness Sirrah Elspeth has recently made, and donated three gray sashes to the guild. This means that all in PV who wish to try monk as a class do not have to scrounge for a piece of gray cloth. I have a new request for the guild, as well. The position of Master Monk has no heraldic device to denote those who are masters in our class. I would seek the guild's help in finding or creating a symbol for that honor.

Live in Harmony,  
Squire Firefeather



## The History of the Maltese Cross

The badge of a fireman is the Maltese Cross. This Maltese Cross is a symbol of protection and a badge of honor. It's story is hundreds of years old.

When a courageous band of crusaders known as the Knights of St. John, fought the Saracens for possession of the Holy Land, they encountered a new weapon unknown to European warriors. It was a simple, but a horrible device of war; it wrought excruciating pain and agonizing death upon the brave fighters for the cross. The Saracen's weapon was fire.

As the crusaders advanced on the walls of one city, they were struck by glass bombs containing naphtha. When they became saturated with the highly flammable liquid, the Saracens hurled a flaming torch into their midst. Hundreds of the knights were burned alive; others risked their lives to save their brothers-in-arms from dying painful, fiery deaths.

Thus these men became our first firemen and the first of a long list of courageous firefighters. Their heroic efforts were recognized by fellow crusaders who awarded each a badge of honor--a cross similar to the one firemen wear today. Since the Knights of St. John lived for close to four centuries on a little island in the Mediterranean Sea named Malta, the cross came to be known as the Maltese Cross.

The Maltese Cross is your symbol of protection. It means that the fireman who wears this cross is willing to lay down his life for you just as the crusaders sacrificed their lives for their fellow man so many years ago. The Maltese Cross is a fireman's badge of honor, signifying that he works in courage--a ladder rung away from death.

*Reprinted with permission. For more info on the Knights of St. John, also known as the Knights Hospitaller, visit this website dedicated to them:*  
<http://web.mit.edu/redingtn/www/ecole/ksj.html/>

# Olympiad '98

Hosted by The Wetlands and Emerald Hills  
October 16, 17 & 18, 1998 [Tentative]

## Cultural Categories:

**Art:** 3-D, Flat Needlework,  
Jewelry, Photography  
**Writing:** Factual, Fictional,  
Poetry and Publications  
**Construction:** Passive, Active,  
Armor, Weapon, (including  
madus)Shield, Banner and  
Favor  
**Garb:** Fighting, Court, Garb  
Accessory & Monster  
**Bardic:** Singing, Oratory,  
Instrumental, Dance  
**Cooking:** Main Dish, Dessert,  
Vintners (understand the  
facilities are bad-keep  
this in mind.)

Scoring system TBA. The person  
who wins the cultural event is  
the Cultural Olympian

## Fighting Categories:

**Single Sword:** 3 ft. or less  
**Sword and Shield**  
**Flail and Shield**  
**Open Weapon/Free Style**  
**Florentine:** swords 3ft or less  
**Great Weapon:** longswords/ pole  
arms, etc.  
**Archery**

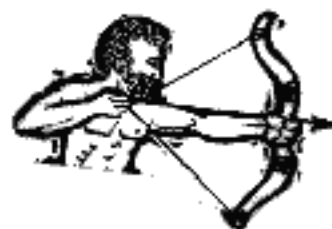
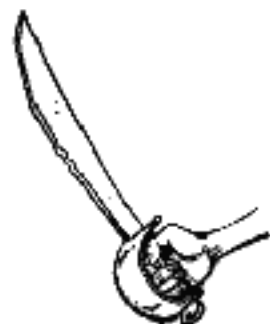
Tournaments will be double  
elimination the first round,  
single thereafter. Person who  
wins in the fighting events  
will be the War Olympian.

Reeves are still needed.

The person with the highest  
placing in both War and  
Cultural is The Olympian.

For more info contact:  
Topknot

or Kayrana esther@eramp.net



*This month's persona history is a familiar face with a new persona. This one promises some great role-play opportunities for everyone.*

**Katherine McCullogh Darkjester:** (a.k.a. Whitefire)

Katherine [not to be confused with Kit] is the daughter of Duncan McCullogh, a Scottish warrior for hire. Katherine never knew her mother because she died in childbirth--the very hour Katherine was born.

When the girl-child reached the age of six, Duncan took his daughter with him as he looked for work. He came across the Household of Darkjester. While there, he met a young lady named Amethyse Darkjester; the two became very fond of one another.

Eventually, Duncan was hired on to fight in the Crusades in Jerusalem. He asked Amethyse if she could watch Katherine until his return. She agreed. Duncan gave the wide-eyed girl a ring, which had once been her mother's, saying it would serve as a reminder that he would always be with her. Duncan never returned.

Amethyse raised Katherine as a Darkjester until her thirteenth birthday. It was then that Katherine discovered her father had died under the command of a Knight of the Temple, Sir Tristan of the Kingdom of Dragonspine. She also discovered that the infidel who murdered her father wears the matching ring to the one on Katherine's finger. The looting Knight was none other than Sir Ironpaw.

That day, Katherine said goodbye to a tearful Amethyse and to her grandfather-adopt Zodiac. She promised to keep the name Darkjester. Then she headed back to her roots: to Scotland. Along the way, Katherine met up with an Elven wolfrider named Quicksilver. The wolfrider taught the girl how to communicate with the wolves and showed her many of nature's secrets. The two became inseparable; Quicksilver had become her guide and best friend in life.

Katherine found employment under a man who went by the name of Ray, a mercenary for the Scotsman Raven MacKendrick. Raven was a warrior cast out by his own people. He discovered that Katherine was the only person, besides himself, that could handle his wolf, Midnight. He hired her as his personal servant. Perhaps Midnight couldn't chase off this one like he had the others. The wolf was very protective of his master, knowing his likes and dislikes. The wolf's trust of Katherine gained her Raven's trust as well.

After five years in Raven's service, Katherine received a wonderful eighteenth birthday present. Amethyse sent word that she had been to the Kingdom of Dragonspine. Not only had she seen Sir Tristan there, but the dreaded Sir Ironpaw as well. She also mentioned to Katherine that more information on both men could be obtained from a Knight of the Serpent in the nearby

Duchy of Pegasus Valley. This particular Knight was the one who had given Tristan his Knight of the Temple surcoat and was a known enemy of Sir Ironpaw.

Katherine left a note to her master, Raven. She slipped out in the darkness alone, headed for the lands of Pegasus Valley. She vowed to find out why Sir Tristan had let her father fall and to get back her father's ring...no matter what the outcome.



**Dragon, from a 17th Century treatise**

### Outgoing PM:

First, I'd like to say a huge THANK YOU to everyone who gave me kind words, votes, and support during the strife of this term. It's great to know that objections voiced were those of a select group of individuals and not the Duchy as a whole. Whether or not I hold an office, I will continue to support Pegasus Valley as much as I can.

While straightening out the waiver situation and our Duchy's files in general, I kept tally of a few things. Maybe you'll find them interesting, maybe not. Currently, we have 120 members in our active list. Average weekly attendance since Harvest War has been 29. 24% of our active membership is dues paid. If you add the number of our dead, there have been over 322 people on our field at one time or another since PV's humble beginnings in June 1993. Then add the 157 people who signed waivers at both Renaissance Faires, Amtgard-Pegasus Valley has touched the lives of 479 residents of Albuquerque. Not bad, huh?

Speaking of waivers: Following this address is a list of individuals who are on the active list and don't have a waiver in the files. There are several possibilities for a reason why: it was lost in the previously messed up files (I found many of them in odd places.), you may have never signed one, or if you've come to us from another land-the waiver was never forwarded. Whatever the reason, the easiest way to correct this is to sign a new one. I'm including a waiver in this newsletter for your convenience. Just fill it out, get the signatures and turn it in to the new PM. It's that simple.

Also, in this newsletter is the final credits list for this PM term. They don't include the day of midreign. If you've got any problems with them, fill out a request form and turn it in to the new PM.

Again, Thank You Pegasus Valley. It's an honor to serve you.

Baroness Elspeth Sharrisselva  
Serpent Knight of Dragonspine

*Elspeth*



Missing Waiver List:

Cohen, Bo [Bo]--we got your awards but no waiver from IM  
Daniels, Mike [Doomshadow]  
Dawson, Roy [Elrond]  
Flint, Tom [Nightmare]  
Flure, Kristin  
Franklin, Jerad [Tannis]  
Friedrich, Stephen [Titanus]  
Gallow, John [Archangel]-is yours in another land?  
Gallow, Keith [Banelord]  
Graham, Chris [Blackwood]  
Hihurn, Holly [Holly]-never signed one  
Hihurn, IJ [Tearran]-never signed one  
Hiles, Jason [Ghrinn]  
Kujawa, Dawn [Gidget]--records never been sent from DS  
Montgomery, Brian [Willem]  
Nob, Andrew [Talon]  
Owens, Liz [Gwynneth]--records still in DS  
Pannakecher, Ginny--never signed one  
Metler, Rob [Checkers]--records never sent from Goldenvale  
Rosen, Brian [Cecil]  
Rosen, Eddie [Cutter]  
Shattuck, Jacob [DanDan]  
Shields, Roni [Mardigan]-never signed one  
Shore, Shari [Galadriel]-waiver never turned in to PM; we do have  
your credits/awards though  
Stevens, Guy [Elio Rune]  
Thun, Lance [Managan]  
Whitney, Skyler [Skylark]  
Zobel, Alex [DingBat]



I rounded the corner and stopped dead in my booted tracks. There he was, kneeling in the center of a small grove of olive trees. His prayer rug spread beneath him as though some part of his temple existed wherever he lay the carpet down. Ludicrous! His dark head bowed low, brown lips moving, forming words foreign to my ears. I did not need to understand Arabic to know what he prayed. A slight breeze toyed with his thick curled beard; turning his garments into billowing flags of black and white and red.

I thought to myself, *"I should kill him. He whom I've chased round the sands of Edessa and through the streets of Jerusalem, unsuccessfully."*

There He was. His broad back exposed to my blade. His own weapons carefully laid before the rug. His ever-observant eyes closed and attention elsewhere in *salah*. But I knew I could not slay him here, now. God had not delivered him into my hands. Not yet.

He was a faithful servant of his god. Like me, but in his own way. His words of prayer went to Allah, mine to God. Some say they are one and the same. I believe that. Am I a heretic, then? He faces east, bows to Mecca. I to the stone altar when I am in Temple; to my sword-turned-cross when I am abroad.

We are no different. He and I. We fight for that which is God's. For our souls. For the Holy Land. He for the Crescent, me for the Cross. Each willing to die for our cause; each knowing that to be our fate in the end.

So I back off slowly to sit upon a rock. I watch him kowtow. It is a humbling gesture so unlike him at any other moment. Yet it seems fitting now. Unpretentious, like a sleeping lion cub, dangerous when aroused. Do I seem thus when penitent?

I look down at my white surcoat. It is tattered and worn, dirty and the cross has faded in the hellfire sun of this cursed place. It stinks of sweat. The hem is dark with

Muslim blood as are my boots. Their cries still ring in my ears. Why can't I bring myself to add his to it?

This is a man whom I admire. My nemesis. My beloved enemy. We have outwitted one another again and again; like two children playing tag in the great garden of Outrejourdain. I have seen the depth of his faith. It makes me question mine; resolve to do more, take my own vows more seriously.

In another time, we could have been friends. Perhaps in heaven we shall share a loaf of bread, a cup of wine. Maybe then the glitter in his dark eyes and the deep laughter in his chest would come from stories or the jokes of bards. I tire of seeing them thus as he slips away into the night, or across the river. I long for the clash of steel to be tournament. The clasp of hands a gesture of friendship, not the clamping on of chains and irons. A nice change from this daily life and death game we play now.

I wondered...should I ever succeed in defeating him, what then? What goal would my life have? What challenges would be left to me? I could become one of those headless bodies hanging from fortress walls. Or I could count dishonest men's gold in the name of God. But I would be empty. Bored.

So I turn and as silently as my mail will allow, creep away and leave him in peace as He did so for me once outside of Ascalon. I wondered why at the time. I understand now. We are brothers; warriors of faith. Something to be respected above all else. It binds us to this earth and heaven above.

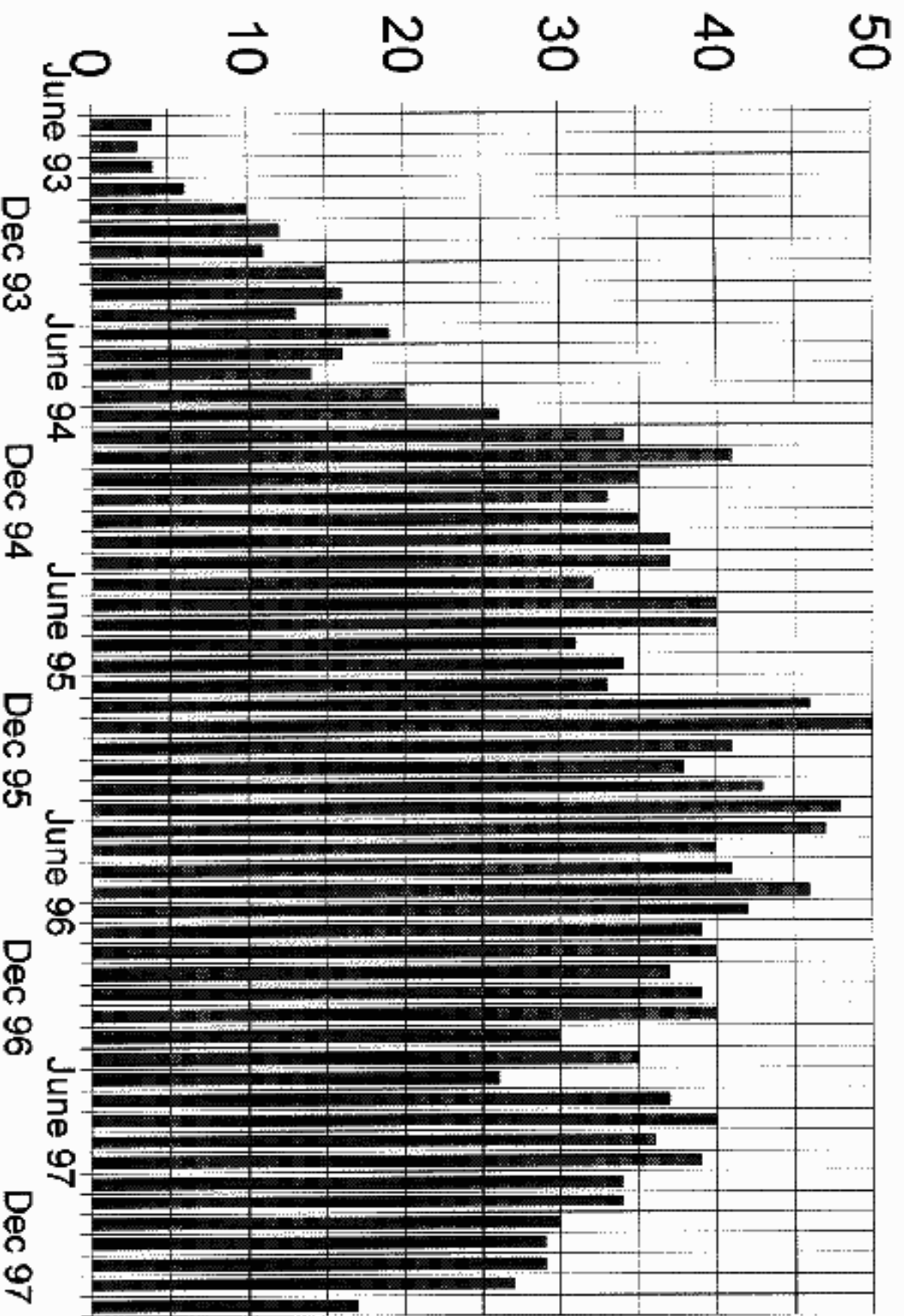
At the last moment I look back over my shoulder and stare. Was that a smile upon his lips? No. Perhaps not. And I am gone.

*Dedicated to Sir Ironpaw, my inspiration for this tale.*

*--Baroness Sirah ElSpeth Sharrisseiva*



# Pegasus Valley Monthly Attendance





*From the scribes of:*

# Squire Teliel ap Tiefi



RJG

TO: ALL AMTGARD MEMBERS

From: Squire Teliel ap Tiefi

Subject: Monarchy Declaration

This document is my formal written declaration to seek the office of 'Monarch' of Pegasus Valley.

On this day I invite the populace - not only of Pegasus Valley, but of all the realms of AMTGARD - to watch me closely these next three months. Evaluate my actions and statements to see if I am worthy to be the next duke of Pegasus Valley. Do not only rely upon the next three months to help you decide, though. Look also at my past accomplishments, words and deeds.

Here are some guidelines to assist you in your selection. Have I qualified, in the past, to become monarch or regent? Have I treated you with respect, despite who you are, without asking for yours in return? Have I earned respect from you? Have I done anything contrary to ducal correctness? These are some of the things to think about when selecting a monarch.

When I first got into the 'GAME' of AMTGARD, I received my first 'ROSE'. I thought it funny then; it's not funny now, perhaps circumspect. I received this, my most treasured possession, for just helping by clearing and donating my land for mid-reign, September, 1995. I had, then, discovered a concept that floated around in my head for the longest time. How a person can be so 'decorated' for doing something he would have done anyway, was beyond me at the time.

I digress, but in all fairness, I did instruct my scribes to reprint this word-for-word from my manuscript.

With ten different awards, orders etal, I have done something that I think is worthwhile; I have led by example. I promise to continue to do so. Here is a partial list of those examples:

For service to Pegasus Valley - 9 ROSES (including the magical first.)

For best entry in Crown Qualifications - 4 DRAGONS.

Since clothing makes the monarch - 3 Garber Credits, one from our parent kingdom.

For community service (through AMTGARD) - 2 Orders of the Flame.

With others including: Owls, Chimeras, Huzzahs, Orders of the Warrior, a Zodiac and four Hydras (three consecutively and the four came in the last five reigns). I think that I am, indeed, qualified and ready for leadership.

Please! Thank you for your time and patience. I thank you also (in advance) for your consideration of Squire Teliel ap Tiefi for the next Duke of Pegasus Valley.

*Yours in trust,*

*Squire Teliel*

