

HORSEFEATHERS

NEWSLETTER OF THE DUCHY OF PEGASUS VALLEY

ISSUE 1 VOLUME 7 OCTOBER 30, 1999

GOBLIN KILLED BY SMALL DUCK

A strange thing happened the other day at Gus the Lustful Wonder Monks Arena of Death. During a death match, a small yellow duck destroyed all of its competition, and then some. The first match involved the duck and a small green slug, the duck quickly vanquished its opponent. Then in a flurry of feathers, the duck embedded itself in the goblin referees throat. The goblin was dead soon after.

"I'm not touching that thing", Gus said as several kobolds attempted to remove the duck from the goblins throat. Gus has not responded to allegations about using duck enhancing magic on his combat waterfowl, but tests show a strange yellow glow around its left leg. More to come.

- Glenalth

FROM THE MONSTERS GUILD



Greetings, fellow monsters. Now that summer has ended, we have the chance to create and wear more clothing. Monster garb can cover you most warmly in the winter. So let's get it together with our Dor Un Avathar and come up with some special garb for the winter months.

Monsters are fun to portray and there are an abundance of them in the manual. Get out there and play a monster. It will be fun.

Squire Teliel,
Guildmaster of Monsters

THE DUKE SEZ

Happy Halloween everyone! You may have noticed that this issue of the newsletter is lacking almost everything we need to make it a good one. The next one better be different or people are going to start losing heads.

A new Pegasus Valley website is up and running at <http://go.to/pegasusvalley>. The site is mostly complete with the newsletter archives being added as I have the time. If anyone has a fighting company or household and wants a page, or just needs web space, talk to me so I can set you up on the PV page.

Have a happy and candy filled Halloween.

- Glenalth

MARSHALS ORDERS

Well met, all. First of all I would like to thank the new people (newbies) for attending on Saturdays and having the intestinal fortitude to stick with the program. They already have their own weapons and garb and are learning the use of their weapons rather quickly. I also like the fact that they are not afraid to use the tactic of 'ganging-up' on one person to seal a victory. Huzzah!!

For the rest of us, take time out to recruit your friends into the experience. Hey, you can always 'tick' them off, then challenge them to a sword duel to the death.

Waivers can be obtained from myself or the Prime Minister on Saturdays at the park. Remember, they must be turned in before you are allowed on the field.

Good luck in your recruitment quests.

Squire Teliel, Marshall of Pegasus Valley



FROM THE CHANCELLOR

Greetings good men and women of Pegasus Valley, As I intend to keep the you, the populace, informed of the status of the office of Chancellor, I present to you the first report of the records status of our Duchy. Most importantly, I have brought the persona records up-to-date and added all the credits that were not previously input into the credits database. A current listing of credits is available at the weekly battlegames, and will be included with the sign-in sheet. A current dues-payers list is also available. I have also reorganized the Pegasus Valley records in a more understandable fashion, and include things like our old newsletters, our group charters and tax information, and A&S and Business meeting notes. If you have a specific request to view records, please see me at the park or submit it to me via email at wardancercass@netscape.net

This is not to say that the records are as correct as they can be; my term-of-office project will be to go through all 6 1/2 years of Pegasus Valley records and recalculate all credits we have listed, and to determine what records we are missing. If you have a listing of excess credits after the recalculation, I will add those credits to your records, but I will not subtract any credits if what we have listed currently is greater. I will not switch any credits from one class to another unless you can find a corpora rule or addendum that states it is allowed. I will also be reviewing other persona records, such as awards and titles, and should be able to publish a list soon. At the end of the recalculation, before I leave office, I will publish my progress/results of this recalculation.

The other major responsibility I have is to the Pegasus Valley finances. At the current time, our assets rest in the form of cash and checks in the total of approximately \$2000. As we do not have a bank account open yet due to an unfilled BOD Treasurer position, this remains in my possession. Please see me for current detailed records and archived information.

If you have any questions as to your records, need a transfer, or anything else, please feel free to see me, and I'll do my best to answer your question or fulfill your request. If you prefer, you may also email me, or call me at 275-6013, in Albuquerque. Thanks a lot for your patience.

- Chancellor Lady Cassandrah Catrina Satvyr of Pegasus Valley



Wholesale Club prices for Amtgard Members
2412 Candelaria NE - www.leatherfactory.com

BOD STUFF

The Duchy is currently accepting applicants for the office of Treasurer of the Board of Directors and for two Board member positions. For a complete listing of responsibilities, please see the Corpora of Bylaws. There will be a BOD meeting on Thursday, November 4, 1999. If you want to run for any BOD position, please attend this meeting. Call Glenalth or Cassandrah at 275-6013 to find out where it will be held.

NEED EXTRA MONEY

Become a Mercenary with the Warriors Guild. Earn money while protecting the duchy or destroying its enemies. There are a lot of benefits for joining the guild, such as:

- Comprehensive on the job training.
- Compensation plan for grieving spouses.
- Work today, get paid today.
- Job placement with fighting companies.
- And management positions are available.
- Dues are only 1 PVC and will not be due again until the next guild master election. Ask Glenalth, Guild Master of Warriors, for more information.

- Glenalth

BY ANOTHER NAME

Chapter one of my story, this takes place 6 months before I arrived in Klein Grafshaft von Sachsenlein and started my journey through Amtgard. The scene is shortly after the turn of the second century, Ireland...

The sun was starting to set as Glenalth hurried to the feast hall. Never missing evening feast, Glenalth was not

there for the food. He did not want to miss any of the words spoken after. Be it stories of proud warriors, tales of sorcerers from the ends of the world, or even reports of battles. Everything heard there was interesting, but the tales of The Red Branch of Ulster and Cuchulain were favorites of everyone. The stories had each been told ten times over and would be told again, and Glenalith would be there to hear them.

Passing through the always open gates of Dun Draoneach, Glenalith noticed the yard was empty. The lessons that were always being given in the yard were suspended as everyone gathered for evening feast. People passing through could get a day of meals for spending a good hour teaching in the yard. Everything from sword feats and druidry to basket weaving and leatherwork was taught there. The one responsible for this was Drach. He was an evil creature from a time long past. To make up for lifetimes of killing and destruction he rededicated this fort Dun Draoneach, home of those that practice the art, and asked Glenalith's future father, Aryaka, to keep peace there. Now twenty years later, Dun Draoneach has become a center for learning and Aryaka is at its head.

The doors of the feast hall were heavy, but swung easily on their hinges. On entering the hall, Glenalith noticed his mother was absent as usual. Si'draoi was not the type to like the close quarters during evening feast. It is possible that she liked the company of animals more than people. She was usually just outside the back door, the cooks would bring her any food she requested. Sitting there quietly eating, she would share little bits of bread and meat with animals that would approach her. As a druid the animals trusted she would not harm them and she trusted they wouldn't harm her. Although some say Si'draoi's closeness with the animals was that she was of two different worlds, the human and fairy.

Sitting near Aryaka, Glenalith noticed that no one was eating. They were all talking and everyone had the same thing on their lips, War. A war between two factions. One was trying to capture the crown lands of a kingdom that had been decimated by plague while the

other was trying to defend their king. The only problem was that we were located directly between them.

Aryaka spoke, "War may be coming our way. Messengers have already been sent to both sides to determine if their intentions are hostile."

"And if they are?", Si'draoi asked, suddenly appearing at the doorway "Then what do we do?"

"We will have all of the too weak, the too young, and the too old sent away. The rest shall stay and fight these

intruders.", Aryaka replied "We don't have much of a choice, this has become a great place for all, and I'm not about to give it up."

Cries of agreement rose from the hall.

"They have at least ten for every one we put forward." said Drach "We might be able to win, if we allied with one of the duchies."

"When the messengers return", Aryaka said "we will discuss this further. Until that time, let us eat and drink."

The hall was quiet, the only noises were the scraping of knives on the tables and drinks

being emptied. After the food was eaten, everyone left the feast hall. No one stayed to tell stories or even talk about the impending battles. After Glenalith had finished his serving of boar meat, bread, and juice, he went directly to the House of Dannann. The building looked older than it really was, lack of repair after lifetimes of use. Sitting near the statues of the old gods Glenalith was alone there. He wondered if battle would really come his way, if he might be able to fight! No, Glenalith realized, his parents would send him with the too weak, the too young, and the too old. Already he had reached fifteen summers and fourteen winters, but needed almost another two years before they would allow him to fight against a real foe. Glenalith had trained with many to use a spear at Dun Draoneach, He could use a spear better than most soldiers. He only wished for a chance to prove himself...

Waking the next day, still in the House of Dannann, Glenalith realized he had fallen asleep at the foot of the statue of Lugh. Stepping out into the sunlight, almost blinding after the dark of the building, he noticed there were two gray horses drinking near the stables. Both of



the horses were at least five hands smaller than the smallest at Dun Draoneach.

"Where might you have been last night?" Si'draoi asked.

"I fell asleep in the House of Dannann last night." Glenalith replied.

"I know, you have an impression from the statue of Lugh upon your arm."

Glenalith rubbed a small cross that had been pressed into his forearm as he slept.

"One of the messengers has returned," Si'draoi said "and with him he brought the two that rode those horses. They are messengers themselves, here to ask a favor of us."

"What do they want?", asked Glenalith.

"I believe they want this fort." Si'draoi replied, "You are to see Aryaka in the feast hall now, he wants you to be a part of this too."

Glenalith almost ran to the hall, as did Si'draoi. As they entered the hall, Drach ducked behind a curtain and used it as a shield for the sun, so dangerous to his kind. As the door was closed and the flood of sunlight stopped, all turned to greet the new arrivals. Aryaka stood next to two men encased in identical leather armor.

"Shlay and Conn, this is my son Glenalith and my wife Si'draoi." said Aryaka, as Drach slid back out of the shadows.

Glenalith approached the group, followed by his mother.

"Good greetings, I am Conn." the larger of the two said as he offered his hand.

"I am Shlay" the smaller said simply while adjusting a cap of leather he wore upon his head.

"My apologies that relations with your race are so poor here that you must hide your ears." Aryaka said, bowing his head as he said it.

"What do you mean?", asked Glenalith.

"I am elven." he said as he removed his cap to show that his ears came to a point, then placed it back upon his head to hide the same.

"I've never seen a real elf before." Glenalith said as he turned to the other "Conn, as in Conn of One Hundred Battles?"

"No," replied Conn "he was my fathers, fathers, fathers, father and I was named for him."

"Are you a warrior of the Red Branch?" Glenalith asked.

"No, the last member of the Red Branch...." Conn paused for a second, as if remembering some distant

memory "...died long before I was born, Red Branch is no more."

"Back to the matters at hand," Aryaka said, showing a small smile.

"As I was saying," said Shlay, "Remuu and his army has always been our worst enemy, the only reason we were not at war was the king. Now with the king dead and the royal army decimated from a plague, there is nothing stopping them from attacking us. Our only hope is to fortify our lands. Now, Dun Draoneach is not on our lands but it is of great strategic value to us as it would be to Remuu also."

"My request is this," Conn interrupted "That the stone walls of Dun Draoneach would be used to defend our people, and our people would be used to defend the stone walls of Dun Draoneach."

Glenalith spoke first, "That seems to be fair. After this war, your troops would leave Dun Draoneach and Aryaka would be in charge again?"

"Aryaka would always be in charge of Dun Draoneach, and when this is over my men would repair any damages and leave it as the fort was when we arrived." said Conn.

"Then we have a pact?" asked Shlay.

Aryaka paused, "As long as I can have my own men stay here to help defend these walls."

"It is agreed," Conn replied, "we must leave immediately to prepare."

"Good Ride" came the response from Aryaka, Si'draoi, and Glenalith as Shlay and Conn left the feast hall.

Drach stood behind the curtain as they left, and said "I've got to get to bed."

"Glenalith" Aryaka said, "You have not reached 16 years yet, you will be sent away until you are able to fight. I have a feeling this will be a long war"

"I understand." Glenalith replied.

Having found out that Red Branch was no more and that he would not be allowed to fight was just too much to take, so Glenalith went back to the House of Danann to think. His parents wanted to protect him as much as possible, but knew they would have to let him fight eventually. So Glenalith would leave for one year and half of that again... All of that time would be used to train... When he came back, it would be different...

CROWN QUALIFICATIONS

Yet again it is almost time for Crown Qualifications. They will take place on Saturday, November 27. A flyer of clarifications will be distributed in one or two weeks. But know what to expect with this wonderful document.

Officer Qualifications

Duke: 5 A&S with an average score of 3.0 and 5 fighting
 Regent: 7 A&S with an average score of 3.0 and 3 fighting
 Champion: 3 A&S with an average score of 3.0 and 7 fighting
 (These are categories, not entries)

Arts & Sciences Requirements

All entries must be made within the last six months.

No entry may have been in another crown qualification in this land or any other.

Only your top two entries from each category are used in determining officer qualification.

Judging

There will be 5 judges, judging all entries on a scale of 1 - 5.

Entry scores will be an average of all 5 judges scores.

Judges may ask the autocrat to disqualify a mis-categorized entry.

Combat Requirements

You must have a waiver on file to fight.

You only have to participate in a category, not win, to qualify.

A&S Categories

Art - flat, 3-d, medieval/fantasy photography, and miniature painting.

Bardic - instrumental, vocal, dance, and oration (bonuses for original work)

Garb - court, field, and monster.

Garb Accessory - jewelry, boots, belts, and such.

Active Construction - amtgard swords, shields, and other battlefield stuff.

Passive Construction - real swords, carpentry, and non-battlefield stuff.

Cooking - food and drink, bring enough for all 5 judges to try.

Written Composition - must be under 5 pages, double spaced - due 10/20/99

Rose - donations to the group like loaner weapons, battle flags, and such.

Strategic Gaming - chess, warhammer, magic... must have 6 people to count.

Combat Categories

Archery

Flail and Shield

Florentine (2) Short Swords

Open Melee Weapon (any weapon and any shield)

Polearm

Single Dagger (under 18")

Single Short Sword (under 36")

Sword and Shield

Open Weapon, Two-Man Teams (½ points for winning)

Remember, a sheet of clarifications and possible category changes will be coming out in one or two weeks! Don't accept this as law.



DECLARATION

I Glenalthe Woodwalke, Duke of Pegasus Valley, and commander of the Red Branch fighting company, declare my intentions of running for the position of Duke of Pegasus Valley. Elect me again, I'm a nice guy, honest.

- Glenalthe

NEWSLETTER NEEDS ENTRIES

Guild masters, do not forget to turn in your entries for the next newsletter. It should be hitting the presses for coronation in early December (probably the 11th, the hall reservation is not yet confirmed.). We need art, words, and photos. Don't be afraid of the newsletter, it's more afraid of you than you are of it.