



The Wind

Greetings from the Baron

NEW Court Contact Information

Baron Mahali Audran
Lynx1@bome.com

Consort Cio Cio
Rabbyn@2die4.com

Prime Minister WL Aroberson
Qwksilvr@iconl.com

Defender Jacob MacTyler
Teleshka@starband.net

Capt. of the Guard Morwen Silverblade
Vanbriesen@bome.com

Scribe Sabiba al-Taftani
Quincy@iconl.com

Greetings citizens of Querna Tema, It brings me great pleasure to lead our Barony as the seasons shift once again and we enter the chilling times of winter. I look forward to implementing numerous plans to further our prosperity through these difficult and trying times.

Some of these plans are to strengthen our borders and secure food for the people. These actions are needed in the face of recent incursions of surrounding farms by monsters and attacks on our land. Attacks lead by Querna Tema's long time enemy Kwaamzar and his minions.

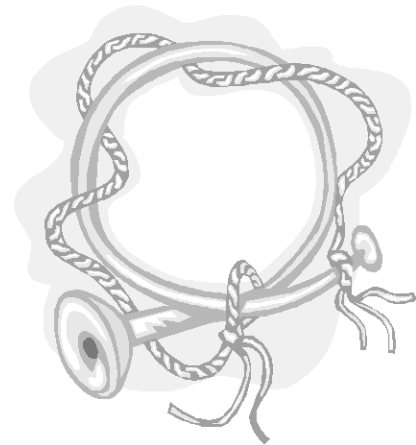
I have recently organized a group that exterminated his latest threat that was ravaging defenseless farmsteads along the eastern river.

The victory against his undead army was not without its price and we mourn the fallen heroes that gave their lives to protect others.

Forming a larger army and securing our borders is of utmost importance. My scouts

have reported increased activity along our borders.

Now is the time for every able bodied fighter to protect their friends, family, and land.
Baron Mahali Aird Illyrian Audran



Contents:

Baron's Greeting...	page 1
Consort's Corner...	page 1
Editor's Notes...	page 1
Teleri's Farewell...	page 2
Up & Coming Abilities...	page 2
Arts & Sciences Notes...	page 3
Recipes...	page 3
Class Highlights...	page 4

Editor's Notes

It's hard to believe that 6 months have gone by already. It seems like just a few weeks ago that we were electing a new Sheriff and

Regent. And a few days ago, Teleri stepped up as Baroness to take over for Siobhan.

(Continued on page 2 – Notes)

Consort's Corner

In Rokugan, we talk a great deal about the weather. It is an easy and non-offensive topic, which we all are exposed to.

Here in Querna Tema, for the last 6 months, I suppose one thing to observe would be "what a reign!"

It has been tumultuous and heady, to say the least. With the sudden changes that have been thrust upon our little group, we've all been affected by the weather of life.

Our group has seen envoys go to Rakis and Clans. It has seen our attendance swell and ebb, and it has seen the ongoing efforts of many of our members.

I want to give very highest thanks to all of you who are making continuing efforts, attending and organizing events, working at A&S, finding new ways to fight and presenting a
(Continued from page 1)
positive attitude to those who are new to the



Consort continued...

organization.

Here in Querna Tema, we tend to put an excellent face forward. The Arts and Sciences flourish, whether it be weapon-making, garbing, brewing or making a "fire" to use in a quest. We have armorers, jewelers, tailors, and even monster makers.

I hope to see these strong efforts continue. Last winter, many in Querna Tema found themselves challenged to attend events in the bitter cold of winter. This year we hope to find an indoor arena for our fighting and our fun.

I hope to see a great many arts and science activities to take up the colder months. With fortune's good grace, we will emerge from the cocoon of winter to see the Arts and Sciences flourishing even more than they are now.

Doomo arigatoo gozaimasu
Okugata Ichizoku Raion no Cio Cio

From the Former Baroness

Greetings unto the populace!

As my reign has drawn to a close, I would like to first thank the folks that helped me in the transition from Regent to Baroness.

Where it was only 3 months as Baroness, I have enjoyed an entire year in service for the Barony and am proud to have seen it move from a Shire to a Barony.

I am eager to watch the new monarchy continue to raise the Barony to new heights, including the steps to Duchy.

The continual challenge to the group is to making the rules and regulations enhance rather than harm the group as well as forging our path to the future. Understanding, volunteering and positive attitudes are the best things anyone can contribute.

Our ability to look past the combat and enjoy the full realm of Amtgard is our greatest asset.

Fair thee all well,
Ex-Baroness Teleri

If you have issues for the December Althing, please get them to me no later than noon on December 6th.

Scribe Sahiba al-Taftani

Something you'd like to see in The Wind? Send it to me

Up & Coming Abilities

With new levels come new abilities. While many of us have read the rules, sometimes it's nice to have a refresher in what someone is going to be capable of when they hit that next level.

Following are what we may well see on the battlefield over the upcoming reign:

Archer – 4th Level – +1 life (5 total); 1 Armor-Piercing Arrow

Assassin – 4th Level – 2 Points of Armor or a 5' Javelin

Barbarian – 4th Level – +1 life (5 total)

Bushi – 2nd Level – Self-Heal 1/life (as per Monk)

Healer – 4th Level – Enchantment, Harden, Sever Spirit, Touch of Death

Monk – 2nd Level – Throwing Weapons; Immune to Poison; May transfer 1 life to teammate 1/game

Scout – 3rd Level – Obtain information from subdued person; Cure Poison on self 1/life

Warrior – 4th Level – Improve Shield; Improve Weapon 1/life

Wizard – 3rd Level – Ambidexterity, Anti-Magic, Dispel, Extension, Fireball, Mutual Destruction, Projectile Protection, Protection, Touch of Death, Wind, Yield

Notes Continued...

(Continued from page 1)

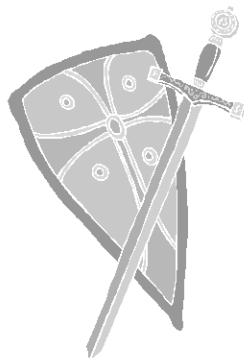
Please be sure to thank Teleri for her hard work and dedication as her reign comes to a close.

Also, take the time to speak with Baron Mahali and Consort Cio Cio – they have taken on

the mantle of leadership willingly – be certain to give them your support.

All of our leaders perform a multitude of thankless jobs. It's up to us to give them our appreciation for their time and efforts.

Scribe Sahiba



Arts and Sciences Notes

Greetings!

From the former Regent and now to be former Baroness, I would like to give two special acknowledgements.

There was much I had wanted to accomplish during my reign, but time and other constraints did not allow them to be completed.

What I am excited about is the two members of the populace that aided me in getting two important guilds formed.

In forming the Smith's Guild and the Garber's Guild, I wanted to ensure the lasting importance of the A&S in the Barony and broadening Querna Tema's scope.

As I have heard from those that have traveled near and far, Querna Tema has met and sometimes exceeded what others have done in just a small portion of the time.

Huzzah! to Rich Robinson (Kenyan) who now leads the Smith's Guild to what promises to be a wonderful start and a long future.

They have in store for the Barony feasts, tourneys, competitions, classes and much

more. Please, not only attend their events, but think hard about sharing your talents with the group and them and even becoming a member.

Huzzah! to Rahlyns Falconer-Beddes (Cio Cio) who took up the torch and lead the Garber's Guild. Many of us have benefited from not only her assistance in making garb but in the classes and demonstrations she has arranged.

I have also heard that we 'look' better than most in the Empire and that is something to be quite proud of. I know for me, it adds much to the environment and enjoyment of the game to have some many look so well the part.

The A&S portion of this system is what really makes this a fun and interesting experience for everyone and allows for the wonderful 'world' of Amtgard. There are no 'can't do's'!

When everyone shares their talents, and EVERYONE has talents, the whole barony benefits and excels.

Teleri ne Tema



Contact Information for the Garber's Guild:

Consort Cio Cio
(rahlyns@2die4.com)

Contact Information for the Smith's Guild:

Kenyan MacDougall
(salaysen@earthlink.net)

Beverages to Warm the Spirit

Cider Mulled Punch

Yield: 6 servings

2 small eating apples, peeled, cored, and chopped

6 whole cloves

1 (4-inch) cinnamon stick

2 teaspoons ground ginger

2 tablespoons brown sugar

1/4 cup water

1 small orange, juiced

1 bottle Hudson Valley Farmhouse Cider

Combine all ingredients in a saucepan and simmer, covered, for 10

minutes. Remove cloves and cinnamon stick and serve warm.

Recipe courtesy Elizabeth Ryan. Reprinted from the Food TV Website.

Venezuelan Spiced Hot Chocolate

Yield: 8 cups

1/2 gallon milk

3 whole star anise

2 sticks cinnamon

Zest of one orange

5 whole allspice berries

2 tablespoons brown sugar

8 ounces semisweet chocolate, coarsely chopped

1 cup aged dark rum

Combine milk with spices and sugar in large heavy saucepan. Cook over

medium heat, stirring to dissolve sugar, until

milk just starts to

bubble around the edges (scalding). Lower heat

and cook 10 minutes.

Remove from heat and allow to steep 10 additional

minutes, then strain

into another large heavy pot. Heat gently, then

add chocolate and rum.

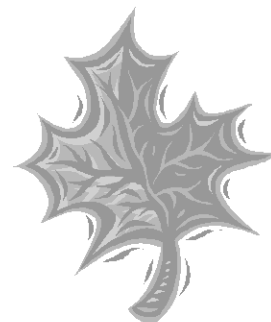
Whisk briskly 5 minutes over low flame until

chocolate is completely

melted.

c.1997, M.S. Milliken & S. Feniger, all rights re-

served. Reprinted from the Food TV website.



Class Highlights: Archers and

Archers...The Class

Need to rid a warrior of his shield? An Archer can help.

Need to kill that pesky Healer in their back lines? An Archer can help.

Need to put a hole in some heavy armor?

Need to stop a spellcaster from a safe distance?

Need to break up a charge?

An Archer can help.

We are the best of the best on the battlefield. With our longbows we can do twice the damage of the deadliest great weapons....

We can destroy shields and pierce armor....

We can put fear in the hearts of our foes....

...and we can do it *all* at a distance.

And yet, with all that, we are still allowed armor, a shield, and weapons with which to defend ourselves up close.

But be warned.

Taking full advantage of the Archer class can be expensive. It also provides an excuse to learn to care for and repair your own equipment.

Many classes can use shortbows. A decent short bow can be had for around \$30, and deals abound on E-bay. But the real dream of an Archer is a longbow. However, barring a lucky find, a good longbow can cost you \$150 on up. And it can be a hunt to find them, there just aren't that many 35# longbows.

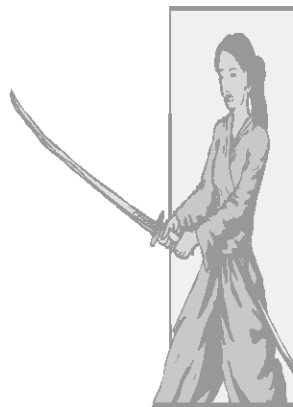
And you must buy arrows, which can be easily damaged.

But isn't it worth the effort to be the best?

The respect, the awe, the fear.....and the look on that dead target's eyes, the one you just reached out and touch like a bolt from the blue, all make the Archer *THE* class to be.

William Lockhart Archerson

Archer 3rd, Guildmaster of the
Guild of Archers



Healers – Make the Most of Them

Everyone knows how useful a healer can be. Field medic, defensive magics, even bringing the dead back to life.

On the battlefield, the healer is one of the biggest assets to their side, with the ability to cast unlimited *heals*. Unfortunately, they can't wear armor, weapons and shields reduce valuable spell points and the opposing team often finds the red sash an irresistible target.

So, how do you keep yourself alive so you can benefit the group?

The best thing to do in any type of game is find yourself a bodyguard. Preferably someone with a shield, a decent sword arm and armor if possible. Failing that, find someone who is willing to be your human shield.

In the large events, stick with your bodyguard, no matter what. If they die – call for a new one. Count on them being your eyes and ears – and of course, your walking cover. Your job is to *heal*, *mend*, and if you have it available, *resurrect*. Don't worry about taking offensive spells or even weapons. You'll be far too busy as a medic to even worry about pointing your fingers at anyone but a teammate.

In smaller battlegames, you should be prepared to defend yourself if needed. You might look at taking some of the offensive spells and even a weapon and/or shield. Indeed, you will more than likely want to – healers are limited in offensive magics.

You'll still want your bodyguard to do most of the fighting for you, but you can use them as a walking shield and direct them as needed. Often, the healer is the only one who has a few seconds to spare to look around – watch for unsuspecting foes and for your opponents looking for an opening.

Remember the healer is a supporting class – support your team and they will protect you. They are your lifeline – and you are theirs.

Sahiba al-Taftani, Cleric

If you are interested in running an event during the new reign, contact Baron Mahali or Consort Cio Cio as soon as possible so they can work on getting the dates you request into the calendar.