



# The Wind

## *From the Regent-Baroness*

### Contact Information

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Regent  
(Same as above)

Prime Minister  
(Pending today's election)

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Captain of the Guard Lazarus  
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Scribe Sabiba al-Taftani  
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A most humble thank you to the inhabitants of the Barony for electing myself and Siobhan. I hope to live up to your trust and honor the position.

Also, add my voice to the congratulations to us all for the achievement of Baronial status.

As the champion of the Arts and Sciences, I look forward to seeing many examples of the Barony's talents this summer.

This summer should also see the formation of several more guilds and households. The guild announcements will come at the June Althings. Anyone is welcome and encouraged to start households. They are a great way to get together and share common interests and to exchange information.

As always, I request any pictures of

A&S projects or really anything that has to do with our Barony to place in the Baronial scrapbook.

Remember, almost anything can be an A&S entry. A stick-jock who makes a very nice weapon is just as valued as an artisan who paints a picture. There is not one among us who is not capable of some sort of art or science and I have a feeling that most are quite talented at many things.

Look to the calendar and the A&S notes for info on upcoming events.

Fair Thee Well,

Regent Teleri ne Tema

**Today is our second  
Weaponmaster/  
Dragonmaster! Good  
luck to all contestants!**

### **Need some practice?**

Be sure to speak with Justine on dates and times of the Guardian practices.

Remember – the practices are open to all unless otherwise noted!

Also, see William for information on the Archer's Rendezvous.

## *Editor's Notes*

Well, here it is, better late than never! First, I'd like to start off by apologizing – both Teleri and Morwen had articles to me by mid- or

late June. So if there is a timeliness issue with either article, do not blame them as it was my (Continued on page 2 – Notes)

## *Out of the Shadows*

Hello all,

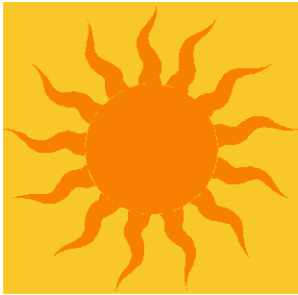
At the last June Althing, a couple items were discussed that directly relate to the Assassin class:

GARB: It was voted to follow the IM clarification for Assassin Garb. The clarification states: "Assassin garb in the IM will be either a

gray headband or a mask that covers the mouth and nose." So in effect, an assassin of any level must either wear a gray headband or a mask to be considered appropriately garbed.

FACE PAINT: There was a proposal to allow Assassins to use face paint as a substitute for a mask. It was decided not to take a vote making an actual rule change but to leave it (Continued on page 2 – Shadows)

## Shadows continued...



*(Continued from page 1)*  
up to the GMR. Currently, the GMR is allowing face paint as a substitute as long as there is no confusion regarding class. The Reeve/Event Coordinator for each particular event has the right to decide if the face paint substitute would be too confusing or not. If another player of a class other than assassin decides to paint his or her face, the assassin player may then be required to wear the appropriate garb for the assassin class. If no one else has face paint, the paint can substitute for the mask. I, as the Guildmaster of Assassins, am ruling that in order for face paint to act as a substitute for an actual mask, it must meet the following requirements. It must at the very least, cover the area from the cheekbones and the bridge of the nose, down to the chin following the jaw line (top to bottom) and from ear to ear (side to side, inside edge). You do not have to paint the ears themselves. This area must be completely covered by face paint of any color/colors except skin color. 'Skin color' is defined as the skin color of the player using the face paint or any color close enough to it that it can not be differentiated from the skin of the wearer at a distance. If the paint wears off or is wiped off during a game, it

must be replaced/refreshed at the soonest opportunity. Remember, a reeve has the right to have the player leave the game to replace the paint or put on a mask or gray headband.

**POINT TO NOTE:** With the clarification of the garb accepted, anyone wearing a gray headband may paint their face anyway they want and be recognized as an assassin.

**ANOTHER POINT:** Remember, these decisions only apply while playing in Querna Tema. Anyone wanting to play an assassin in a group outside of QT should take with them the standard garb from the printed rules (a mask and if above 1<sup>st</sup> level, the appropriately colored headband). As with any tweaking of the game rules by any group, such rules may not be recognized as valid by any other group.

Morwen Silverblade  
Guildmaster of Assassins

**If you have issues for the Althing, please get them to me no later than noon on September 6th.  
Scribe Sahiba al-**

## Ex-Baroness Arrives Safely

Thanks to the wonderful magical communications devices here within our lands, I received word from Siobhan that she arrived safely at her new (temporary) home last weekend.

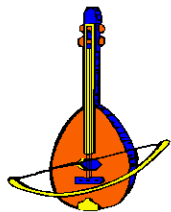
The trip was relatively uneventful and she is currently living in a hotel, courtesy of her new employers.

Her feline companions on the other hand, aren't welcome in her temporary housing

and have expressed their dissatisfaction in their new quarters at the local vet's office.

Unfortunately for us, she likes her job, co-workers and the area, so it doesn't sound like she'll be coming back except to visit.

Look for Siobhan at Nuke-Con, where she'll be helping with the demo!



## Notes Continued...

*(Continued from page 1)*  
responsibility.

Today we hold 2 elections – one for Prime Minister and one for Board of Directors.

Monroe and William are our candidates for Prime Minister; Kyrill and Yoto are running

for Board of Directors.

Also, today marks the deadline for announcing your intention to run for Regent. The election will be held at the September Althing.

Scribe Sahiba

## Arts and Sciences Notes

- Δ A special thank you to Cio Cio (Rahlyns) for her above-and-beyond help with the promotion of the Arts and Sciences. There are many in the Barony who are garbed at a far higher quality if not clothes at all because of her efforts and instruction!
- Δ Guildheads: Remember, you are responsible to help the members of your guild be in proper garb. The Garber's Guild is available to help make sure we have loaner garb for new people (and emergencies). It is my intention to make sure that there is at least one piece of garb matching each class requirement with both the Guildhead and with the general loaner garb.
- Δ Start work on projects now! Don't wait

until a tourney is scheduled. A&S competitions, displays and – hopefully – faires should be cropping up before you know it! Besides, well-done projects help the look and atmosphere of everything we do.



- Δ Some Arts are...
  - Heraldic Displays (flags, banners, etc.)
  - Sculpture
  - Juggling
- Δ Some Sciences are...
  - Archery equipment
  - Enamelwork
  - Herbalism

## Garber's and Smith's Guilds

The Garber's Guild sponsors at least one night a month where different projects are worked on. Help is also offered on projects anyone in the populace might be working on – all that needs to be done is ask for assistance.

Be sure to check in with Cio Cio (Rahlyns) if you have any questions or suggestions.

The Smith's Guild, focusing on Sciences, held its first meeting a few weeks ago.

Several topics and ideas were discussed, ranging from trebuchet and catapult designs to small castles to cooking.

Look for an event hosted by the Smith's Guild soon.

If you want to become involved with the Smith's, see Kenyan (Rich).

Ideas for both guilds are encouraged!

**The Garber's Guild and Smith's Guild are both up and running! Talk to the Guildheads for more information.**

## Recipes from the Regent

Because we are into the cookout season, I thought it would be interesting to look for "period" cookout food. Here's one:

Redaction: from Maggie Black: The Medieval Cookbook

6 fairly thin beef steaks

Oil or fat for grilling

Basting sauce:

2 tsp red wine vinegar

1-2 tbsp seville orange juice

4 tbsp red wine

Pinch each of ground black pepper and ginger  
Garnish



Sprinkle with cinnamon

Nick the edges of the steaks and grease them. Mix the sauce ingredients in a jug, adjusting the proportions if you wish. Then grill the steaks as you prefer; warm the sauce, and sprinkle with a few drops over the meat while grilling it. Serve the steaks lightly sprinkled with cinnamon and any remaining sauce.










# The Barony of Querna Tema


## AUGUST

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
30	31	1	2 7:30 - <i>Althing</i>	3	4	5 Generic Game Day
6	7	8	9 7:30 Fighter Practice	10	11	12 Generic Game Day
13	14 A&S Night Hosted by Cio-Cio	15 7:30 Archer's Rendezvous 	16 7:30 Fighter Practice	17	18	19 Weaponmaster/ Dragonmaster 
20	21	22	23 7:30 Fighter Practice	24	25	26 Generic Game Day
27	28	29	30 7:30 Fighter Practice	31	1 Talon Quest!	2

## SEPTEMBER

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
27	28	29	30 7:30 Fighter Practice	31	1 Talon Quest! 	2
3	4	5 7:30 Archer's Rendezvous 	6 7:30 - <i>Althing</i>	7 Weekend Campout 	8 Weekend Campout 	9 Weekend Campout 
10	11	12	13 7:30 Fighter Practice	14	15	16 Generic Game Day
17	18	19	20 7:30 Fighter Practice	21	22 Battlegames Hosted by Kyrill 	23 Generic Game Day
24	25	26 7:30 Archer's Rendezvous 	27 7:30 Fighter Practice	28	29	30 Generic Game Day

## OCTOBER

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
1	2	3	4 7:30 Fighter Practice	5	6 Demo at Nuke-Con 	7
8	9	10	11 7:30 - <i>Althing</i>	12	13	14 1 pm to 11 pm House Votre Regal et Tournis 
15	16	17 7:30 Archer's Rendezvous 	18 7:30 Fighter Practice	19	20	21 Crown Qualifications 
22	23	24	25 7:30 Fighter Practice	26	27	28 Generic Game Day
29	30	31 	1 7:30 - <i>Althing</i>	2	3	4 Coronation