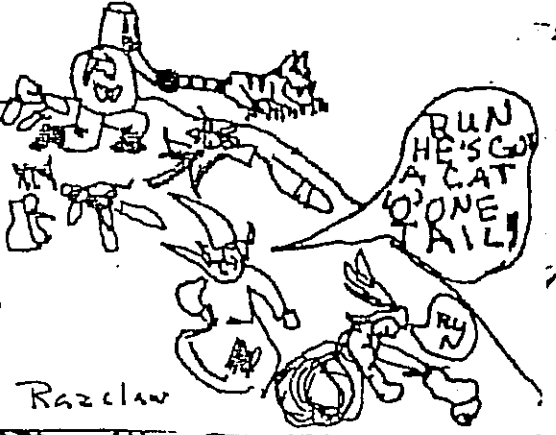
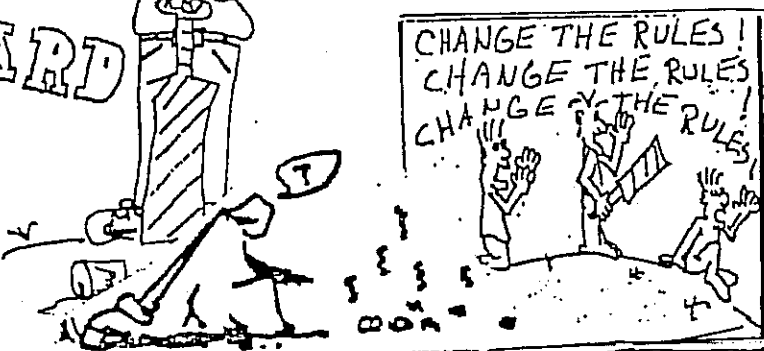


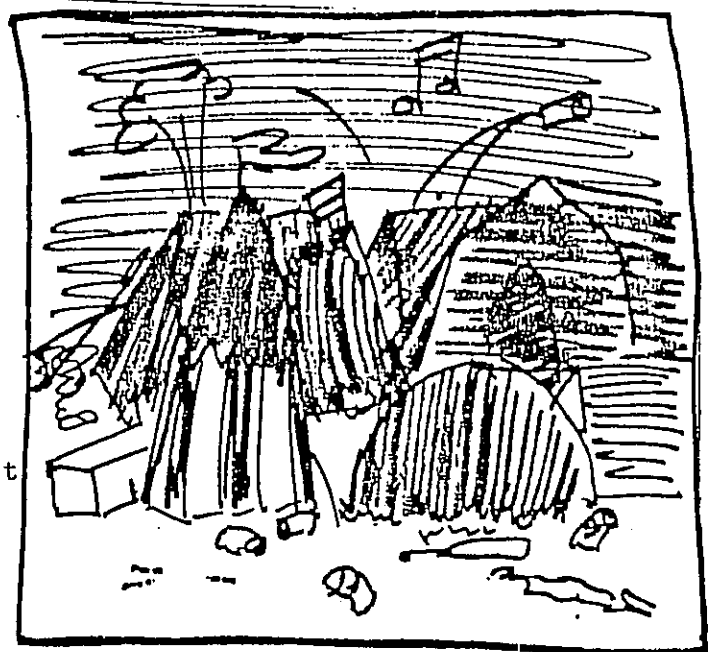
YAH, GILOS, LOOKS
TOTALLY PERIOD TO US.

AMTGARD

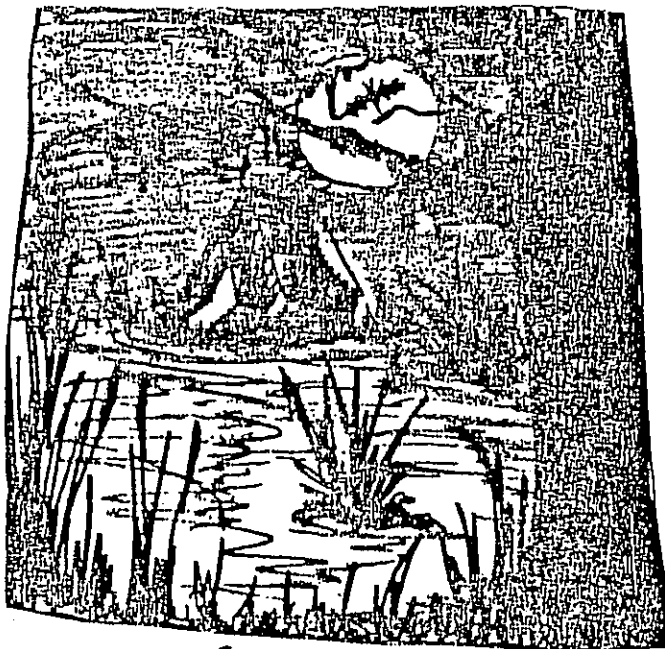


Cover cartoons by Marlin Razclaw (Ross Martin), Aron (Len Nellson), Gwynne (Kris Donnelly-Sasser), Master Mundane (Joe Cook)

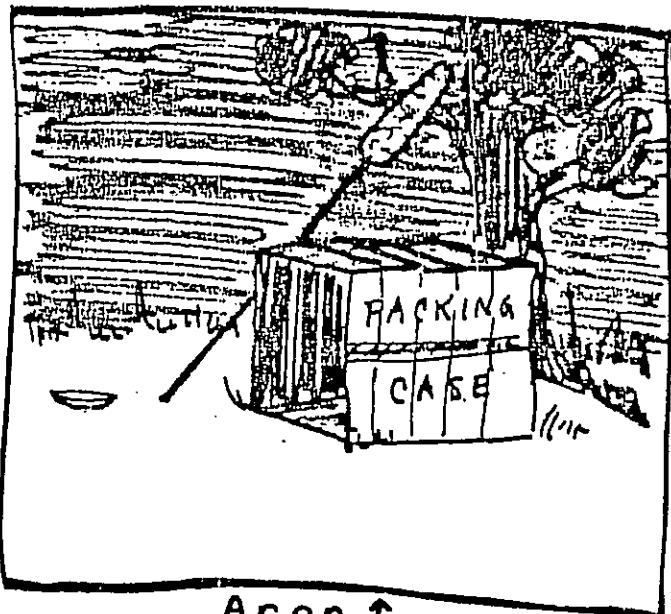
- *camping cartoons by Gwynne
- *Amtgard glossary by Gwynne, art by Nithanalorn (Richard Fox)
- *99 Names by Gilos (Ben Passmore), cartoons by Aron
- *Amtgard Totems by Aramithris (J.W. Donnelly), cartoon by Gwynne
- *Advice for your new Pet by Tawnee (Michele Ellington), art by Gwynne
- *The Lives and Times of Aron by Aron, border by Gwynne, art by Aron
- *What's best in Life by Scarhart (Scott Jernigan), art by Kam'Aron (David Sheppard)
- *I, Gilos by Gilos, art by Gwynne



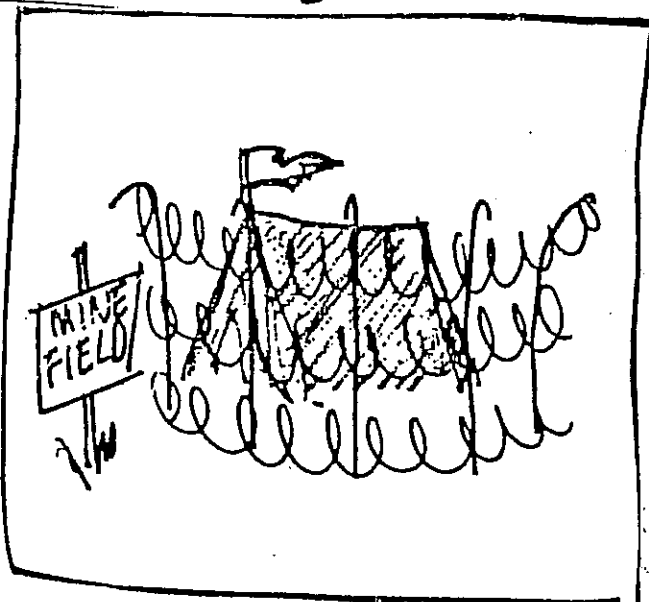
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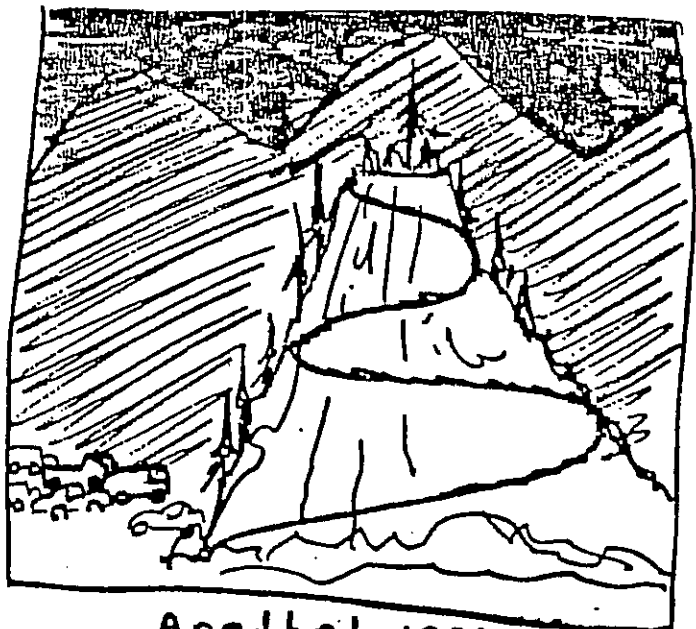
Gwynne ↑



Aron ↑



Golden Lions ↑



Aredhel 1988 ↑

NOTE: This glossary is by no means all encompassing or exhaustive. Any person possessed of definitions particular to Antgard that are not included in this work are urged to come forward. Provided said definitions do not break the laws of slander, bend the standards of acceptable vulgarity, transgress into boredom, or cause zits they will be published and full credit given to the author of same.



A GLOSSARY OF AMIGARD TERMINOLOGY

As is true with any group of people who have a specialized interest, Amtgard has it's own language. This can be confusing to those of us new to our rather exotic passtime. To help alleviate some of this confusion the following glossary is hereby tendered:

- AMIGARD The official name of our group. Actual meaning of the word is lost in antiquity although there is a rumor, as yet unsubstantiated, that it is an anagram for Aramithris' toll free phone number 1-800-AMIGARD.
- AHIRA, AN A slang word for anyone who is unable to keep decible level of voice down before 8:00 a.m. to less than that capable of sterilizing frogs at 200 feet.
- ARCHER, AN Seldom a deciding factor in battle games as they are usually found in and around trees and bushes looking for lost arrows. Rumor has it that once someone actually saw an archer shoot an arrow. This has not been yet been verified.
- BALL, A FIRE Part of a Magic User's arsenal of weapons that when accurately thrown at a target will send said target up in flames, glorious flames aka a pyromaniacs dream of heaven on earth.
- BALL, A FUR A. What your cat barfs up on your wall to wall.
B. What you cat leaves on your good wool suit.
C. How you describe your Persian cat if you haven't brushed him in 3 months.
D. A term having absolutely nothing to do with Amtgard.
- BALL, AN ICE A. Description of a Corsair camp-follower who refuses to come across on the first date or,
B. A Magic User's weapon when his fire ball runs out of fuel.
- BALL, LET'S A. The question to which a negative response results in the appellation "BALL, AN ICE" (see "A" above).
- BARBARIAN, A Comes in a variety of forms ranging from huge, hairy, lumbering, and smelly to small, furry, agile and smelly. When unsure as to identity of a belligerant and furry warrior (is it a barbarian or not?) ask it to spell the word "deoderant". Not only will a genuine barbarian not be able to spell the word, they don't even know what it means.

- CONSORT, THE Artsy-craftsy type, usually female, sometimes wearing a crown, commonly found hanging around a *Monarch.
- DURSA, A Anyone with an excess amount of hair and muscles who skips around in a pink tutu. Verb form of this word is 'to dursa', 'he is dursaing', 'he will dursa soon', and 'he has dursaed recently'.
- FAVOR, A (1). A mark of a ladies preference. (2). A piece of cloth commonly depending from a belt indicating status or award. (3). What you owe the new first level warrior who keeps giving you head shots.
- FEAST, A An excuse for showing off new garb and passing around cloved cantalopes. __
- GARBER, A Anyone with needle, thread, and a lust for garb.
- GARBER, A
MASTER Anyone with needle, thread, who produces garb others lust for.
- HEALER, A Combination resupply expert and replacement sergeant. Often but not always appears in the guise of a shapely wench. Usually unarmed. Note: be aware of the equally gifted but more dangerous form of Healer who is more akin to an armed combat medic. Never assume a Healer is an easy target.
- HIT, A A somewhat ambiguous word subject to a wide range of interpretation depending on 1). The force with which the word is used, 2). The targeted area of the word, and 3). The eyesight, or lack thereof, of the nearest Reeve. Secondary meaning which is mainly confined to certain companies within Antgard is considered to be synonymous with the words "joint" and "roach". Just why this is has never been ascertained to any degree of certainty. (Nor proved in a court of law.)
- HOLD, A When used in a loud carrying voice this word conveys immediate invulnerability on the field of battle so that obscure pleasantries can be exchanged between two or more combatants on opposing sides of battle, i.e., "You (expletive deleted), son of a (expletive deleted), that was too a hit!" "Was not"! "Was too"! "Was not"! and etc, etc.
- KNIGHT This word comes directly from an obscure medieval phrase to wit: "Once a king, always a king but once a knight is enough". This author's theory is that more than once a knight sounds like it might be rather interesting.

MAGIC USER

A sometimes confusing designation as this persona comes in several radically different degrees of effectiveness to wit:

Apprentice Level:

- A. Reads all spells off a piece of ratty notebook paper.
- B. Only has 3 minor spells to choose from and usually picks 1). Finding lost bowstrings, 2). Banish sweatstains from tunics and 3). Spitball, spitball, spitball.
- C. Found cowering behind inept shieldmen.
- D. Dies frequently and messily.

Master Level:

- A. Reads spells from finely caligraphed velum, illuminated and highlighted in gold.
- B. Carefully selects major spells such as 1). Protection against rival wizards. 2). Napalm, napalm, napalm. and 3). Attraction of nubile females to self.
- C. Found around elite companies of shieldmen.
- D. Dies infrequently and always takes some of them with him to Nirvana.

Master Mage:

- A. Scorns written spells as beneath his phenomenal memory.
- B. Innumerable advanced spells at his fingertips, i.e., 1). Atom bomb, atom bomb, atom bomb, 2). Raise from the dead Alexander's Legions, and 3). Total invulnerability to anything except live volcanos, killerwhales in packs of more than 23, or bubonic plague.
- C. Sometimes condenses to be in the same area with belted knights of the sword.
- D. Only dies when he's bored and wants to visit a cute Nirvana reeve.

*MONARCH, THE The guy (and occasionally gal) wearing the crown.

MUNDANE, A Anyone within visual range of any Amtgard event not wearing garb.

MUNDANE, THE MASTER A specific person within visual range of any Amtgard event not wearing garb and hunched over a drawing board, modeling obscure costumes, hugging female members of Amtgard, and promising for sure to attend the next event/camping trip. Considered as a vital but exofficio member of Amtgard. See also "the Exception to Rules rule".

PALADIN, A

The archtype of noble behavior on the battlefield. Can always be identified by the following characteristics:

- A. Noble brow, clear eyes, crooked smile (straight teeth), outstanding physique.
- B. Expert in weapon technique.
- C. Honorable to the point of ridiculousness.
- D. Slays dragons.
- E. Rescues maidens.

As opposed to the.....

PALADIN, ANTI

- A. Noble brow, clear eyes, crooked smile (straight teeth), outstanding physique.
- B. Expert in weapon technique.
- C. Dishonorable to the point of ridiculousness.
- D. Signs non-agression pacts with dragons.
- E. Seduces maidens.

POMPEII PARTY

Obscure tribal celebration held in the dead of night in the middle of a barren desert. Exact description of rites has never been published but attendees are easily identifiable by the resultant brain damage.

P.M., THE

An elected official second only to the Monarch in authority. Most commonly found just prior to commencement of hostilities waving a sheet of paper crying "If you haven't paid your dues you can't vote".

REEVE, A

A person of authority on the battle or tournament field possessed of a fount of obscure and arcane knowledge, the voice of power, and uncertain eyesight.

REEVE,
NIRVANA

A person of authority near the battle field endowed with a fount of ice water, pen and paper, timepiece with a sweep second hand, and uncertain memory. Usually found under a shade tree.

SHIRIKUN

Resembles a snowflake. Is commonly found imbedded in various parts of fighter's anatomy. While the origin of these artifacts is not known it is disputed that they fall from the heavens in response to prayers from the Assassins Guild.

TEST, A

Comes in a variety of forms, i.e., Reeves, Corpora, Heraldry. Usually held around the time of Crown Qualifications and always accompanied by moans of despair and screams of outrage.

99 NAMES AND THEIR MEANINGS

Primary Author:
Secondary Author:
Tertiary Author:
Santa's Helpers:

Gilos
Aramithris
Aaneka
Tawnee
Shylarra



<u>NAME</u>	<u>MEANING</u>
1. Abedon	To be left alone, as in "I was abedoned".
2. Aegar	A unit of land measurement
3. Ajax	1) A household cleaner, 2) a singular car raising device.
4. Aragoth	To hang a drunk barbarian out to dry.
5. Andralaine	The male lane on a highway.
6. Akyd	Small insect related to the locust.
7. Ahira	Following the rules to the letter, as in "One must carefully ahira to the rules".
8. Aramithris	The feeling one gets when out of oxygen on the moon.
9. Anneka	1) A spice used in imported beer, 2) First name of Vader's wife, Anneka Skywalker.
10. Argon	An inept gas.
11. Alki	A veteran party animal.
12. Aredhel	1) A breed of floppy eared dog, 2) The ring through which Ulysses shot his bolt.
13. Andre	A brand of cheap champagne.
14. Aron	A device used to remove wrinkles from clothing.
15. Ariona	A light, fluffy cake.
16. Balinor	An affliction of the lower intestinal tract.
17. Bearhunter	The naked bowman.
18. Caspin	A type of friendly specter.
19. Charloc	A French car security device.
20. Caliope	A calamity, as in "The ship wreck was a caliope".
21. Crimson	The sex changed male progeny of Crim.
22. Constansi	A card game using at least two standard decks
23. Conan	Cimmerian word for "with ice cream"; co - with, nan - ice cream.
24. Delphos	The opponents of the forest clearing (i.e., dell).
25. Doom	The sound a kettle drum makes.
26. Esuom	I esuom you know what this one means.
27. Elycia	To unchain a horny healer.
28. Fedora	Pandora's hell-raising sister.
29. Felicia	A sexual technique known only to the King's concubine.
30. Ghee	Rancid butter (really!)
31. Grimbold	A well known toilet disinfectant.
32. Gwynne	A type of alcohol, often mixed with tonic.
33. Gilos	1) Anything clever or innovative, 2) Latin for a disease of fish breathing apparatus, 3) melted butter.
34. Grimlock	The piece of hair that always falls in your eyes.

35. Green Finger Kermit's proctologist.
36. Hezikiah A sauce served over Rakasta (see Rakasta).
37. Heimdale A maneuver used to clear the airway.
38. Honto Indian stuntman in the Lone Ranger series.
39. Hellspawn 1) In chess, the black thing in front of the King that is killed, 2) Short for Hellsprawn, a diabolical shrimp.
40. Ishtar Substance found beneath nail and in cigarettes.
41. Johann An attempt to attract Captain Solo's attention.
42. Joella A good fellow.
43. Kurse Something you get from the Corsettes.
44. Kanykria A venereal disease.
45. Kam'Aron Leaving automatic surveillance devices in place.
46. Kalibria Latin word for aligning surveying equipment, as in "Kalibrate the theodolite".
47. Larce Something eaten with chicken and green beans.
48. Lyriel A throat clearing exercise used by singers.
49. Lorn To be left out, as in "left alorn".
50. Morluk What this individual does not have.
51. Morbid To continue the selling process at an auction.
52. M'Deth A glorious suicide run.
53. Marika What Mom smells like in her old age.
54. Michael 1) A battle-cry for killing credit, as in "my kill", 2) a battle-cry used when he (Michael) is surrounded.
55. Mustapha An Arabic venereal disease.
56. Nephonious A latest produce from AT&T.
57. Nashomi Battle-cry used when denying a hit.
58. Nithanalorn To refuse to be left out.
59. Naes The number of no votes at an Allthing.
60. Ozy Possessing the quality of airheadedness, as in "she was a little ozzy".
61. Paladrin 1) A remedy for cramps, 2) A young teenager involved in bestiality.
62. Pyro 1) The fire used to burn the O, 2) A fish pie
63. Querty How you feel after drinking three bottles of whiskey.
64. Ruger 1) Phlem in the back of the throat, 2) a German automatic pistol.
65. Ryah A type of grain Chekov believes developed in Russia.
66. Rine-O Armor class two skin.
67. Raxx To attack with a steak knife.
68. Rakasta A small Italian sausage.
69. Raven 1) A brand of sunglasses, 2) A condition one receives talinor for (see Talinor).
70. Rift Gorhan
Tele 1) Cimmerian statement meaning "Inform King Gorham of the existence of the chasm", 2) The new hit Russian television show on the BBC.
71. Rowan Manual boat propulsion method.
72. Sven Norwegian for the primary author's mundane name.

73. Starella To be infertile
74. Shylarra A variety of the larra bird, rarely seen.
75. Sharla A German porkchop served with sauerkraut.
76. Shamorak To fake a groin injury.
77. Scarlet A small permanent mark.
78. Siegfried 1) The liberator of the Ziggian people, 2) Liberator of alien spiders.
79. Scarhart A political condition caused by sleeping with one's secretary.
80. Silverbolt When the Lone Ranger's horse runs away.
81. Sterling The act of abducting half mixed cake batter.
82. Taran An aborigine from planet Earth.
83. Talinor An anti-psychotic drug used for paranoid schizophrenia.
84. Tamera The next day, as in "See you tamera".
85. Tawnee 1) A viscous, mountain dwelling species of tiger, 2) Tanglefoot's true love.
86. Theo 1) A singular letter, 2) A hired hand on a ranch.
87. Tanis A sport played with a net and two rackets.
88. Talon The rockpile at the bottom of a cliff.
89. Trillador A syncophant at court.
90. Thedric The class one plays before becoming an archer Cimmerian for "with cheese" (con queso).
91. Thanos
92. There is no number 92.
93. Wolverine A type of small diet wafer on which one eats Rakasta.
94. Wu Tao A Chinese sneeze.
95. Xevious A popular video game.
96. Zenobia A fear of one's own body.
97. Zyax A herd of central Asian yaks.
98. Zucharin 1) A cold tomato soup, 2) An artificial sweetner.
99. Zor 1) The last door in a building, 2) How one feels when struck in the face.

AND TWO SPECIAL EXTRAS

The first because I left him out, besides it's the best one.....

100. Raydn What barbarians do when they sweep down from the North

and finally, Amtgard's founder, as told to me by a wandering dwarf:

101. Peter LaGrue French impotence.



Amtgard Totems

tō' tem n. (Am. Ind.) 1. Among primitive peoples, an animal or natural object considered as being related by blood to a given family or clan and taken as its symbol.

Although the above definition points to the origin of the term as American Indian, the practice has its equivalents in the symbols of most civilized peoples. The maple leaf of Canada, the eagles of America, Mexico, and Germany, the thistle of Scotland, etc. are examples. Longfellow poetically described totems as "the symbol of the household," and point in fact, the coats of arms of medieval Europe and Japan have been referred to as "totems". The pseudo-science of heraldry can trace its origins to the totems of primitive and illiterate peoples all across Eurasia. Today the practice is still found in such diverse areas as Australia, Africa, Asia, and Polynesia. Totemism, an almost ritual belief in the connection between man and a natural object which reflects, and/or typifies desired qualities, has experienced an upsurge in popularity in our modern world. Items such as good luck charms and religious symbols could certainly qualify as totems. The New-Ager practice of wearing crystals to "enhance their vibrations" is totemic in nature.

The modern conception of a totem, as popularized by Jean Auel in her "Earth's Children" series, is that of an animal protector, lending strength and the positive traits of the animal to the person embracing the totem. Certain areas of society are more apt to utilize this animistic symbolism. As mentioned before, the new Age movement is rife with the practice. Another demographic cross-section of totem users would be the medieval societies, Amtgard included among them. This is true for any group utilizing heraldic devices, but more so for Amtgard, where the Norman French influence of codifying, standardizing, and limiting heraldic presentations is not as prevalent. Amtgard's free form nature and fantasy bent harken back to an earlier time, before the Piscean or much-ballyhooed Aquarian Age. Most obvious Amtgard totems are the company symbols. Most individuals do not have personal symbols, and fewer still have totems. The three people who seem certain of their own totems are: Theo- lion, Delphos- tiger, Aramithris- black cat. All three totems are carnivores, something most people would want to embrace. I believe that is mostly wishful thinking, brain washing wrought by our artificially competitive society. The wise man knows that all things have their place in the sun. In that sense, there is little to choose between carnivore, herbivore, and omnivore.

The totems chosen below were carefully thought out, though they are only intended to portray a character's persona at Amtgard, not his overall personality. Some are humorous, some are serious, and all were done in fun. Listings will be alphabetical by company, and then by name.

Claw Legion- symbol is a dragon's claw grasping a globe, both an oriental and a Celtic symbol representing "oneness, the wholeness and unity of all creation." Claw Legionnaires who have chosen their own natural symbols include: M'Deth- red dragon, Ariona- forget-me-not blossoms, Naes- white dragon, Aramithris- black cat, Joella- moon and star, Scarhart- bleeding stag, Gwynne- gold dragon. Assigned totems:

Aramithris/black cat- independent, aloof, respected but perceived by many as arrogant; something that the mice would like to bell.

Aredhel/baboon- primate behavior stereotyped in ranting and howling to get its way, but quick to retreat from superior force and then plot and plan.

Ariona/weaver bird- strong nesting instinct and maternal. Very protective of her young; her home is an extensive and cleverly woven nest.

Gwynne/lioness- often supports the male but will defer to him. Will attempt to drive away all remale competition.

Joella/bee- industrious and totally loyal to the queen bee. Will attack and sting any perceived threat to her hive, even though this could end up killing her.

M'Deth/ferret- a predator more apt to skulk about and find its prey in the night. Prefers to hypnotize its opponents then strike.

Naes/bat- warmblooded mammal that is generally unobtrusive and harmless. They desire privacy but won't shun all confrontations. Their leavings can fertilize the soil for new growth and life.

Scarhart/oriole- the males are prettier than the females with a sweet singing voice. They mate often and seldom stay in the same place.

Sterling/great dane- big and somewhat ungainly, health often adversely affected by size and temperament. its bark is often worse than its bite despite the imposing physical stature.

Corsairs- symbol is a black double headed phoenix, very similar to that of the kingdom of Germany. Implied meaning to the negative phoenix is the antithesis of "rebirth from the ashes of destruction." Corsairs with symbols that apply: Grymlac- eye, Raven- black feather, Morluk- mountain and sunset. Assigned totems:

Abedon/tortoise- steady, sometimes slow and determined. Apt to withdraw into a hardened shell when threatened.

Elycia/butterfly- colorful but not of much weight, flits from place to place

Grymlac/fennec- a predator fox, but the only one of its kind that hunts in the daylight, where its actions are seen and known.

Hellspawn/boar- independent and brave, even fearless in battle. Stubborn to the point of refusing all civilized restraints.

Larce/mandrill- a red and blue face snarling at you in the heat of its rage.

Morluk/protozoan- a single celled organism, a very low life form. Capable of breeding but not learning.

Raven/rabbit- cute and cuddly, but apt to chew your finger off if you bother her.

Raydn/koala bear- calm and placid, sitting in the sun and chewing the semi-narcotic leaves of the eucalyptus tree.

Ryah/quail- has a lot of children following her to her ramshackle nest

Tamera/kookabera- sitting in a safe tree jeering her enemies and potential enemies.

Xevious/bantam rooster- cocksure, willing to take on things that overmatch him.

Zyax/lama- apt to spit, bite at, or spit up on anything around when it doesn't get its way or is forced to shoulder its load.

Far Travellers- a small pseudo company featuring a setting sun on the horizon as its symbol. Assigned totems:

Caspin/vulture- feeds off the dead or nearly dead, will flee from any predator

Gilos/bulldog- nearsighted, apt to fight to the death; will fight with stoicism versus any odds. Once the jaw is clenched it can't be opened.

Shylarra/crane- decorous in the pond, but you kind of wonder what they are doing there.

Golden Lions- symbol is a golden lion's head, deliberately chosen to mean " a lion has its pride." Traditional traits associated with lions are courage, leadership, ferocity, and majesty. Theo uses a black flame in his symbol, and both Argon and Talinor imply the use of a wolf in their last name of Darkwolf. Assigned totems:

Argon/opossum- only marsupial in its area (the Americas) so it doesn't quite fit. Related to the wombat.

Aron/moloch- desert lizard uncomfortable out of its habitat. Covered with scales. The reptilian brain predominates with an emphasis on eating or mating with whatever it can catch.

Callope/magpie- loves bright and shiny objects. Curious and aggressive, effusive.

Honto/barnacle- the ship sails smoothly until this bottom dweller latches on and slows the vessel's progress.

Lorn/pekingnese- stubborn, easy to excite into an agitated state. A good fighter despite its small size.

Rakasta/porcupine- slow and not easy to anger, but you can prick yourself on his bristles if you push too hard.

Talinor/young stallion- still part of the herd, but starting to assert himself and look for his own place.

Theo/alligator- just below the surface, studying his opportunities and waiting for a fatal misstep.

Isacar- symbol is a flaming griffon. Griffons eat horses and some like riddles. I don't know what the connection to an all female company is. Assigned totems:

Anneka/poodle- intelligent, but somewhat pampered and used to getting its own way.

Crimson/starrish- starfish feed by encircling their prey (usually clams), then slowly pulling them apart.

Esuom/squirrel- stores all kinds of things to be brought out later. Gets into trouble in her zeal to scold the carnivores.

Marika/black sheep- doesn't quite fit anywhere where she is, at least not yet.

Otter/otter- slippery, good natured and playful, and everybody likes them.

Starquesting Dragons- symbol is a gold dragon grasping a blue gem. Dragons typically represent wisdom, and usually are presented in the male gender. Tawnee uses a black falcon most often among her multiple symbols. Nithanalorn's symbol is a dragon. Assigned totems:

Kalibria/raccoon- cute and curious, though liable to get into trouble if incautious.

Nithanalorn/chameleon- able to change color, shape, (and perhaps even gender) to fit into the situation.

Rift/penguin- amusing and entertaining, you just can't take one seriously.

Tawnee/black widow- patiently weaves her web in the corner. Males who approach risk being ensnared.

Wolverine/bull terrier- good natured, but can be a solid and determined fighter when called upon.

Defunct company-- Carthorin. symbol was a red eagle, a mark of lack of fear, bravery, and independence. The history of the Carthorin states that they were to be good guys. Assigned totems:

Ahira/coyote- mostly a scavenger, but not against snapping up a weak and unresisting morsel.

Andre/grackle- usually found heckling to distraction the most threatening predator in the area.

Kurse/hyena- these have been known to snap off the faces of sleeping villagers.

Zucaron/turkey- Ben Franklin wanted to make it the national bird, but one wonders how they ever survived without the common sense to lower their heads so as not to drown in the rain.

Others, assigned totems:

Elizabeth/serval- the European wildcat. you want to pet it, but this cat has sharp claws and cannot be tamed.

Morbid/platypus- you look on with awe and a smile and wonder how that can exist, and where did it come from?

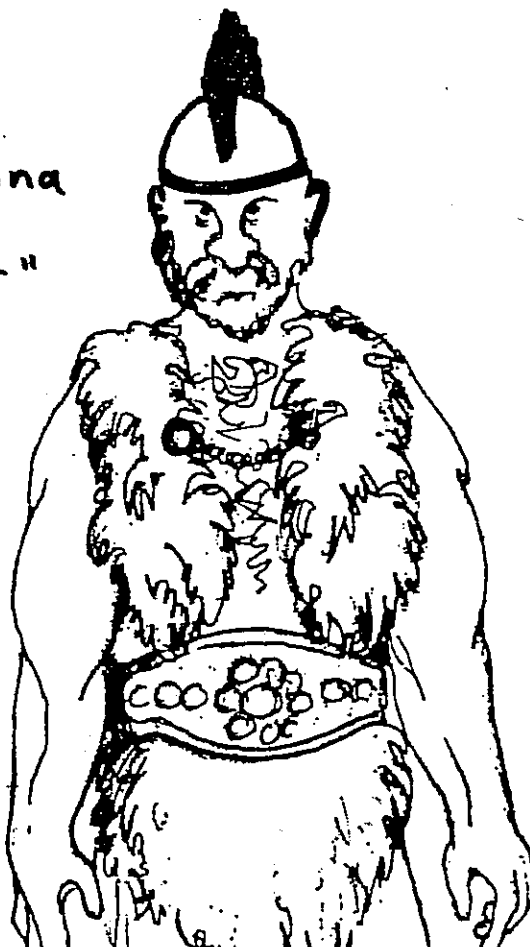
Nashomi/wolf- seeks to head the pack. If he can't, then he is a lonely and solitary hunter.

Rine-O/rhinoceros- thickheaded and somewhat dim. Not likely to feel much, especially when enraged.

So there we are, selected totems of 50 prominent Amtgarders. Selections were made without too much malice and were chosen by what felt right. Readers unhappy or offended by their totems don't have to take it seriously, and if they do, perhaps the embracing of a more positive set of qualities might yield a more agreeable result.

Example of persona
misnomer:

"Bunny Starchaser"



Advice for your New Pet

The introduction of a new pet into your home is always a trying experience. You should consider carefully before selecting a dragon to fill this special place in your heart. While it is true that the dragon is a rare and prestigious pet, there are several drawbacks to owning one. They have a voracious appetite, require a very large yard, and they smell terrible.

If you truly have your heart set on keeping one of these great, charming oafs, it is best to obtain it while it is still in its shell. A healthy egg should be a light tan in color, with charcoal or black mottling; approximately three feet in length; warm to the touch; with a coarse, leathery texture. You should deal with a reputable procurer, as many charlatans attempt to pass off Rok eggs as dragon eggs. The eggs of these undesirable pests are distinguished by their smooth, hard texture and blue-gray color. Your dragon egg should be kept in a dry, windowless place, very warm. It may take as long as two years to hatch, depending on its age when you get it.

Immediately after hatching, the new dragon will seek its dam. At this time, you must present yourself to it, in order that bonding may take place. If this is done properly, the hatchling will form an attachment for you which will last the rest of your life. Do not be alarmed if your hatchling attempts to eat you during bonding. This is a natural response. Be gentle, but firm.

During the hatchling's first year, it must be fed eight times daily a mixture of lamb or kid and fresh blood. Do not feed your dragon cooked meat, as it will harm its digestion. Never feed your dragon sulfurous products, as it may pass gas during sleep and burn down your castle.

When it is older, it may be fed any sort of reasonably fresh meat; beef, mutton, goat, horse, rivals, relatives, and irate neighbors who complain about the smell. Your dragon will eat eight to twelve hundred pounds of meat daily, depending on size, activity, and climate. Maintain a regular feeding schedule, or else your dragon will see to its own dinner, and it may not choose to eat your mother-in-law. Don't be concerned if your dragon sleeps a year or two at a time, this is natural.

At about the age of five, your dragon will begin to cut its adult teeth. It will most likely chew up everything you own if you aren't careful. A dragon's chewing can be very destructive. Keep an old

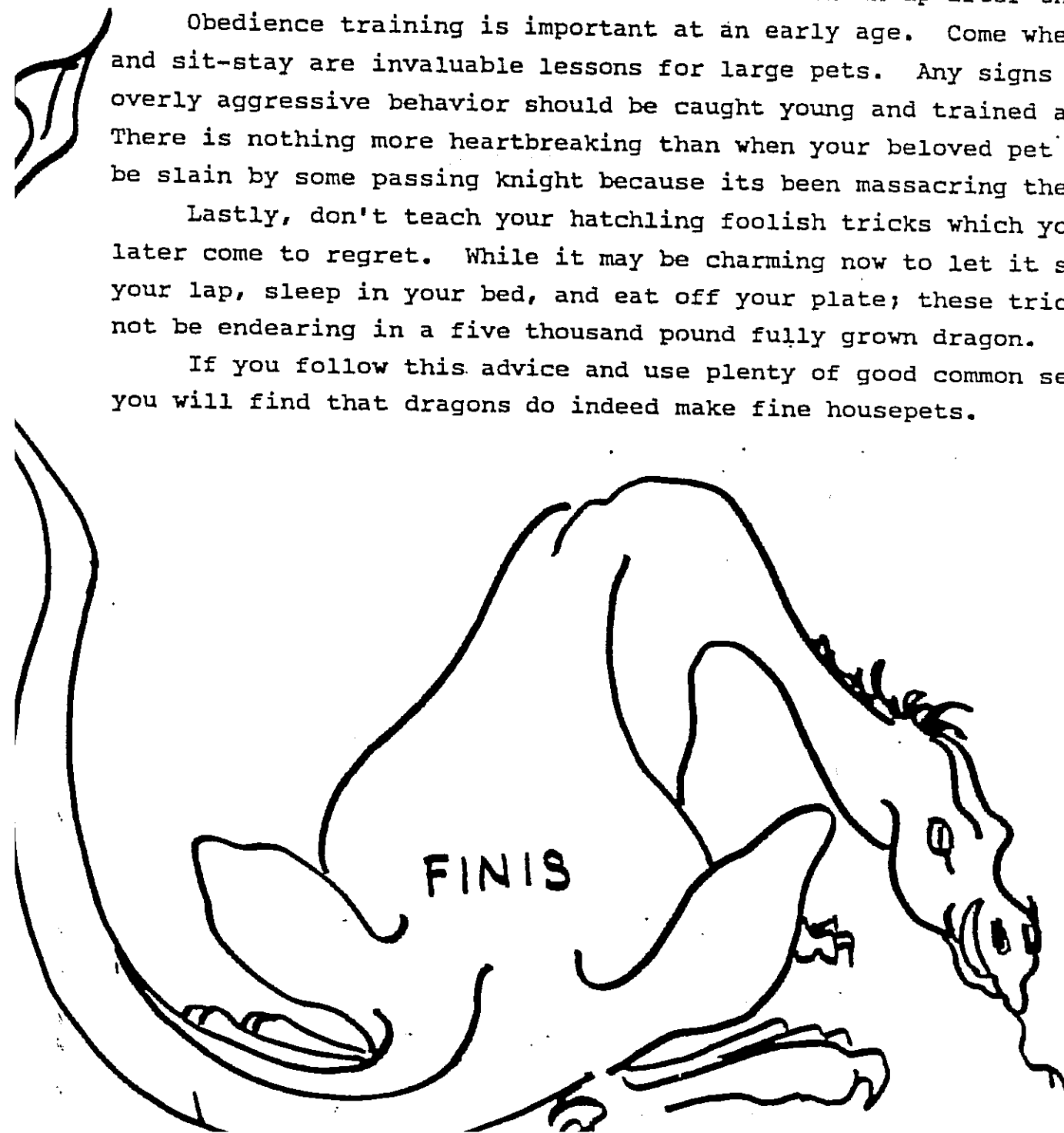
battering ram or seasoned tree about, and punish the young dragon decisively if it chews on anything else.

If you plan on keeping your dragon indoors, which we recommend against, it will become necessary to paper train it. You don't want to teach it to scratch at doors, because as it gets bigger it will knock them down. You should select some unused portion of your castle for this use, as the odor has been known to kill small animals. It is, in fact, quite useful for the extermination of rats. Clean up duty is generally used as a method of punishing lazy servants, and you will be amazed at the diligence of your household staff when they realize that the laziest of them will have to clean up after the dragon.

Obedience training is important at an early age. Come when called and sit-stay are invaluable lessons for large pets. Any signs of overly aggressive behavior should be caught young and trained away. There is nothing more heartbreaking than when your beloved pet has to be slain by some passing knight because its been massacring the peasants

Lastly, don't teach your hatchling foolish tricks which you may later come to regret. While it may be charming now to let it sit on your lap, sleep in your bed, and eat off your plate; these tricks will not be endearing in a five thousand pound fully grown dragon.

If you follow this advice and use plenty of good common sense, you will find that dragons do indeed make fine housepets.





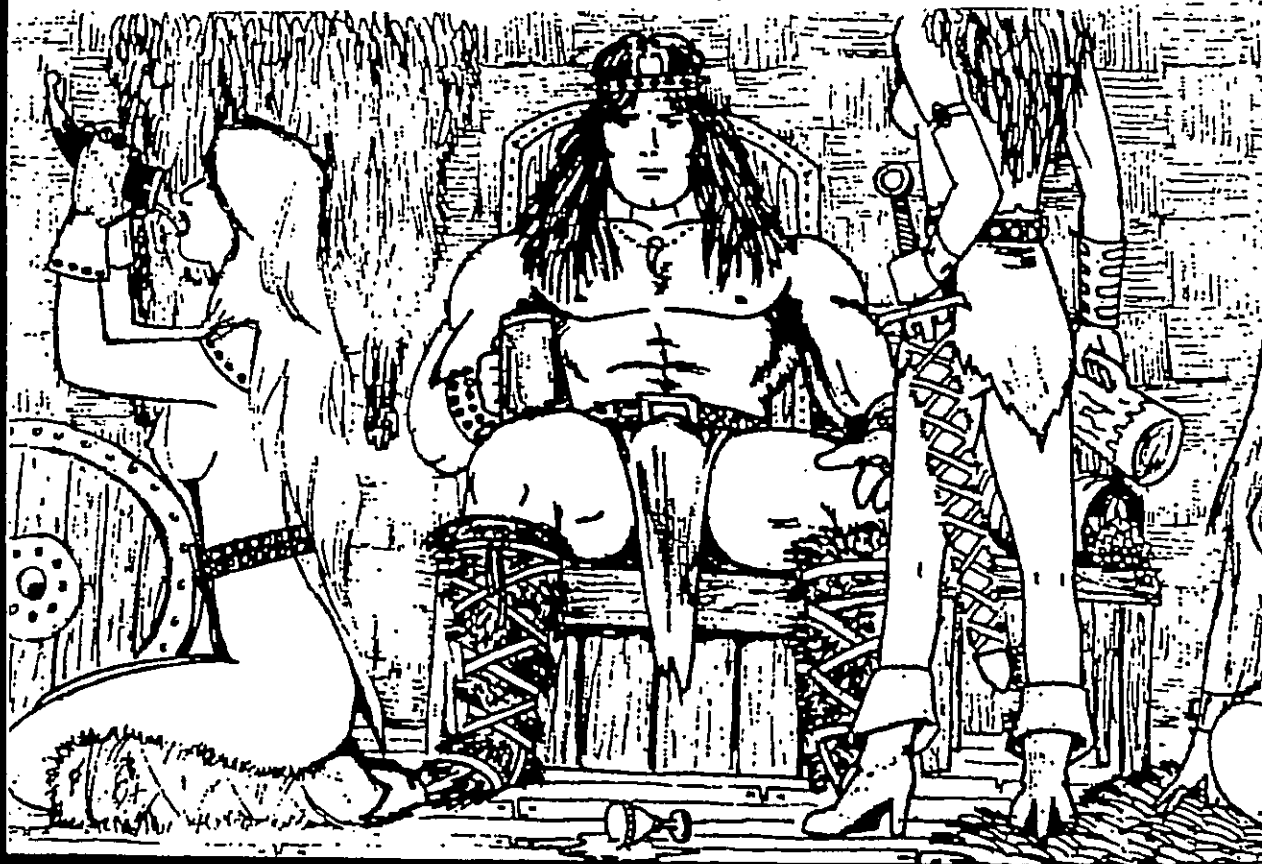
aron

The Lives and Times of Lord Aron

The lives and times of Lord Aron Nelsson the Bare, court fool, court herald, guildmaster of the barbarians, guildmaster of the college of artists, Captain and Lord of the company of the House of Thunder and Rock.


- 960 AD- Norwegian vikings raid a small coastal village in northern England. Among the captured slaves are young women to be used as concubines.
- 961- Old or crippled slaves and pregnant concubines are kept in a small independent camp, secluded from the rest of Norway.
- 962- Aron is born in the slave village to a concubine known as Nel of Manymen. Father unknown.
- 977- He is taken to a Norse town as a Norwegian native, but retains the accent of his people.
- 978- Joins the Viking raids.
- 979- Begins adventuring all over the known world of Midgard (Earth)
- 980- Becomes Lord of the Land of Black Ice and earns reputation as a savage, hedonistic, pagan mercenary.
- 981- Chosen leader of the Tiger nomads. Organizes sweeping raids worldwide.
- 982- Rapes, loots, burns, murders, pillages, and sacks most of Midgard.
- 983- Is banished from Midgard by the gods of decency. Ascends to Amtgard (aka Valhalla) where he engages in continuous combat with others of his ilk; the most infamous, bloodlusting fiends and valiant warriors of all space and times.
- 984- Establishes the company of the House and Thunder and Rock.
- 985- Appointed court fool. Elected guildmaster of the Barbarians. Awarded title of Lord. Journeys to the Kingdom of the Outlands frequently. Joins the Brotherhood of the Black Death Drinking Society.
- 986- Appointed court herald and guildmaster of the College of artists. Temporarily possessed by a demon from the entertainment industry.
- 987- Changed House of Thunder and Rock to Warlords of Valhalla; Crowned king of Amtgard; Knighted in the Anachronists; elected guildmaster of Dieties; lap boy to beautiful healers; and appointed court egomaniac.
- 1062- Dies in perilous battle with four score blondes and brunettes, all between the ages of 19 and 23 and a half, after a four day weekend of unarmed wrestling and perilous peril in the controversial Castle Anthrax. Banished from Valhalla due to questionable to fight, but ascends to Asgard due to extreme example of love for humanity.

- 1063- Requests reincarnation from sheer boredom but is denied.
- 1066- Unable to assist dying comrades in the Battle of Hastings due to Norse conversion to Christianity.
- 1962- Granted reincarnation due to perilous incident with a Valkerie, an Angel, and assorted dairy products. Born in America to his own descendants.
- 1977- Moves to Texas (home of multiple medieval renaissance conventions).
- 1978- Joins Dungeons and Dragons gaming group.
- 1983- Joins the Society of Creative Anachronisms.
- 1989- Publicly executed among D&D players, heavy metal musicians, communists, homosexuals, and other obviously satanic cultists in a televised stoning; (organized by Pat Roberts and the 700 Club). Wanders in the Land of the Dead.
- 2020- Re-reincarnated in post holocaust Australian wastelands.
- 2025- Becomes youngest warrior in barbarian tribal feud.
- 2026- Begins training under Max Rokatanski.
- 2040- Becomes chief of the Great Northern Tribe.
- 2042- Settles wasteland for reborn civilization.
- 2044- Converts to Christianity. Drowns in baptismal ceremony.
Ceases to exist.



WHAT'S BEST IN LIFE!
(first reprinted from the songbook of Covenant)

Dedicated to King Aredhel



Blood was everywhere that day,
Corpses lined the battlefield;
Laughing children among them played;
Drenched with gore, we would not yield.

The stench of death, sun standing high;
Raven's pluck out the dead men's eyes.


It was such a glorious sight!

It was such a glorious fight!

And at the corners of the meadows,
Flowers bloom in the soft sunlight;
Those at least not trampled down
By our armoured might!

So I sing a song of what's best in life:
To crush your enemies left and right,
To see them driven before your might,
And hear the women crying all night.

What's best in life!



Our swords are all notched now,
Our arrows are all spent.
We mowed them all down now,
And off to Hel they went!

So we stand bruised and battered
On the ruined meadow grass.
But what the hell does it matter?
We kicked their ass!

What's best in life!



So I sing a song of what's best in life:
To crush your enemies left and right,
To see them driven before your might,
And hear the women crying all night.

What's best in life!

So let's sing a song of what's best in life,
Yes, let's sing a song of that testing life!
Everybody, sing!

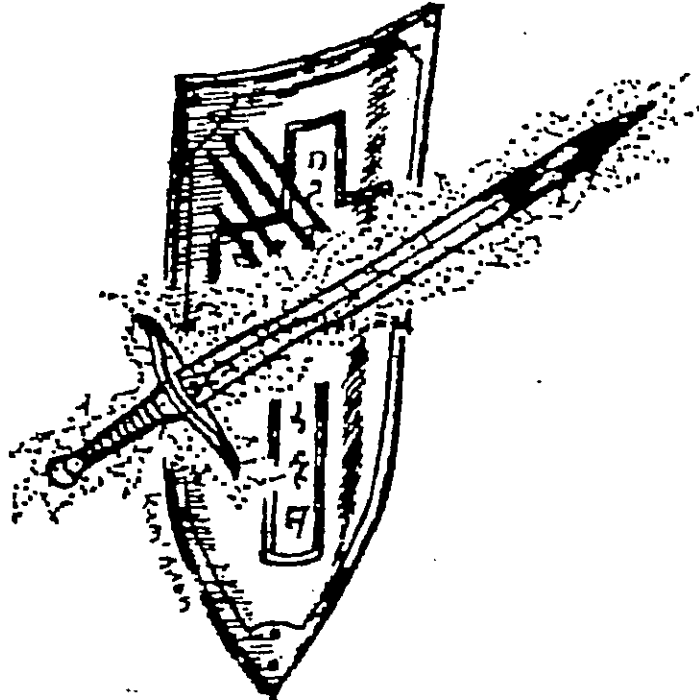
So we sing a song of what's best in life:
To crush your enemies left and right,
To see them driven before your might,
And hear the women crying all night.

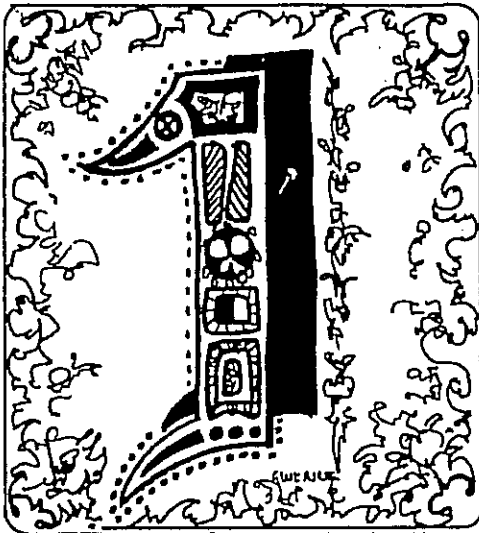
What's best in life!



Words and Music by
SCARHART

With inspiration and assistance by
RapsCALLION Shade and Aramithris





GILLOS

Once far back in the mists of unassailable time, there was the mightiest king the world has even known. He was called Gilos and his enemies trembled. In the fullness of time he surveyed his lands and saw the peaceful farmers tilling, the traders trading, and the warriors sleeping. He was not happy, and summoned his ministers. A pregnant silence pervaded the hall as King Gilos took the throne, "I will once again abdicate". Shock and murmurs of dismay rippled through the gathered nobles. "I will hear no arguments. Amtgard is boring. I will tell you of a time, the early days, the days of legend".

Once long ago a wanderer came to this land. It was in the days of strife and the land was ruled by petty lords. He was Peter Le Grue (Picture Ghee with a blond wig and an attitude problem.), the tranvestite lycanthrope. He drove the robber kings out and established free (Phillipine type) elections for the position of Puhbah. Amazingly, he won the election (378,421,311 to 3) and executed all who opposed him - all three. For many years the kingdom suffered under this tyrant's rule.

Then a great new force entered the land. The Far Travellers had arrived. They added their allies, the Lone Wolves, and The Alliance, consisting of the Starquesting Dragons and the Wandering Unicorns. Tawnee was allowed to take the throne, despite the fact that the might of the Far Travellers could easily have made Gilos the king.

Gilos soon became the king and the land was prosperous. The people were happy. Gilos resigned and the land cried. Why has he done it? ... Because the land needed the energy that constant strife brought.

Thus began the Alliance Period, the period in which the forces of the Northern Alliance battled The Alliance. It was total war fought for the right to be called the one and only Alliance. Great battles were fought but the new Corsairs provided

no real sport for the Far Travellers so they journeyed on. As this period drew to an end many of the Crusaders (also called Corsairs or the Sacrifices of the Temple) departed humiliated. It was also during this period that an obscure and little known company called The Claw "Something" (I can never remember) appeared. I, of course, correctly realized that this group would never amount to anything. Also during this period a Wandering Unicorn was finally king. This period ended with the utter destruction of the Northern leader, Conan Ator Morningstar by the vengeance of the good taste and copyright monsters.

The next period is the period of the Seven Boring Kings. The rise of such groups as the (Dis)Sable(d) Pegasi, the new almost decent Corsairs, the Phoenix Company (who claimed the Amtgard flag was their device and must be changed), and other silly groups. During this time such important questions were asked as, "so what is a Baronet?" (Shylarra), "Just exactly how do you get to be a knight?" (Ghee), "What do you mean, 'head shot'", (Wu Tao), and "Wow, how do you kill Lee? Kryptonite bullets?" (Joella). Great advances were made as the old, noble, power-wielding class was replaced by the new semi-enlightened, noble, power-wielding class who favor certain history writers. This led to the period which we remember as the Period of Undetermined as yet Name. These were great times and adventurous ones. The history of Amtgard should be so good!



Duke Gilos Dawnhope,
Knight of the Sword
Knight of the Crown
Knight of the Flame
Guildmaster of Reeves
Princess' Guard
Sardakar
Sultan of the Eastern Wastes
Prefect of the Northern Keep
Minister without portfolio

and.....

A damned funny guy.