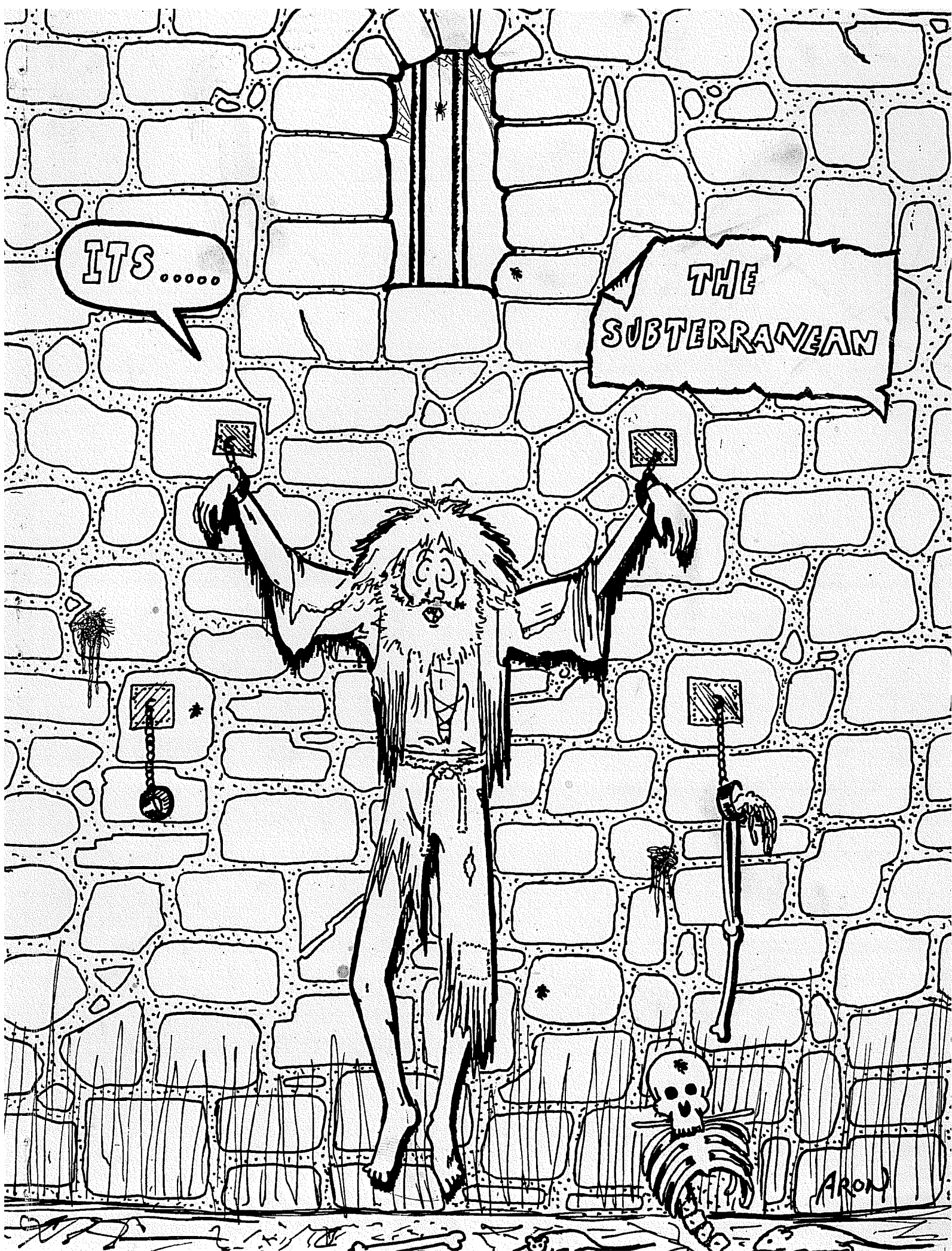
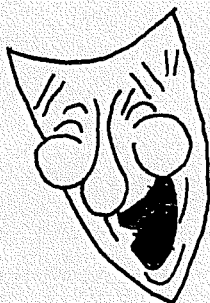


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THE  
SUBTERRANEAN

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## **THE SUBTERRANEAN**

April, 1990

No. 2, Vol. 1

ARTICLES AND FEATURES



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The Subterranean is the official unofficial underground newsletter of Amtgard, not just the Burning Lands. Opinions expressed within are the author's own and do not necessarily reflect a consensus opinion of Amtgard. If you wish to contribute to The Subterranean we will gladly take your pieces and print them. It is the policy of this newsletter to print all publications received and to censure no one. This issue is set down this 7th year of Amtgard in the reign of Aramithris III of the Burning Lands and Nevron Dreadstar of the Emerald Hills, among others.

To the people of Amtgard everywhere, once again we bid thee greetings,

To those members who have read our first publication, we hoped you liked it. So far the responses we have received have been generous compliments and a lot of support. We here on the staff would like to take this opportunity to thank those members of the club that submitted letters and articles or time and effort. We couldn't have done it without you.

This last month has been busy, busy, busy. For the most part Underground Central has been fairly crowded recently. We have had to turn away several people trying to push their way through the line into our office. However, we had no problem after we explained to them that we were not the Department of Human Resources and that we had no food stamps. They were next door. The rush is over now though and this months edition is finally complete.

We would like to say welcome to some folks who a lot of Amtgardians have not heard of yet. A great big welcome to Stelyos and his new group in Las Cruces, Zenthamus and his friends in Iron Cloud, Will Jordan and his group in San Antonio, and finally all the new groups in Colorado including our old friend Animal in Colorado Springs. Yes, it seems that Amtgard is indeed growing.

Despite the deluge of bad mouthing from the Burning Lands monarchy over our policy of anonymity, we here at Underground Central stand behind our policy guaranteeing confidentiality to our sources and contributors. We see what happens when they do find out who rights articles, so there is no way we will turn over new names for their black list.

We would like to apologize to any members who submitted and were not published. We will get around to it. Anyone wishing to make contributions please write to us at: Underground Central 10422 Persephone El Paso, Texas 79924

sincerely,

Dr. Who? and the Staff

Unto the Subterranean,

Recently a copy of your fine newsletter has come into my hand. There was a foreboding sense of Dejevúe as I read from cover to cover. The phrase of "history repeating it's self" came foremost to my mind.

Not so many years ago, a household calling themselves "The Rebels of the Free Hills" belonged to a similar organization to Amtgard. These so called Rebels were made up of artists, dancers, musicians, and poets, who sought a time and place beyond mundania to be all that each soul desired. More than a group of friends, they were a family. The organization who shall remain nameless, suffered the very same problems that now seem to threaten Amtgard. The battle to belong and hold a place in that time against such odds overcame these Rebels and they faded into legend lore.

The remnants of these folk became the Emerald Hills. But I think this Kingdom has turned away from the dream the Rebels fought and vanished for. If you had ever heard their stirring songs, or listened to the tales they could weave about the campfires, you could understand the pain the loss of these people have left in those who remember them.

If we are to change, then we must take a lesson from others who have been here before us. What can we do to prevent this head-long rush into oblivion? As the first Queen of the Emerald Hills was told, "its a fighting game... there is no place for music and art!" How sad. The last of the Rebels faded with her leaving with only Queen Alessandra to carry on the dreams she had learned to love. No one remembers that once the Sable Pride was Pride in song and talent. Tragic that "Corsair" has come to mean thief. The reputation of the Emerald Hills is in tatters; and all of Amtgard is suffering. Vivat to the bravery of Barad-Duin for the leaving of a stinking ship.

The point I'm trying to make is, the way Amtgard is now, there is **no** place for the kind of people who make magic with a spirit loss to us all. The very nature of the beast is killing Amtgard. There will be no legend lore left of us in our passing other than a sigh of relief.

The Bard of Verdantmont

12 April 90

Unto his Excellency Aramithris, King of the Burning Lands, from the populace of the Barony of Bifost, greetings and warmest wishes to you, continued good health. We the populace of Bifost feel you are not informed as to our situation as you have stated in volume six number seven of Tales from the Burning Lands.

We found your comments about ourselves, Barad-Duin, and anonymous groups to be inaccurate and presumptuous

The statement that the populace of the Burning Lands has not heard of Bifost quote because we want to on our own two feet without being screwed with by Barad-Duin or other selfish influences is your most grievous error. Never have we been bothered by Barad-Duin, Emerald Hills or Turrislunae.

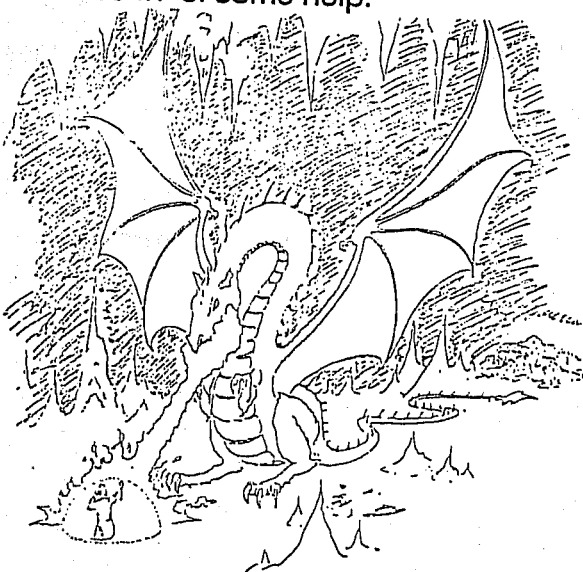
The populace of Barad-Duin have been friendly and most cooperative we feel your comment to be an attack on Barad-Duin involving us in your petty "letter war" seeking to draw ourselves into an area where we have nothing but contempt.

At this time the only "selfish influence we are wary of is that of the Burning Lands, a kingdom five hundred miles away

As such we feel it to be in our own best interest not to sign the binding contract you sent us.

As a first step of reconciliation we require a written and published letter of apology to Barad-Duin, ourselves and Turrislunae, also known as an anonymous group in Central Texas.

We appreciate the packets; information and publications we have received may have been of some help.



in service to Amtgard,  
Lord Herald M.F. Kilraven

Fellow Amtgardians,

As many of you know, I will be pulling up my tent stakes and moving my caravan to the Northern Waste Lands. I have spoken with many a veteran member on starting a new group way out there. I have, however, met with very little cooperation in this matter. I have received some input from her Highness Tawnee on the fact that it would be nice to spread our borders. She also mentioned that it would be the first group to start up out in that region. From our leader, King Aramithris III, I have received silence. On the other hand I have received much support and several helpful hints from "the Great Judas", "knights of the Flame, who ask nothing" and "knights of the sword, who hold no voice."

The greatest help of all was a piece entitled "Hints to help you build your Amtgard." It was a very informative piece that many people have never heard about. A piece that seems to have been torched in the Lands that Burn. Here I found much meaning from "suggestions to aide you in starting and MAINTAINING your group. I will cite some various headings as food for thought from an article I hope will be published for all to read.

- 1) KEEP MEMBERS INFORMED!
- 2) ENCOURAGE ONLOOKERS.
- 3) MOBILIZE THE POPULACE!
- 4) FOSTER CLUB INTERACTION!
- 5) KEEP IN CONTACT WITH OTHER GROUPS!
- 6) COVER YOURSELF LEGALLY.
- 7) INTERACT WITH YOUR COMMUNITY.
- 8) ADVERTISE TO RECEPTIVE PEOPLE.
- 9) GET TO KNOW MEMBERS IN A MUNDANE SETTING!!!
- 10) KEEP THE PEACE!!!!!!!!!!!!!!!!!!!!!!

It is a shame to read these words and then look at what has happened to these ideals and the dream, a dream shared by part. I would say more, but the article (if you ever have a chance to read or for that matter reread it) says more than enough to those who are willing to open their eyes and see what could be a potentially dim future.

Amron

Unto anyone who wishes to read this missive,

This letter is solely my opinion and does not aim insult or offense at anyone. Due to the recent controversy concerning the B.O.D., I would strongly suggest that everyone take a long look at the plethora of problems plaguing the club and then ask oneself what the cause of these problems are.

First of all I must point out my disapproval of the King and Prime Minister being guaranteed a seat on the B.O.D.. The problem with this is that they (King and P.M.) will have total control over the club i.e. being able to manipulate and change the rules, corpora and B.O.D. to suit them as they wish.

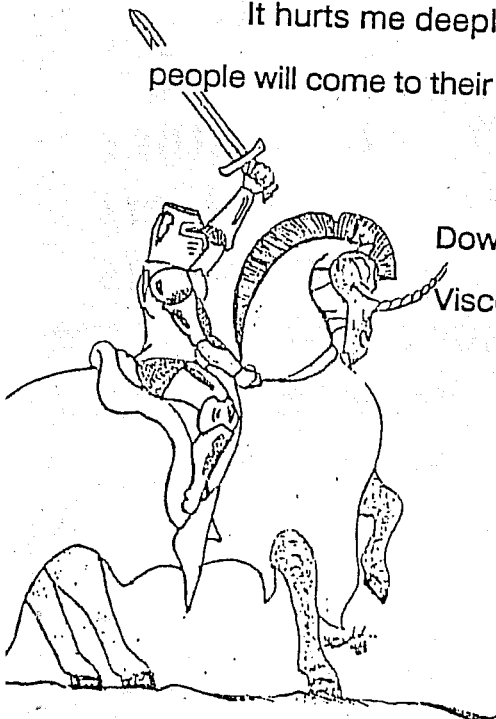
The only way I myself can see to remedy this situation is to take the title of Executive Officer away from these two positions and annually elect a chairman and a Vice Chairman of the board to hold these executive positions. Furthermore, I suggest the title of King be fought for and that the Consort's title be changed to Queen. This in my opinion, is the only fair way to determine the monarchy. Candidates would not only have to excel in the Arts and Sciences to qualify, but also fighting.

It also tends to give anyone an equal chance to win getting rid of the strife and political factions that evolve out of voting. What I'm saying is you wouldn't have to have political backing and political brown nosing for a qualified individual to run.

I myself would have more respect for a King by arms rather than a King by vote, for he/she has truly excelled in all of the parts of the club.

It hurts me deeply to see the club in the ruin that it currently is in. Hopefully the people will come to their senses and pull this club together again.

Down with greed, down with politics, down with the oppressors,  
Viscount Baron Sir Warlord Morluk the Merciless



## Comments From A Mundane

My husband has been an active member in Amtgard since September 1989. At the time he joined I thought it would be great fun for our entire family. I have since changed my mind. While watching the goings on at October's Crown qualifications I was appalled. Garb of quality construction and utility was passed over for the garb of friends and "chosen ones". There is constant complaining about the validity of the vote counts.

Why doesn't the group ask a non-voting member to make the ballot, collect the ballots, count them and publish the results? Another alternative is to count the ballots in the presence of ALL the members. The last issue I wish to bring to the attention of the members is the constant and unnecessary cussing. I understand that in the heat of battle harsh words are bound to be spoken. As the mother of two young children I do not care to subject them to this type of behavior. If this group is really interested in attracting members and entire families, then the members as a body need to respect all the members of a family to include the mundane.

Mundane until changes occur,  
Wife of Amron

## CONCERNING THE "LETTER WARS"

For the past several months a lot has been asked concerning the "Letter War" between the Monarchy of the Burning Lands and the Monarchy of Barad-Duin. In this edition we will let you read for yourself what may be the first verbal shots fired in the "Letter Wars."

Once again we at Underground Central have used our powers of persuasion to obtain the "lost letters" from this battle. The first letter is from Grand Duke Aramithris who was Scribe in the Burning Lands at the time, not King, but Scribe. The next letter was in response to Aramithris' letter from Lord Derydlus Grey Stone, the Guild Master of Reeves for Barad-Duin at the time.

If you look at Derydlus' letter carefully it may at first seem to be an arrogant assumption that he could just change the rules. Upon further inspection what it yields, is the belief on Barad-Duin's part that they at least had an equal say in running our mutual club.

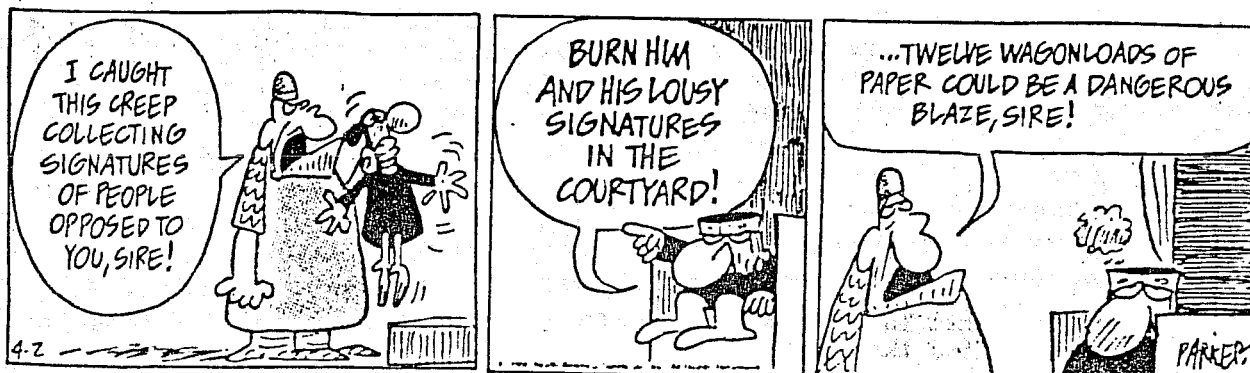
Well, enough editorializing and on to the real stuff. We offer you these letters in the hopes that informing all the various populaces of what went on behind the scenes will aide you in making an informed decision on the matter.

It is obvious that both populaces of the two lands were to a large degree kept in the dark about these matters. Hopefully the letters will shed some light for all of us.

sincerely,

Dr. Who? and the Staff

### WIZARD OF ID



September 13, 1988

Unto the kingdom of the Emerald Hills, the Grand Duchy of Barad-Duin, the Shire of Phoenix Glade; and the Baronies of the Mystic Valley, Shadowmeer at Land's End, and Dreadwood Hold, I bring you greetings.

Several items of business came up at the coronation of Sionnach and Tanaide in Barad-Duin on the weekend of Sep. 9:

1. The rulebook- Much talk was heard of modifying and/or rewriting the handbook of rules. I would like to offer some insights and observations. First of all, the rulebook is not the "old rulebook". It is only 5 months old and is the product of almost 6 years of work. While I understand the new groups' desire to contribute, I question the wisdom of rewriting rules without more experience in dealing with them. I was presented with a series of ideas, complaints, questions, and misconceptions at the Coronation event. Many of these had merit, but I noticed that most problems were not brought about by a flaw in the rulebook, but by a lack of complete knowledge by the complaining parties. The officers of each group can alleviate much of this problem by insuring that their populaces have a thorough understanding of their classes. The current rulebook is copyrighted with the Library of Congress. This process takes from 4 to 6 months or even longer to complete and is for your safety. In the past we had some rather low persons threaten legal action over ownership of Amtgard and the rules. That is one factor that caused us to incorporate as a non-profit corporation and copyright the rulebook. That copyright protection does not legally apply to rulebook rewrites. Be careful lest you put yourselves and the rules you play by at risk.

Each distinct Amtgard group has its own priorities and needs. There is nothing wrong with modifying the rulebook to suit local needs. However, we do need a basic continuity between groups, especially so for when we come together at different events. A different rulebook for each group is going to create chaos and strife; And who wants to have to read 3 or 4 sets of different rules just to be able to play? Some guildmasters in the Emerald Hills keep notebooks on their classes, an idea we have utilized here in the Burning Lands. Rather than rewriting a 50 or 60 page rulebook, I suggest the use of guild addenda sheets. Modifications or additions to each class are listed on these sheets (one for each class) and stapled at the end of a rulebook. These guild sheets can be mailed to other groups, and are short and concise, thus easy to study quickly when different Amtgard groups come together to do battle. When any modification to a class is ever made, it can easily be added to the guild addenda sheet. In this way you won't have the strain and hassle of a rulebook rewrite every 6 months. No one claims the current is perfect, but it does work, and you can never satisfy everyone. There will always be complaints. There was a time in the Burning Lands when every new monarch and his cronies wanted to push through their own set of rules. The net result was confusion and near anarchy at times. We eventually grew up, freeing our talents and energies for more productive areas. I humbly beseech Queen Reyna and Prime Minister Delphos from the Emerald Hills, and Grand Duke Sionnach and Chancellor Nithanalorn from Barad-Duin, to encourage



some restraint and patience among their guildmasters, and to utilize these guild addenda sheets when modifications are really necessary.

2. Legal matters- Current educational, non-profit and foundation status does not currently apply to groups outside of Amtgard, Kingdom of the Burning Lands. To integrate the other groups under this legal status would require a structure involving a probable change of corporate or kingdom name, a central governing body elected by all the groups, and a dues system that funneled income to a budget controlled by an overall Amtgard treasurer. The legal matters mentioned above were undertaken with an eye towards the future, and we are looking into the feasibility of extending our corporate status to everyone. At present it is not fair to ask the newer groups to submit to a system akin "to taxation without representation". There has been influences in the Burning Lands that favored ruling the other groups with an iron hand. Luckily, our more recent courts and the current board of directors are more mellow in approach, content to leave the other Amtgard groups to their own devices, only lending a helping hand when it is necessary. Since we are not yet comparable in size to the S.C.A., a strong centralized authority with all the paperwork and headaches that it entails is not required. Our final evaluation of foundation status from the federal government is not due until 1992, so we have plenty of time in which to integrate the parts into a whole unified body should we all decide to do so. My suggestion is that the Emerald Hills and Barad-Duin decide what their policy on these matters will be, and then each choose a representative to work with our board of directors. As Membership Officer of the Amtgard corporate board of directors, I have scheduled a meeting in November to resolve several items of business, and we can discuss the matter of the other groups at this time. Please write and give us your thoughts on this. A time may come when we want dues paid to a central body that is responsible for Amtgard policies and rules. For now we seem to have our hands full developing our own groups and getting to know each other. This brings me to point #3.

3. Communication and correspondence- There has not been enough of it. The rules problems mentioned at the beginning of this letter would not have cropped up if people had been talking with each other. I heartily encourage a steady stream of cross communication and ideas. To that effect, I have compiled a list of people you can reach in each group. They may or may not be the highest ranking club officers, but they are people you can count on to be involved and "in-the-know":

#### KINGDOM OF THE BURNING LANDS

Grand Duke Aramithris of Meadowlake  
care of J.W. Donnelly  
1416 Oakdale  
El Paso, Texas 79925

Duke Gilos Dawnhope  
care of Ben Passmore  
2601 N. Kansas  
El Paso, Texas 79902

#### KINGDOM OF THE EMERALD HILLS

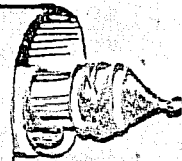

Queen Reyna Arafael  
care of Renee Spahr  
100 Howland  
Waxahachie, Texas 75165

Sir Delphos Darkheart  
care of Joel Tomlinson  
3539 Tribble  
Grand Prairie, Texas 75050

#### Grand Duchy of Barad-Duin

Ducal Consort Tanaide Cu Chaille  
care of Michelle Watson  
2207 Lawnmont Apt. #202  
Austin, Texas 78756

Sir Nithanalorn  
care of Richard Fox  
1501 Newfield  
Austin, Texas 78703



**G**rand Duke Aramithris of Meadowlake, I send you greetings. I would like to thank you and everyone else who joined us for the coronation of our new Duke, and look forward to a time when we can all gather again to revel. We were all most pleased that the festivities which we had organized went well, even though not all of it went exactly as planned.

I am writing to you, your Grace, not only to share these gentle sentiments with you, but also as a response to a letter that you wrote to all the peoples of Amtgard in which you addressed the desires and efforts the people of Barad-Duin have taken in clarifying, balancing, and redesigning the rules of play. Indeed, in this response, I shall attempt to explain and vindicate our position in these matters, and to clarify a situation which I feel has grown purely out of misinformation and misunderstanding on the part of yourself and whoever you spoke to regarding this subject. Your Grace, you have obviously heard many things about this project, but I must question what it is you have heard, and also what your mindset was at the time you heard this information. Therefore, I say this to you, and make a solemn request that you disregard whatever you heard before and to not let it color your frame of mind when I tell you of this project in more detail. For there is one thing that did not happen during the entire coronation weekend. You and I did not speak to one another all throughout that event, and I am the one to speak to regarding the rules revision. I am the Guildmaster of Reeves, and I am the person who is spearheading the project to revise the rulebook.

So, that is why I am writing to you. I am aware that you were primarily responsible for revising the original rulebook, and I can understand any trepidation you may feel with the idea of that work being altered in any way. Revising the rules of play is not something that was considered in an off the cuff manner. We did not make this decision lightly. We did, however, make this decision; and we did so because it needs to be done, whether you think it does or not. There is a great deal of irregularity in the rulebook as it stands, and there is also a tremendous amount of class imbalance. When you say that the rulebook is not the "old rulebook"; that it is only five months old, you are not fully correct. There are things within it that are only five months old, and there are things that are missing that were there only five months ago, but the rulebook itself is still the old rulebook. Much of the content was not even retyped. What we have is a revised edition of the old rulebook, and what's more, it is only a sectional revision.

Now, I certainly understand the reasons sectional revisions occur. They are easier. But the problem with a sectional revision is that it leaves loose ends. And with the number of loose ends in the rulebook as it stands, it appears that most of the revisions made have been sectional.

Our intent is to fully retype the rulebook, placing the information within it in a format which will be easier to use and understand; where we will not have to look five different places to find out what the effect of "Entangle" is on what class. That is, of course, an example only, but it is an accurate one. The class description formats will be slightly different, and will be more informative. The spell descriptions will be likewise improved. I could go on and on, but the main effect of this revision is to put the current rulebook into a format that will make sense. There have been many changes suggested, and some of these will be put into this revision, making the classes a little more compatible and "role-playable". Lest you feel that we are just adding abilities to make weaker classes powerful, I will assure all readers that that is not the case. Classes are making sacrifices as well as gaining enhancements. This is done in order to avoid the obvious dangers of heavy-handed classes.

The actual revision of the rulebook, however is not the issue. The issue that has risen is, "What right does this upstart group have to rewrite the the rules that we wrote?!" This belief is echoed in the letter we received, but moreso in the conversations we had with the people who revised the rules previously. I would like to respond to that by asking quite simply, "What law excludes a newer group from contributing and working hard in order to make Amtgard even better?"

I must say, ladies and gentlemen, that I am shocked and surprised. After considering the mood of the people who wrote and revised the rulebook previously, I read the introduction to the Corpora of Laws of Amtgard, and had to wonder if anyone in that group had ever read it. In case you do not know what parts I am referring to I will quote it:

"...The Corpora of Laws and the rulebook of play are only guidelines to aid the interaction between the people of Amtgard who come to Amtgard for recreation. The ideal purpose of government is to serve the people, not the other way around. . ."

"...This Corpora is an offering of service. Its many contributions were made by people who cared to contribute and who had the competence to make their ideas take shape. It is not engraved in stone. . ."

truly admirable words. But are they only going to be remembered as brave and lovely words, or are they going to be known as solid precepts upon which the growth and prosperity of Amtgard is assured?

For myself, I prefer the latter possibility. In your letter you questioned the wisdom of a young group in undertaking such a project. I, in turn, question the wisdom of the older group in dissuading such a task, for by doing so, that group is dissuading freedom of expression, and discouraging imaginative effort. Do you wish to be known as someone who chooses to stunt the growth of smaller, younger groups just so that things will remain status quo? Are you so certain that the rulebook is perfect that you would sacrifice the advantages of a new perspective?

You mentioned the fact that the current rulebook is copyrighted by the Library of Congress. This is admirable. However, it is not good enough that we inhibit growth because of it. The rulebook was copyrighted for the purpose of protection. What good is such protection if it causes us to stagnate?

You mentioned that most of the rules problems were brought about by a lack of complete knowledge on the part of the players. This is largely true. What was not said, however, was that this lack of complete knowledge is largely caused by a rulebook which contradicts itself on several issues, and is unclear in general reading. I understand that the people in the Burning Lands largely understand the rules, but that's because the book was written by the people of the the Burning Lands. So, even though the wording may be vague, you still understand what it means because you were there when it was decided on. So yes, indeed, we all fully agree that there is a lack of complete knowledge. How could it be otherwise for a group that is not from the Burning Lands?

You mentioned that there was a time in the Burning Lands when each monarch wanted a rules rewrite, and as such there was one every six months. As for this, I can only thank the people of the Burning Lands for being our predecessors, so that we can learn from the mistakes made so far. That is one of the most difficult things in being a pioneer: there is no one to look at as an example. We, however, can. Because of this, we will be able to avoid some of the pitfalls of growth and be even more productive. That is why we are taking a great deal of caution in making this revision. We don't want to do it a hundred times, so we will try to do as complete a makeover as possible, and yet still retain the spirit of the rules as they now stand.

In summation, I would like to state that we must all remember that we are all members of Amtgard, and we are all entitled to a say in the way the club is run. In questioning the wisdom of what we do, you question our intelligence and our right to make our mark upon the whole of Amtgard, not just our duchy. This, you must understand, is somewhat of an affront.

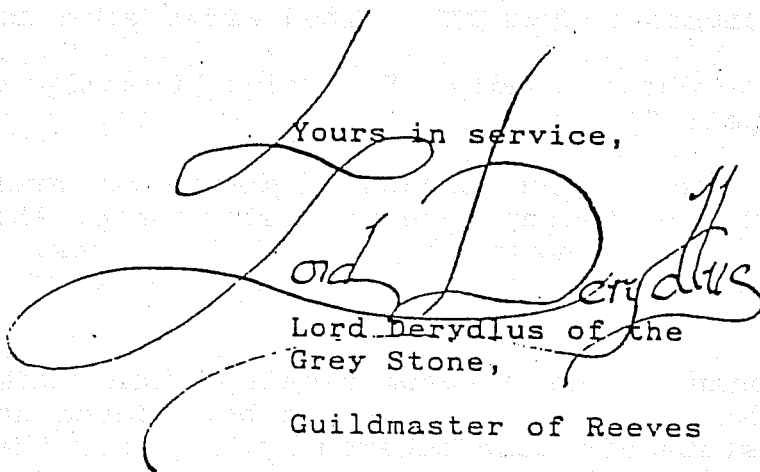
However, we realize that you are concerned with what is going to happen to Amtgard, since you have been with the club for several years. After such a period of time, one gets uneasy when talk of change occurs.

But please understand, your Grace, your Majesty, and whoever else will read this: You have started something that will only continue to grow and change. The club is no longer a local organization that is made up of a few people. Soon, Amtgard will have over 1,000 members who have signed up and remained active for at least 12 weeks. Soon, we will be a national organization that will have many chapters in many states.

Realize this: Growth will occur. It will occasionally be painful. Things will have to be sacrificed, things will have to be accepted. This is a fact of all life.

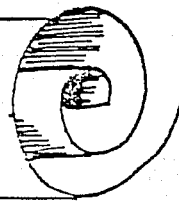
I beg you: Accept this fact. And act like it.

Yours in service,

A large, stylized handwritten signature in cursive script, appearing to read 'Lord Derydlus', with a flourish extending from the end.

Lord Derydlus of the  
Grey Stone,

Guildmaster of Reeves



## ANTI-REEVE

### Natural abilities:

Body control: gives the player the ability to inter-change body parts during melee. Chest shots count as head or arm shots, arm shots count as hand shots, pelvis shots count as leg shots, etc.

Second level: Immunity to weapons.

### Anti-Reeve spells:

Armor amnesia: Restores wearer's armor to full points between opponents.

Mend weapon: pick up heated or destroyed weapon, quickly say "Twenty-thirty-forty-fifty-sixty-seventy-eighty-ninety-hundred-good-enough."

Resurrect: Go to nirvana when dead, count to fifty or drink glass of water. Announce loudly, "I guess I've been here long enough," scowl darkly at nirvana reeve and return to base.

Dispel reeve: When a reeve comes upon an anti-reeve trespassing the rules, anti-reeve may assume air of innocence and/or wounded dignity as if it is an offense for a reeve to be examining his actions. Causes reeves of limited experience to slink away.

Summon reeve: Shout loudly, "Reeve!" Usually used in conjunction with the spell "Charm reeve".

Charm reeve: Anti-reeve states argument in such an indignant way that, by the end of anti-reeve's statement, the reeve is so angry that he no longer waits to hear both sides. Note: when "Charm reeve" is cast, the spell "Bewilder opponent" is automatically in effect.

Bewilder opponent: Cast automatically when "Charm reeve" is cast. Makes the anti-reeve's opponent so bewildered and angry that he can no longer state his case coherently. As per the "confusion" spell, this spell causes barbarians to go berserk and attack opponent.

Warp ground: When used by a magic-user, this shortens the distance between spellcaster and target to within the spell's range. When used by a target of magic, this extends the distance between the target and the spellcaster to one foot beyond the spell's range.

Bladesharp/bludgeon: Swing any weapon with maximum force. Does normal damage for game purposes but may take an opponent off the field for a few minutes. Works best with unapproved or rejected weapons.

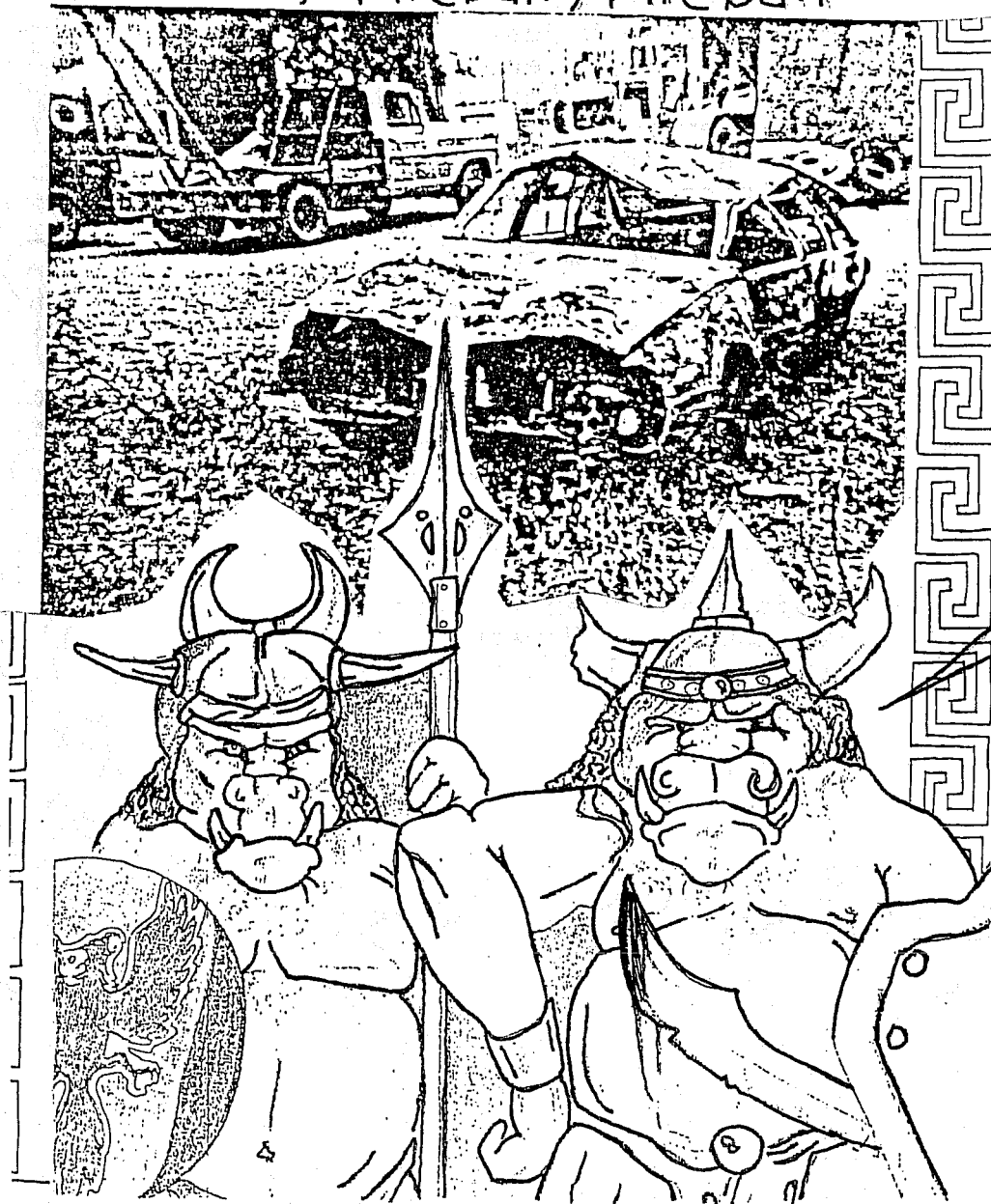
Relic of the anti-reeve:

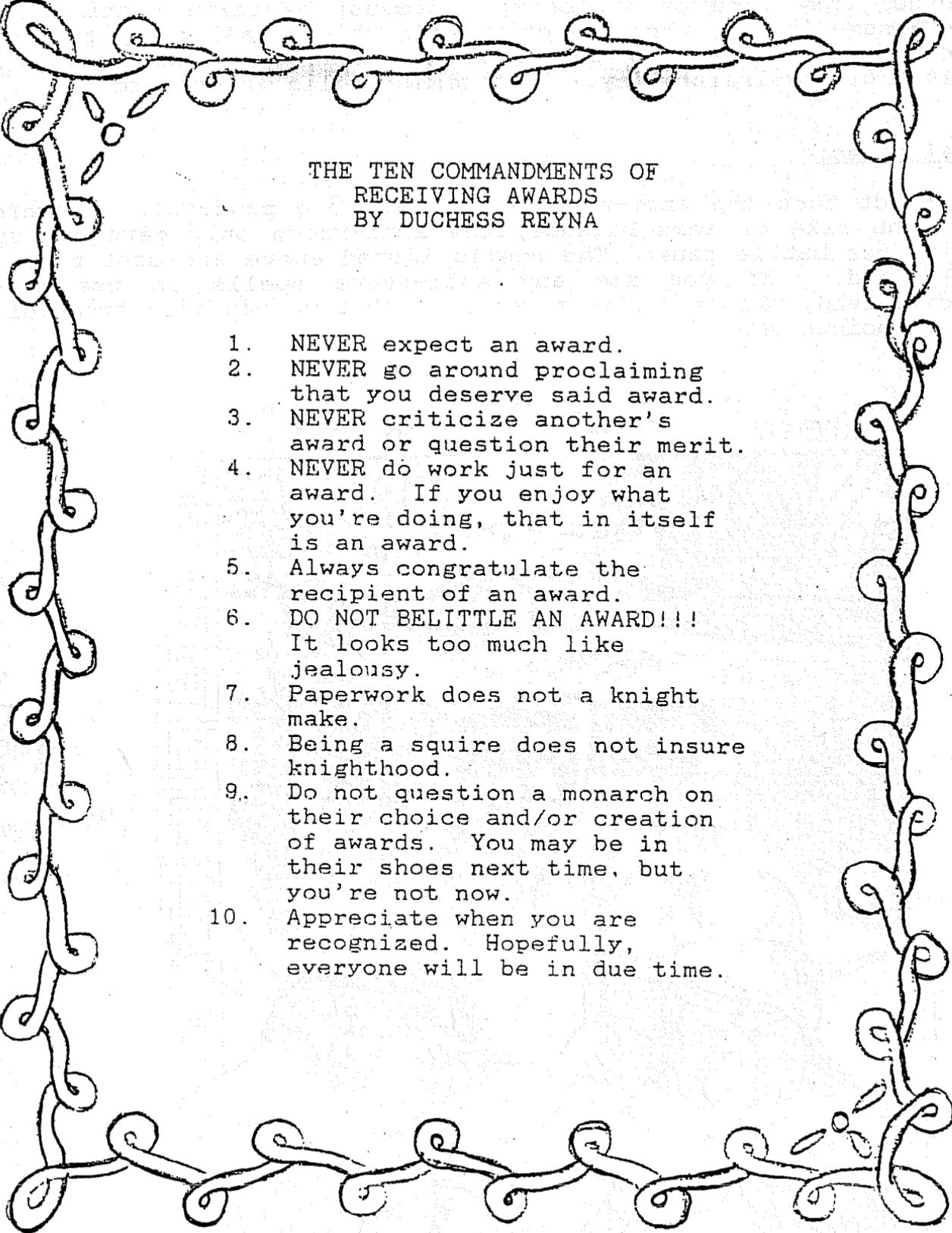
Shield of invulnerability: The bearer takes no damage from any shots, whether they land on him or not, because he carries this shield. The assumption is, when you carry this shield, all blows glance off the shield. Note: any shield in the hand of an anti-reeve is a shield of invulnerability. Most common relic in Amtgard.

General notes:

Some object that the anti-reeve spells are too powerful. Therefore, for the sake of game balance, the anti-reeve only gets one spell point per battle game. The spells listed above are cost zero, use unlimited. If you see any anti-reeve spells in use on the battlefield, please notify a reeve so that we may keep track of the spell points used.

"Fireball, Fireball, Fireball"





THE TEN COMMANDMENTS OF  
RECEIVING AWARDS  
BY DUCHESS REYNA

1. NEVER expect an award.
2. NEVER go around proclaiming that you deserve said award.
3. NEVER criticize another's award or question their merit.
4. NEVER do work just for an award. If you enjoy what you're doing, that in itself is an award.
5. Always congratulate the recipient of an award.
6. DO NOT BELITTLE AN AWARD!!! It looks too much like jealousy.
7. Paperwork does not a knight make.
8. Being a squire does not insure knighthood.
9. Do not question a monarch on their choice and/or creation of awards. You may be in their shoes next time, but you're not now.
10. Appreciate when you are recognized. Hopefully, everyone will be in due time.

## The Soapbox

Unto the populace of the Burning Lands,

In the past months, and years to be sure, a great many events have come to pass. Many negative as well as positive. One such negative event was or is quite recent, a certain letter written in our newsletter by someone we all know all too well, our current monarch, J.R.

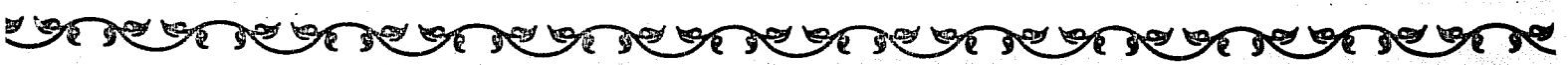
This letter was very disturbing in many ways. To me, as the unknown Corsair, I was referred to as a puppet under "the great Judas." Now the only Judas I know is Judas Priest, and as far as I know Rock-n-Roll has nothing to do with Amtgard. Unless you like to mosh before you slaughter! I am no man's or woman's puppet!

This "Judas" came to me one day with a letter that had certain events that were happening in this club, including our B.O.D. These events really perturbed me inside! After reading this letter, I looked at the person who gave it to me, looked at my phone and knew what I had to do, of my OWN volition!! 7-7-2-6-6-2-6, Hello, J.W.? Please explain to me about the B.O.D.

One of the questions I did ask, this being the first time I had called him for this reason, was why is the Monarch on the B.O.D.? His reply was, "Well if you'll look on your Corpora it says that I (the Monarch) have an automatic seat on the B.O.D." I said "Oh really" and looked both at my Corpora and at the Amtgard Board of Directors by-laws and saw nothing in my Corpora which stated this and the specific prohibition of a Monarch serving on the B.O.D. during his term in office

"D. The applicants may not, during the term of office, hold the position of ruler (Monarch, ruling Duke, ruling Baron, etc.) during their term on the B.O.D." (from B.O.D. by-laws published in no.6 vol. 5 of Tales from the Burning Lands.)

Now what was I to think? What would you think? Regardless of who is on and who is not on the B.O.D. one or two of the other problems have obviously been solved for the moment, like the criteria for eligibility for voting. Many problems have not, also obviously. These problems cannot be solved by complaining! It is time for action, and

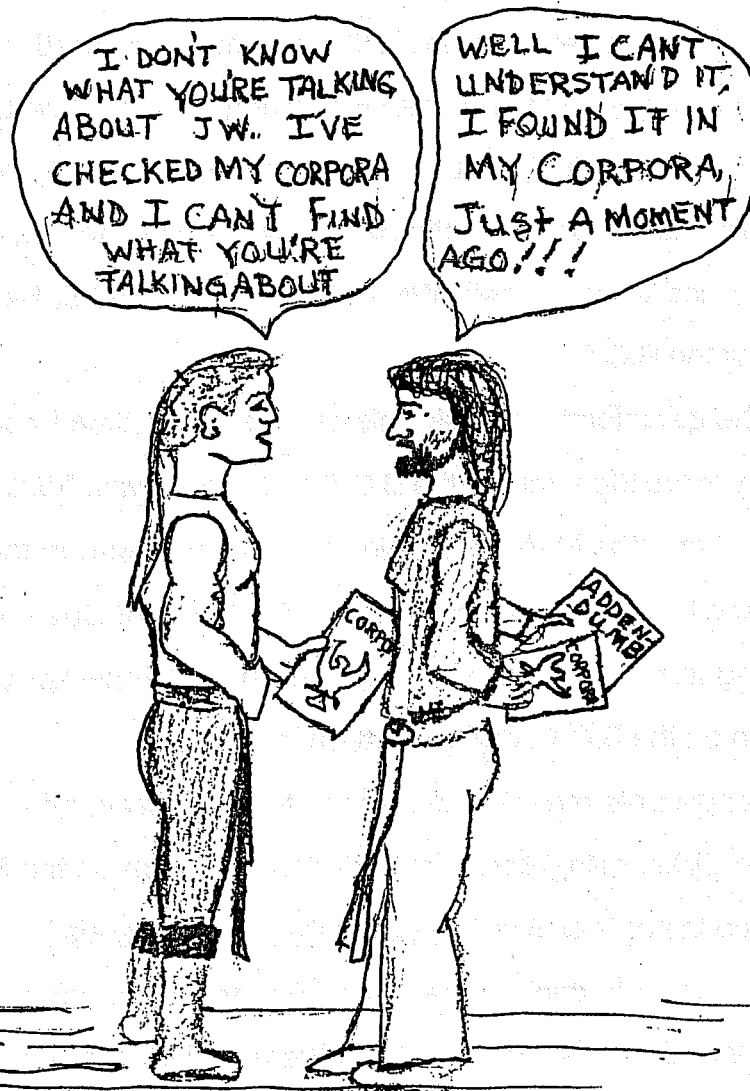


action is to those who wish to support the new household that I am sure most everyone has heard about.

I really hate to see this club start to crumble. That is why we are acting now. I believe the weight of trying to do everything by himself, is finally catching up to J.W. We are here to help, not fight!

"The Unknown Corsair",

Lord Squire Lorn Ironwolf



*"THE SOUNDS OF BATTLE"*

Every single Saturday  
People come to join in the fray  
From Bards to Barbarians, Healers to Knights  
All come with one purpose, which is to fight!  
  
Famous are the Fighters of the Burning Lands  
Swords and shields fill all hands.

The teams are chosen, the battle begun  
As soon as the reeve yells out, "LAY ON!!"

The Sounds of Battle now ring out  
A victor's cheer; a victim's shout.

Over the Din, Company battle cries call  
"Saracens", "Lions", "Corsairs", "Claw"! for all.

Above them all, a voice can be heard  
Honto's famous cry of, "Fer Shur!!"

The battle has now all but stopped  
A sword gets swung, a head gets popped.  
The fight's last sound now exudes,

The world famous phrase, "SORRY, DUDE!"

ENAKRA

To all the citizens and friends of Amtgard,

I, Honto Siche, have had a rather sordid history of letting strong drink suppress my rational mind and allowing my id to roam free. As a result I have insulted, injured and alienated many fine people who have, in the past, considered me as their friend and compatriot. Most notable of these past instances was at Aramithris' coronation feast where I made many distastefully untrue statements about the mighty Isocarrians. Although I heartily realize that my apology is a feeble attempt, at best, to redress the grievous wrongs I have committed against the Ladies Esuom, Marika and Anneka (and other fine people far too numerous to be mentioned here), I wish it to be known to all of Amtgard that I am very truly sorry for all the things I have said and done while my id was roaming unleashed. Most especially I must apologize to the Lady Anneka, Sir Lady Esuom aph Thaed, and Lady Marika, for they, above all others, bore heroically the brunt of my venom and ichor. Let it be known to all the world that I, Honto Siche, do stand humbled before thee and beg thy forgiveness for my horrible actions. I do hereby solemnly promise that I will never indulge in such distastefully inebriated conduct again.

Yours in service,

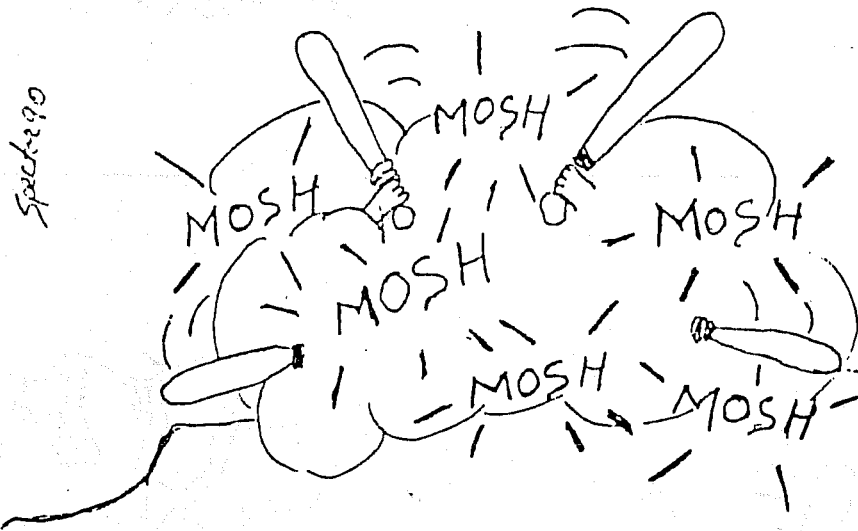
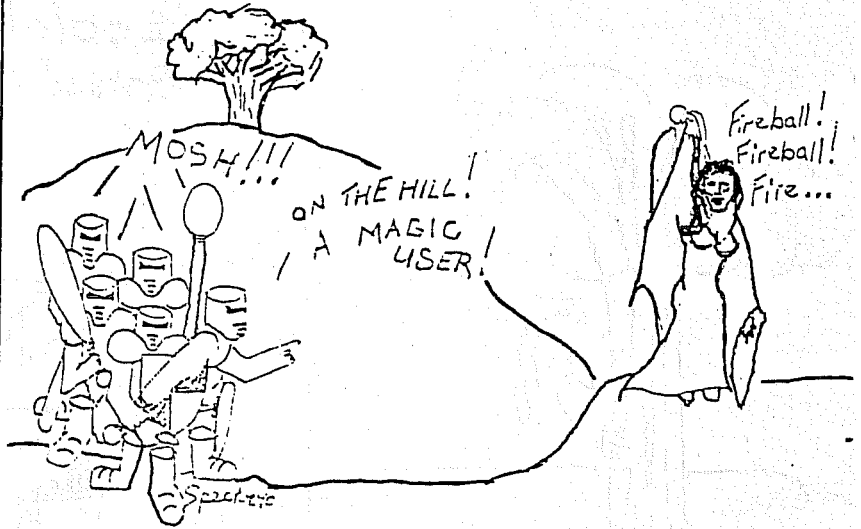
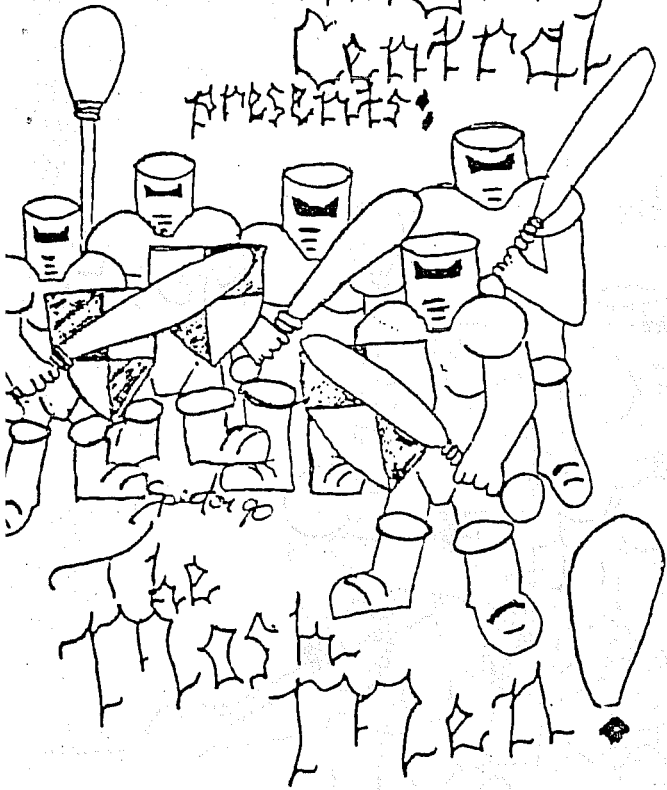
Honto Siche

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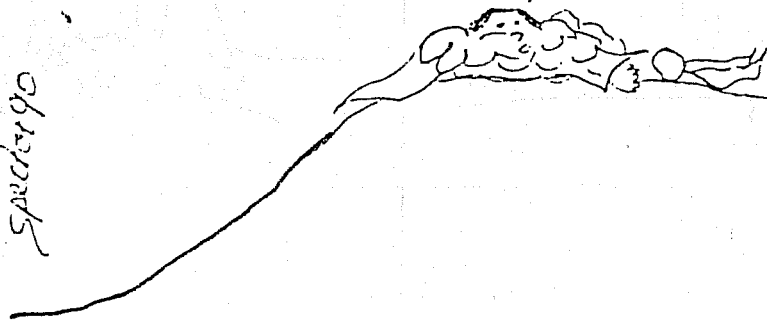
Honto's  
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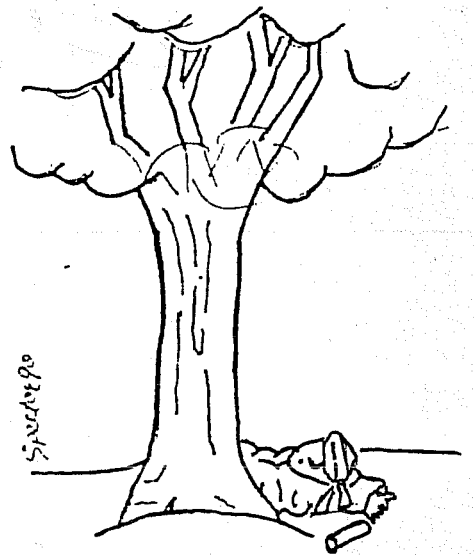
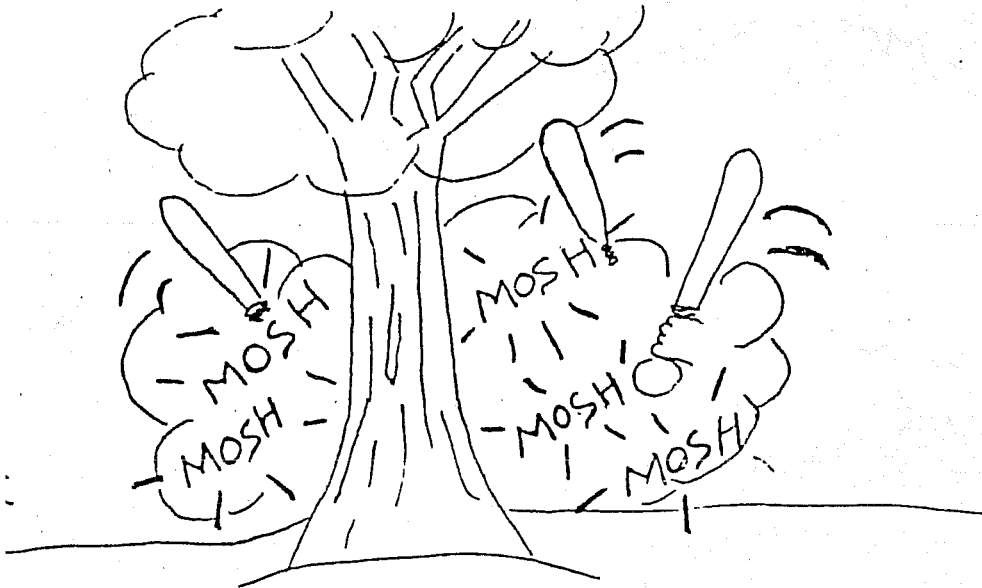
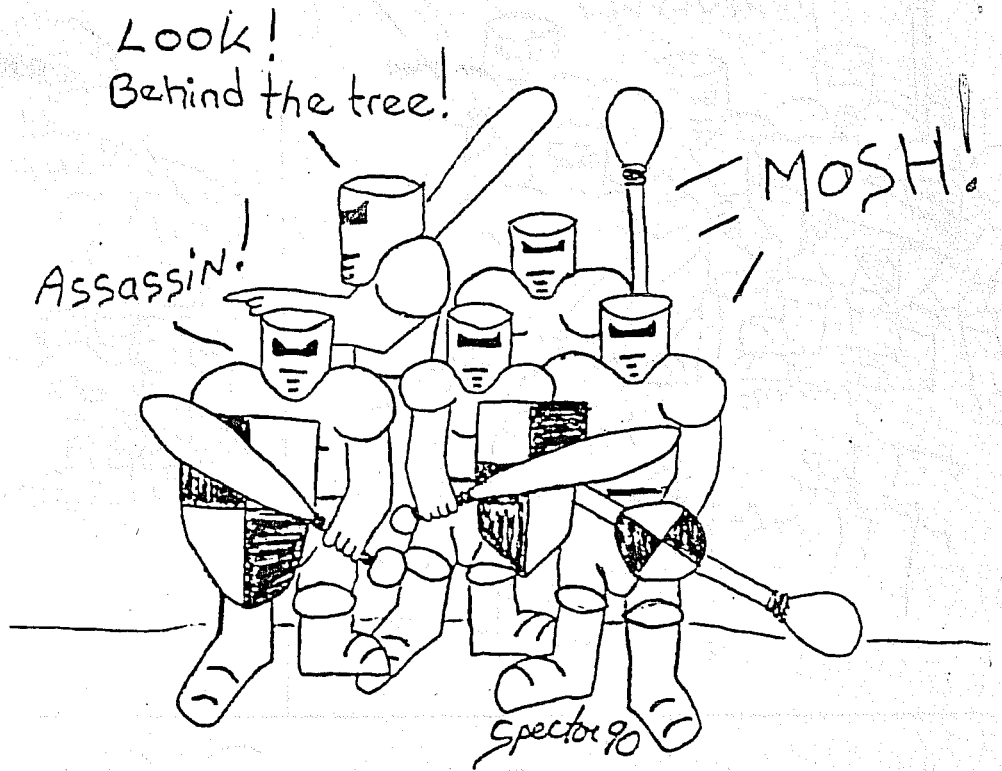
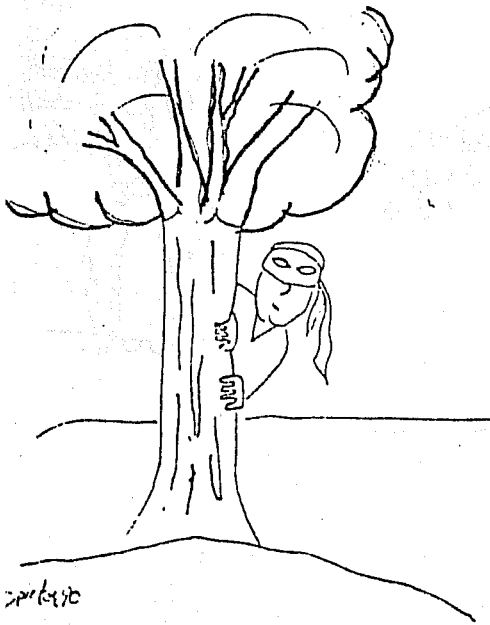


WARRIORTOWN  
Central  
presents:



...ball





# WHAT'S HAPPENING

## APRIL/90

- 14 Crown Qualifications 10:00
- 20-22 Amigocon V
- 21 Crown Elections and Champion Tourney (Burning Lands)
- 27-29 Olympiad II (Burning Lands Squire Altair - War events)
- 28 Crown Coronation (Burning Lands)

## May/90

- 5 No Champs Tourney / Shield of Reflection (Burning Lands)  
Tourney for the Ring of Power (Emerald Hills)
- 12 Weaponmaster Tourney (Burning Lands)
- 19 Return to 3:00 p.m. starting time  
Crown Qualifications (Emerald Hills)
- 26 SCA Grand Outlandish (tentative)

## June/90

- 2 Emerald Hills Coronation (tentative)
- 9 Quest for the Sword of Flame (Burning Lands)
- 16 Open
- 23 Open
- 30 Quest for the Dagger of Infinite Penetration (Burning Lands)

## July/90

- 7 Declarations for Prime Minister due (Burning Lands)  
Iron Mountain Camping event (tentative)
- 14 Prime Minister elections (Burning Lands)

