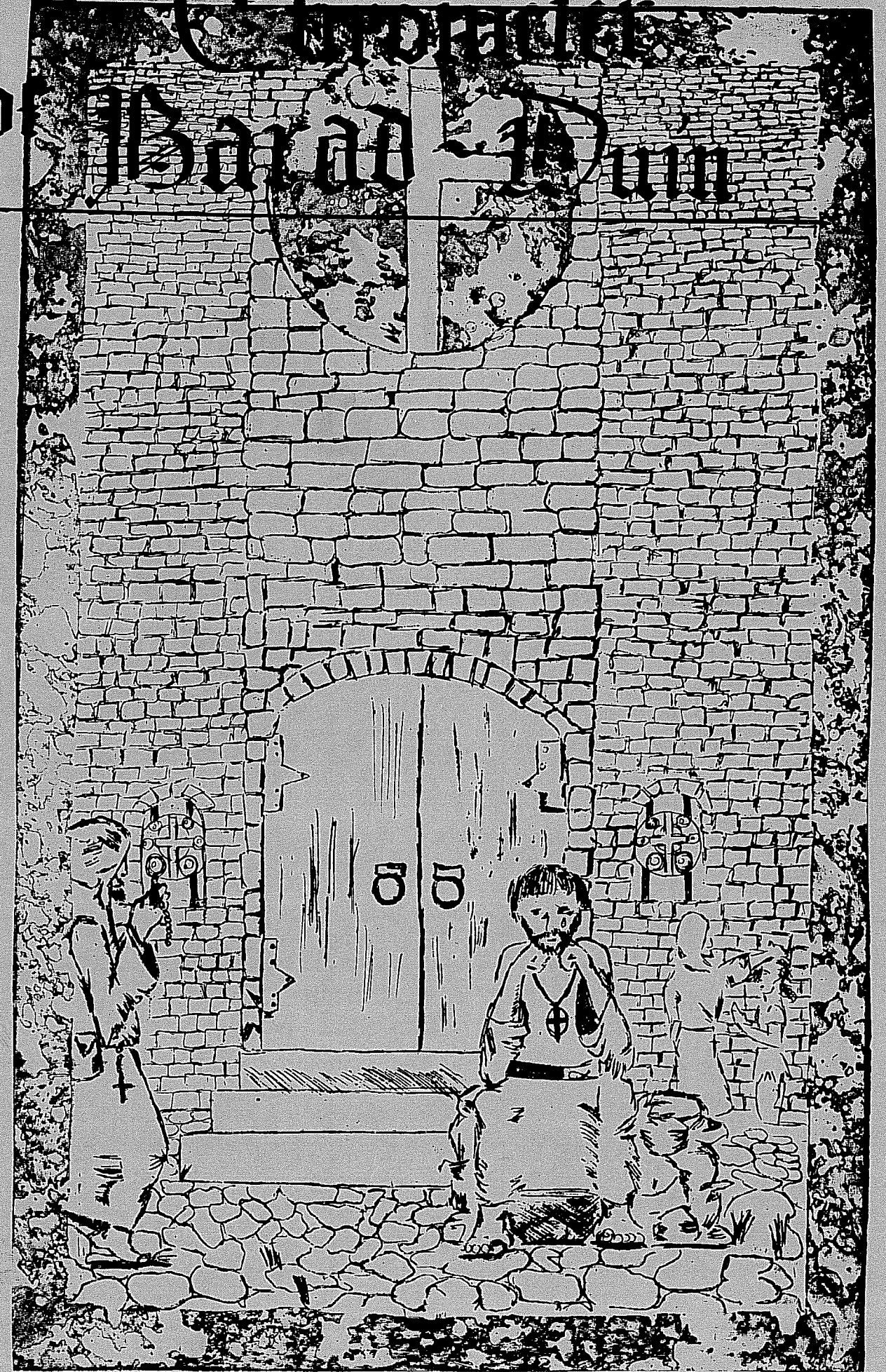


The Enchanter of Barad-Dûn



The Chronicler of Barad-Duin

Volume Number
One Shilling

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The Chronicler of Barad-Duin is a publication of the Chroniclers' Guild of Barad-Duin, in co-operation with Black Tower Press, 8419-B Riverstone, Austin, TX 78724.

From the Editor's Desk:

We have recently received information from the Barony of Iron Mountain (Denver, Colo.) that they are preparing a camping event for a week-end in July. The site is to be Great Sand Dunes National Monument, 35 miles northeast of Alamosa, Colorado. The Battle games will be on the theme Lawrence of Arabia, and there will be a feast and garb contest on this theme. More information will be made available as I receive it, but if anyone is interested in going they can contact:

Baron Rift Gorhan Tele
7575 E. Arkansas, #13-103
Denver, Colorado 80231

As we approach our next Crown Qualifications, I am hoping we will have a good showing. Remember, items made and entered in Qualifications are also eligible for submission in the Olympiad (see Flyer). We hope to have a really good turnout, and a lot of extremely good entries.

Adela

Our Cover is reproduced from a print made by Vivaron Osis Somid, *The Irish Christian*. Thank you Vivaran.

Adela

Scoring/Rules For the Ducal Qualifications

Points will be awarded in the following fashion:

Cultural Events

1 st place finish	5 points
2 nd place finish	4 points
3 rd place finish	3 points
4 th place finish	2 points
5 th place finish	1 point

War Events

1 st place finish	5 points
2 nd place finish	4 points
3 rd place finish	3 points
4 th place finish	2 points

Persons wishing to run for Duke/Duchess must enter 8 cultural events and 5 war events. At least 20 points must be won to place your name on the ballot. You must supply the chancellor with a letter of intent, signed by you and your Consort/Regent, by February 10, 1990.

Persons running as Consort/Regent must enter 5 cultural events and 3 war events. At least 5 points must be won to have your name placed on the ballot.

If either person running in a monarchy "pair" fails to obtain the necessary number of points, fails to enter the minimum number of required events, or fails to pass both the reeve and corpora tests then both contestants are disqualified.

In the event that no monarchy "pair" succeeds to qualify, all "pairs" will be placed on the ballot and the populace may decide.

Persons wishing to compete for the position of Duke's Champion must supply the chancellor with a signed letter of intent by February 10, 1990. The Champion will be that person with the highest point total (from war events) who has submitted a letter of intent.

Best of luck to all who wish to compete.

Cultural Events For the Ducal Qualifications

1. **Art, flat (2-D):** includes sketches, drawings, paintings and any other art form rendered on a flat medium.
2. **Art 3-D:** includes sculptures, jewelry, ceramics and another other art form rendered in three dimensions.
3. **Construction, Armor:** legal Amtgard armor judged on the basis of construction, effort, appearance and safety.
4. **Construction, Passive:** includes items not listed under any other category, such as pouches, helmets, metal weapons, banners, favors, etc.
5. **Construction, Weapons and Shields:** weapons or shields made to legal Amtgard specifications. Will be judged on quality of construction, appearance, originality and safety.
6. **Cooking – Savoury:** food or drink allowed. Must be a dish that could have been made in a medieval era society.
7. **Cooking – Sweet:** food or drink allowed. Must be a dish that could have been made in a medieval era society.
8. **Fighting Clothing:** includes all costumes made for fighting on the battlefield. May be worn by self or a model.
9. **Best Looking Clothing:** includes costumes for formal occasions.
10. **Instrumental Music:** with instruments only – no vocal accompaniment.
11. **Singing:** with or without instrumentation.
12. **Theatrics:** includes acting, poetry/verse recital. Entries must under 10 minutes in length.
- *13. **Persona History:** 5 pages or less. A short piece relating to a persona's origin or background.
- *14. **Writing, Factual/Informative:** 5 pages or less. Includes essays on "How to", articles, historical research, etc. All work must be original or provide references and/or bibliography. Non-compliance with this rule will result in the work being disqualified.
- *15. **Composition:** 5 pages or less. Includes poetry, songs, short stories, etc.

Limit of two entries per event except those marked by * for which only one entry is allowed. 3

War Events For the Ducal Qualifications

1. **Crossbow:** each contestant will be given three shots to hit a stationary target from 50 feet. Three practice shots may be attempted and a crossbow and quarrels will be supplied.
2. **Archery:** each contestant will be given three shots to hit a moving target from 30 feet. Three practice shots may be attempted and a bow and arrows will be supplied.
3. **Single Sword:** each contestant wields a three foot sword.
4. **Sword and Shield:** each contestant wields a three foot sword and a medium shield.
5. **Double Dagger:** each contestant is given two daggers. Both may be used to stab but only one may be thrown.
6. **Free For All:** any hand weapon, polearm or staff and up to medium shield. Scoring is one point per kill plus top four finishing places (which score as normal). All contestants have TWO lives. Upon dying the first life, you must enter Nirvana (to be designated at the event) for a 100 count. After the count is up, you may return to the field. There will be no fighting within 50 feet of Nirvana.
7. **Swords and Sorcery:** two combatants per team: one wields a medium shield and a three foot sword and the other wields magic bolts.
8. **Sword and Polearm:** two combatants per team: one wields a medium shield and a three foot sword and the other wields a pike.
9. **Strategic Gaming:** to be played to completion on Thursday, February 15th. You must enter both the chess round and the pente round. One elimination chess round will be played. Two out of three pente games will be played in one elimination round. Scoring for each event will be totalled to determine the top four places. (Example: a contestant placing 2nd in pente and 4th in chess would receive 6 points total).



Barad~ Doins

(excerpts from the personal diaries of Adela, Lady Belerian)

November 18 -- Court began in a pretty ordinary fashion, with some awards, personal, household, and guild business, etc. Mage Black was named Lord Black, and stepped down as Chancellor. The new Chancellor was then announced: The Honorable Lord Black. Attendance was very good, with about 35 to 40 people present, including all those titled persons living in Barad-Duin from the Duke to the newest Lordling. I was especially pleased to see members of House MontAskew, who had been long absent from our revels. (Constant readers of these diaries will recall that House MontAskew was allied with Menage Thelemien, in the days when I was a member of that household, and will understand my joy at the return of those friends.)

After all other business had been completed, Nithanalorn asked that his Squire Koranada be called up. His Grace asked that Koranada return his belt and be no longer his squire, "that your honor not be engaged in what I do."

Sir Nithanalorn then asked the Sir Ahрмаand, Guildmaster of Knights, come to the front. Holding in his hands a letter which he had received from Princess Tawnee, he told us all of some of its contents. He said he had been accused of deceitfulness and double-dealing, among other things. "These are not the qualities of a Knight," he said, "and so I am relinquishing that title until those who gave it me, who now see fit to question it, restore it to me." Removing, item by item, the regalia of a Knight, he commented on the purpose of it, and asked that the belt, spurs, and chain "which binds us to our Knighthood," be held for the use of the next Knight qualified in Barad-Duin. As he began to remove his Tabbard, Ahрмаand stopped him.

"The Belt, the Spurs, and the Gold Chain are symbols of the Knighthood you received in and from the Burning Lands, and may be appropriately returned with that Title. The Tabbard, however, you wear as a Cavalier of Barad-Duin, and it is not the Will of your People that you set it aside."

His Grace asked for the will of the Populace, and we were overwhelmingly in favor that he keep the Tabbard...there was not only no dissenting vote, there was not even a 'Devil's Advocate' or a 'maybe'.

As Sir Ahрмаand returned to his place, Aurendir rose to speak. Pointing to the Feathers of Ma'at, which lay on the table, he asked Nithanalorn to take and wear one, for the honour he had shown on this night. My Lord refused, saying the Feathers were meant for the People.

Not so, My Lord, for in establishing these you said they were to be given those who showed honour, and you did not restrict it to any one class of group. Few have shown honour so well. Take and wear the Feather." I quoted his own words to him, and he asked for a vote. Again, the vote was unanimous.

No one, I think has so honoured the Title of Knight as has our Duke; and I hope those of the Burning Lands will find calmer and wiser thoughts which will cause them to restore to Him their favor and respect. It is hard to think of Nithanalorn without thinking of him as a Knight, and it will take some effort to refrain from calling him Sir Nithanalorn.

(Drawing is courtesy of Nithanalorn, Calligraphy by Vivaran Somid)

**To King Arimithris III and Princess Tawnee of the Burning
Lands**

Your Majesties:

In the light of these enclosed documents and the conversations we had this past week-end at the Coronation of King Nebron and Princess Selka in the Emerald Hills, it seems that at least a retraction, if not an apology, for the contents of your most recent Newsletter would be appropriate. It would be seen in our realm as a gesture of good faith and intentions, and would be appreciated as such. I hope we will be able to carry forward the progress we made at that meeting.

Yours in Service and Light,

Nithanalorn, Grand Duke of Barad-Duin

*To His Majesty, King Arimithris III of the Burning Lands; Her
Royal Highness, Princess Tawnee Darkfalcon; and to the People of their Realm;
Greetings:*

As a generous and sympathetic people, we shall forget our outrage and concern ourselves only with stating what are the true intentions of our lands; we yield to the need you have of truly understanding, as if the truth were any different from what we've stated from the beginning.

Since our inception as Barad-Duin, we have striven after excellence in all that we did. In role-playing, the arts and sciences, and combat; but, foremost, we wanted a society of people who were more than just acquaintances. We wanted a family who cared for each and every member. Since we attended the first Coronation of the Emerald Hills and beheld their closeness, we've longed for the same.

In the first year of our club, we were plagued by factions and separateness. A great War almost tore our Duchy in two; but we became wiser and saw how far away from our goal we were. We began to reconcile and heal our lands.

Now, Barad-Duin has become what we wanted: a family. There are no cliques or power groups vying for positions. Everyone in our club helps to better our lands. We make decisions as a group. There are no "Dictators in a Black Tower" who make our decisions. We are fully responsible for morals and ideals because we are one; we are Family.

Never have we intended to quit Amtgard and stop playing with our friends in other lands; but know that just because we wish to experiment with other methods of play we are not destroying this club. We wish to enhance our Duchy, and if other clubs see and like our

XD

alternative methods of play and wish to use them, then by all means we will share our discoveries.

We love the Game you have shared with us and we love the people we have met. This society is what it is because of the People and the Dreams we share, not because of the Rules of Play or the Corpora.

We are looking forward to many more years of play and enjoyment with every one.

8

With Light,

Herbert the Count

The People of Barad-Duin

Handwritten signatures and names:
SIXTH
S: n Ten
KORANADA
Baradett DeHough
LORDING
James Thompson
Alexander Cayley
Herbert
Deja Vu
James Boen (Romerion)
Kathena
Arlan Quirkfingers
Arlina MontAster
Kroch
MontAster
Zoltan Laszlo Meszaros
Lynn Fletcher
Mervyn Vincent Gray
Conrad Tiberius Augustus
Nathan - GUIMASTER OF RELIG
PENUMBRA FALLENSTAR
Conor Thorhammer
Jerry R Hampton
Manuel Claisen the Alchemist
ALAUZEN ANDERSON OF ERMORE
Lord Alden Jon Brerlos, champion of Barad-Duin
Aster K. Skron
Nithanora Fancella
Spaulhawk
Dain Sign
Jens Ember
Huffman
Kornel & FOS Fial
Brinn Stricklin - Moonsword. Hurm
Kytzyr
Adela, Lady Belerian

To the populace of The Grand Duchy of Barad-Duin,

Qualifications are drawing near, scheduled for the 17th and 18th of February. Remember you can enter in the Olympiad what you enter in qualifications. Those of the populace who are entering any of the performance contests, qualifications is a good testing ground before the olympiad.

The Allthing and Court are scheduled for tonight beginning at 6:00 p.m.. Th allthing will be fairly short with court starting soon afterward. Some awards will be given out this evening.

We will be having another garage sale in the month of March on the 3rd. If you have any items you would like to donate please contact Lady Adela or myself. Anything you have would be appreciated.

I have extended the deadline for the guilds to submit their proposals of floorplans for guildhalls to the 27th of this month. This is the final date and nothing will be accepted after the deadline.

As was stated last weekend, I have recalled the Ambassadors and have put trade embargos upon the Burning Lands. Any citizen crossing these Ducal decrees will be tried for lesser treason. This action was taken because we the people sent a letter to the Burning Lands requesting a retraction of the letters that were written concerning our lands. These letters were wholly insolent, condemning Barad-Duin and questioning our honor. The weekend of the Emerald Hills Coronation I forgave them of their folly and asked in return of good faith, that a retraction of those letters be sent to us. I have recieved not a word from their king concerning this matter. If letters of retraction are not recieved by the 3rd of March I will ask the populace of Barad-Duin to decide what action we will take to redress the wounds inflicted upon us. Until this time, Barad-Duin will prepare as if for war, I have already alerted our western garrisons and have sent ambassadors to our Baronies requesting that they muster their forces. Such a conflict is undesirable, but I will not allow our honor to be blemished.

The citizens, by Ducal law, have the right of audience before the Duke, if you have any questions or complaints concerning my policy in this matter or any other personal concern please make yourself known to me.

Yours in service,

Pharaoh Fean-Cala Ra, Gand Duke of Barad-Duin

9

Elf* marries Dragon
 will love be enough or is this just physical?



Please note: the Sidhe are faeries and Elf.
 Tolkien Elves are more nearly human in size, and
 not winged.

10

The

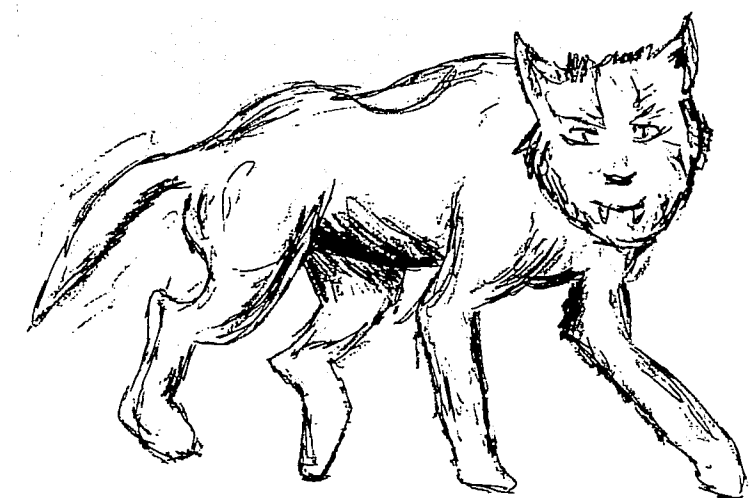
Emerald Eclectic Reader



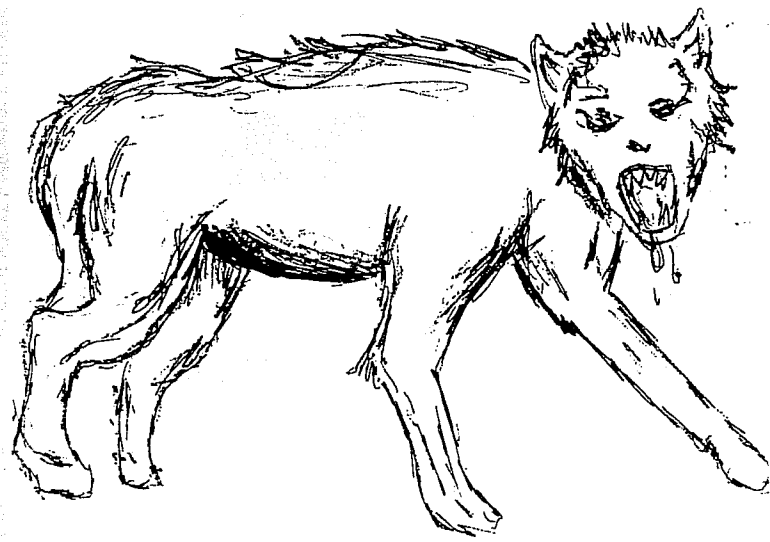
See Jane.



See Tommy.



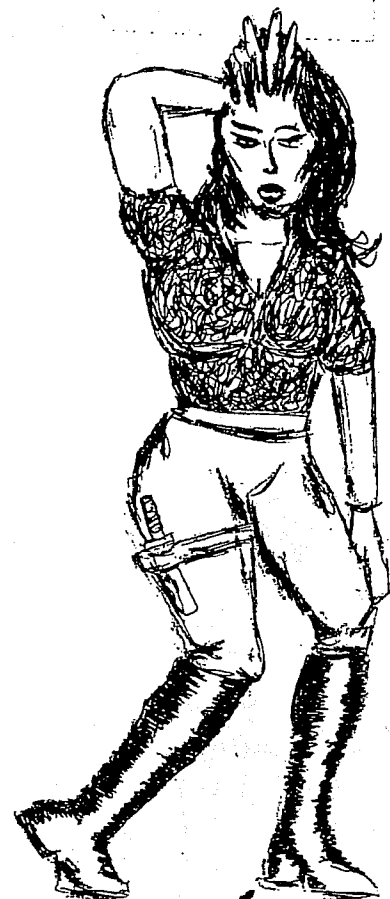
See Spot.



Spot is a
wolf.



Tommy is
a Wolf.



Jane is a

wo... do we really have to
spell this one out
for you, guys?



See Spot See Tommy
Chase Tommy Chase Jane.

Writer: Adela du Fôret

Calligraphy: Gilbert du Quai

Illustrations: Viraran Somid



15 mph

See Jane
Run Fast.

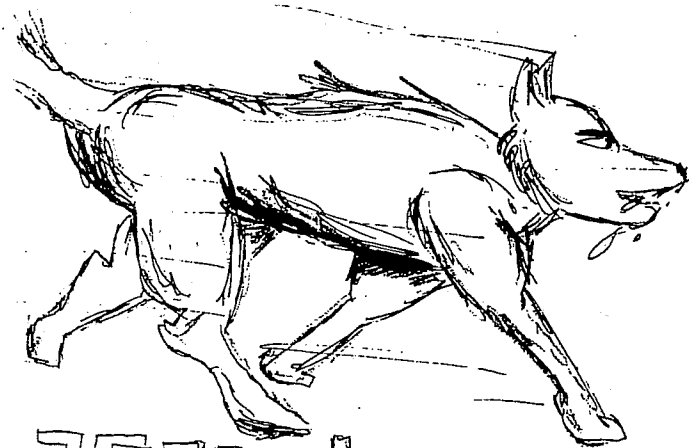


20 mph

See Tommy
Run Faster.



See Tommy
Catch Jane.



25 mph

See Spot
Run Fastest.



See Spot
Catch Tommy



A Spot of
Lunch.

AMTGARD

Amtgard is a Society
Filled with gentle men and maids
A Phoenix rising from the fire
Of castles burn'd in Fancy's raids.

First in the west, upon the sands
And at Pompeii the Phoenix rose
Impaled above the Burning Lands;
The Home from which our Empire grows.

Towards the East where Rebels dwell
'Midst the vales and Emerald Hills,
Where power to the Wolf Pack fell
And Sable Pride shared in their kills.

East from his home the knightly Mage
Rode to befriend a land in ruin.
Death ended evil Kryton's age
'Neath the black tower of Barad-Duin.

Now these three realms, in unity,
Sow seeds of newer realms to come.
Ducal Grace joins Majesties
The depths of victory to plumb.

PROMOTING FUN AT AMTGARD

The main purpose of any social club is to provide it's members with leisure and entertainment; Amtgard is a social club. Most of us (hopefully all of us) joined Amtgard in order to make new friends, try something new and, above all, have **FUN**. This should be the Golden Rule of this society and it should be kept in mind at all times. There are a few things we as members could do to promote fun at society events. This is a two part article where I will briefly talk about two areas of day to day society life where our enjoyment of the game can easily be enhanced: battlegames and courts. This month I will cover the topic of battlegames.

Battlegames are the meat and bones of all Amtgard activities. Almost everyone's first exposure to this club will be at a battlegame. This is the sole most important event for recruiting new members and making a good impression on them. This activity takes place every single Saturday (special events notwithstanding) and so is the number one area where fun should be promoted. After all, who on Earth participates in a battlegame to have a bad time? Psychos maybe but they're hopefully not the typical society member (let's keep our fingers crossed). If battlegames do not seem as much fun as they used to be then what could a person do to try to improve them? Here are some handy tips that should help.

Battlegame Improvement Tips

1. *Talk to the Champion* : The Champion of the Realm is not just there to stand behind the Ruling Monarch with a huge weapon openly displayed offending other chapters, no sir, uh-uh! What does it mean to get that title by being macho and having beat the crap out of the greatest number of people at the Champion's Tourney? Well, it means simply this; the Champion has the greatest responsibility and is the sole most important figure at any Saturday battlegame.

The Champion organizes all the games for the day (or at least assigns someone to do it), comes up with new scenarios, see's to it that everyone has a chance to play their class, checks for weapon and equipment safety (bloody noses are no fun), insures the fairness of all scenarios and of teams (that's right, it's not just for reeves anymore), makes sure everyone has something they can do



(battlegame-wise), insures safe conduct and play (bloody noses are no fun), listens to player's complaints about scenarios and adjusts them accordingly and, above all, promotes fun at each and every battlegame (my, the aspirants for Champion for next reign seem to have suddenly quartered in number, hmm). Seriously folks, if there is a problem at a battlegame find the Champion and ask him to do something about it (trust me, he will!).

2. *Improve Battlegame Attitude* : This section is quite lengthy and could also be called Good Sportsmanship, take which ever one you like more. In any game there will be rules, with any rules there will be problems, with any problems there will be heartache. All of us are expected to know at least the basic rules of play (if not then ask a friend or the Champion or a reeve or invest in a set of rules yourself). These rules are there to make things run smoother and to regulate game balance on the field. Ideally we try to capture the spirit of the rules not the letter (one is for fun the other is for lawyers).

When a rule seems to put you at a disadvantage then play along with it. Have fun role-playing your weakness whether it be death, impairment, enscrollment or any other game effect which applies to you. Clutch a wound and gasp, stagger a little, shriek horribly when devoured by greater magics, act like a mindless zombie when yielded, collapse and begin snoring loudly when slept, act bewildered and stupefied when someone teleports or otherwise disappears, pretend you're William Shatner when you die and ham it up, etc., etc., etc.. Often times losing is as much fun as winning as long as you act it up and have a good time (see the section on Role-Playing).

A brief note at this point that I shall repeat more than once in this article, **EVERYONE DIES!!!** No one that I know of in this club has never died (if you know of someone who has not had the pleasure, kindly point them out to me and I shall endeavor to "enlighten" them). One of the benefits of make-pretend death is that **YOU DON'T REALLY DIE!** If someone aces you in a life, then simply come back and try to return the favor. Always remember the Golden Rule, however. Revenge for fun and role-playing is colorful and a pleasure to watch; revenge for the sake of getting even or in anger's sake is petty, unfun and stupid. No one likes to lose but if you know that you eventually will, then do so with a becoming grace that will endear you to the other players (acting like a jerk is not very charming).

Do not take advantage of someone's weakness unless it enhances persona



role-playing and fun. There are various types of personas on the field, some are nice people and some are not. Now the distinction here is PERSONA not the player. The evil wizard Black is as likely to freeze you and then annihilate you as he is to leave you unmolested (remember the Psychos I mentioned, bingo). The assassin Nightshade is very likely to backstab an unwary opponent or use poison on someone. The evil anti-paladin Sir Ahrmaand is very likely to kill you for no good reason whatsoever (whether you're on his team or not). All of these examples have to do with role-playing. In all of these cases it is the persona who is vicious and cruel, not the player (I know both Marty and Tony very well and they're both really nice guys). Even this, however, must be kept in check with the Golden Rule. It is easy for someone to use role-playing as an excuse to be a jackass on the field. Remember, you're not the only one out there and **EVERYONE DIES!**

Blatant abuse of weaknesses tends to get old and cause resentment on both sides. Some examples of things to look out for are as follows. 1). Watch for magic balance on the teams, if one side is not as strong magically then tone down protective enchantments that would render them useless (i.e. protection from magic, defend, etc.). 2). Watch for fighting balance on the teams, if one side has all the good fighters then offer a trade or give up some shields or ranged weapons. 3). If someone is in a position of weakness then offer them an opportunity to yield and send them back to their base licking their wounds. This does not hurt any side in a game and it gives the enemy team a healthy respect for your team. Be merciful if you want mercy. If they refuse then kill them like pigs. Remember, **EVERYONE DIES!** 4). Do not take prisoners unless it is called for in a scenario or they will be rescued soon. Nothing is worse then starting out a game, getting captured and then spending the next thirty minutes tied to a tree listening to the enemy team's first level bard sing to you! Send prisoners back to their side with a cryptic warning or insult to deliver to their cowardly team leader. 5). If at all possible try to avoid killing entangled, frozen, stunned or otherwise defenseless targets. Yes, I know it's fun to zap an immobile and helpless target (more Psychos) but consider the feelings of the poor sap you're zorching and remember that what goes around comes around. However, if you feel a death like this is deserved then by all means carry on (just don't bitch when you get aced in this fashion). 6). Remind yourself constantly that it's only a game and everyone is there to have fun (the Golden Rule). 7).





EVERYONE DIES!

Also it helps to know when you have had enough fun and it is time for you to go and sit down before you stop having fun. Everyone not only dies, they also get tired and frustrated. When you feel your temper slipping or you realize that you're swinging your sword just a little too hard or that you are not calling shots because you're determined not to die or that you are wishing a spellcaster's player's house would burn down in his sleep, then it is time to take a break.

At this point you simply go and sit down, get a drink of water, visit the heavenly Watertrade Guild (ask for a pretty masseuse), talk to the people in Nirvana, socialize and leave the battlegame behind. There are usually several things to do when you're not involved with the battlegame. Try visiting a casino, talk to the Guildmistress of Costumers about that spiffy outfit you've been drooling after, flirt with the pretty ladies (or handsome gentlemen, if that is your preference), learn how to make new weapons, take some time to look at the other classes in the rules, in short, relax and enjoy yourself. When you are relaxed enough, try entering the game again with a fresh new attitude. It works!

One final note; **DO NOT CALL OTHER PEOPLE'S SHOTS FOR THEM!** This by far has got to be one of the most rude and obnoxious habits out at the battlegames second only to blatant cheating. If you feel that you landed a shot on someone that did not seem to call it then you say something like "excuse me, did I land any shots on you at that last encounter? I thought perhaps that I had gotten an arm.". If they say "no, you did not" or "it was a little light" or "no, it was just a graze" then **YOU LEAVE IT AT THAT!!!** Habitual rhinohides have a tendency to root themselves out, stupidity being it's own reward. More often than not a person will say "oh, I'm sorry, I did not feel the shot" and take it. If not, however, be polite and don't push the issue.

If someone is blatantly ignoring shots then mention that person to the Guildmaster of Reeves or the Champion and go on about your business. Do not take it upon yourself to crusade against all rhinohides as this will only cause you and others unnecessary grief (I know from experience). Only acting reeves and marshals are empowered to call other people's shots for them, unless you're one of those two, **DON'T DO IT!** Believe me, I must drill this into my head probably more than anyone so I know what I'm talking about. Once again, the Golden Rule is supreme here.

There are a variety of other things that affects attitude on the field, all of



which I can't cover here. Just remember the Golden Rule, use common sense, be polite and **HAVE FUN**. Oh yes, I almost forgot to mention, **EVERYONE DIES!**

3. *Encourage Role-Playing* : Everyone in Amtgard is supposed to have a persona, that's one of the first steps in joining this club. Try to really flesh out your persona on the field. Develop his or her motivations, desires, goals, likes, dislikes, in short, develop their personality to the fullest. Think about how they would react to certain common situations in our battlegames. Do they hate wizards? If so then why? How honorable are they? Do they give their trust easily? Are they serious and vengeful or light-hearted and forgiving? Why are they in Barad-Duin? How did they get here? What is their history? What dark secrets, if any, do they possess? What race are they? How do they feel about other races? Are they proud and noble or roguish and common? As you can see there are a great many things to think about when creating a society persona.

After you have developed this interesting character then think about how you wish to present them on the field. Realize that there are going to be many different personalities out on the field, some will be compatible with yours, others will not. I don't visualize Koranada the noble samurai getting along fabulously with Nightstalker the ninja assassin although Chuck and Todd get along just fine. Likewise, I see Sir Nithanalorn the paladin being the archenemy of Sir Ahрмаand the anti-paladin even though Richard and Aaron are good friends.

Separation of persona and player is something I mentioned earlier and will stress again. It is very important for someone in Amtgard to be able to distinguish between the two. If someone's persona did something nasty to you in a battlegame then understand that it is the evil persona who did it not the player. Do not become angry with the player or start cursing at the person, simply realize that the player is enhancing overall play by acting out their persona. Heck, if you thought that something was particularly devilish or fiendish then mention it to the player and compliment them on their excellent role-playing. If, however, you thought something was rude or a little too cruel then mention that as well but in a private manner so that only you and the other player knows it. Chances are (unless the person is a jackass) the individual will refrain from doing that to you (or to someone else) again.

Always try to stay in character while in a battlegame. Imagine that the game is a play you are performing for an audience, everything you do and say should





be consistent with the persona you have created. Don't let this, however, become a burdensome task. You are not a Shakespearean actor or actress, you are out there to have fun. If you have more fun hamming it up then do so, if not then enjoy other people doing it but don't be a stick-in-the-mud. Let everyone enjoy Amtgard for their own reasons, if you don't want to help then don't hinder. In the end, good role-playing will always pay off. I would like to take this time to praise the efforts of people like James Kocen, Amanda Dee, Marty Christenson, Charles Wiggington, Richard Fox and a host of other people for their wonderful persona portrayals (the names I mentioned were simply examples of folks who came to mind who role-play well, they are by no means the only ones doing a commendable job).

All of the above tips are only some of the things people can do to promote fun at society events. I'm sure that each of you reading this article will come up with several more. If you do then share them with us. We are always interested in the player's insights and advice. After all, this club is here for you and me; without the people all we have are rules and those are about as much fun as the Wall Street Journal. Help us to make this society a funner (and better) place for everyone (I feel like Sally Struthers!). Until next month when I talk about fun enhancement at courts, take care.

Yours in Eternal Service,

Sir Ahrmaand, Viscount Seregon



Unto the Populace of Amtgard,
I send warm greetings and salutations from the Golden Plains.

It is my most gracious pleasure to announce that my homeland, the Barony of the Golden Plains, is to hold its second coronation in an event to span the weekend of March 2 to March 4 in the Year of Our Lord Nineteen Hundred Ninety. My fellow Plainsmen and I would like to cordially invite all to come celebrate this splendid event with us. Despite the coldness of the season, this, our first event of the year, shall be a camping excursion; come prepared with tent, bedroll and a willing bed partner to turn away the chill. Breakfast will be served Saturday morning, and a bountiful feast is offered Saturday evening ('roundabout seven). Coronation Court will be held after all are fed. During the hours between meals, a special plunder quest is scheduled along with a few various other battlegames, as yet to be announced. Following the court the tales shall fly as we engage in our storytelling contest with prizes going to the best two; by populace applause, of course. Let's have plenty of participants!! Altogether, this event will cost only five dollars per person. The site is 'wet' (meaning that there can be great quantities of liquor consumed), but the locals urge moderation (little do they know...) The water supply is very limited at the site so bring a chest to hold water and ice for your camp to guarantee your share. Outhouses (and I do mean outhouses!) are provided for your convenience, but showers are not available.

Now for the Mundane information required to attend this stupendous event: A map is provided on the back-side of this page. The following instructions make the map (hopefully) easier to understand. I do hope they are easy to follow.

From the Emerald Hills: You will probably come into Amarillo on HWY 287. This merges into I-40 just outside of Amarillo. Follow I-40 until you reach the Lakeside exit. Exit the E-way and travel north on Lakeside. While on Lakeside you will first go under two under passes and then over two over passes. After the second overpass, exit and follow the exit ramp back around to the street you just went over. Travel east (as the map indicates) and follow the road for 22 miles. This will carry you into a very hilly region. After 22 miles there will be a complex, known as the Turkey Creek Gas Refinery, on the right. Travel one more mile to the entrance of our campgrounds, McBride Canyon. Follow the winding road (straight on the map) until it forks. At the fork, take the left road and follow it down to the campsite. At the end of the road it turns into a dirt path (maybe mud, sorry). Amtgard will be about a half mile (if that) down the dirt road on the left. Welcome!

From the Burning Lands: You will probably go through Hereford or Canyon traveling into Amarillo. The highway I-27 travels in and through Amarillo from Canyon and Hereford and connects with I-40 close to the Downtown district. At the junction of I-27 and I-40, take the exit to get on I-40 going east. Travel east on I-40 until the Lakeside exit. Exit here and go under the underpass so as to be traveling north on Lakeside. Then follow the instructions for From the Emerald Hills after 'Exit the E-way and travel north on Lakeside.'

As Baronial Regent, I have done my best to make this an event worthy of everyone's attendance. If you are sure of your attendance or would like to be assured of a place to make camp, call me at 806-655-7817 or Vizier Lord Flynn Telemon at 806-655-9461. We await your call. The trumpets of the enemy blare, the glory of battle calls, and the site of victory will be in the Golden Plains! Vivat Amtgard!

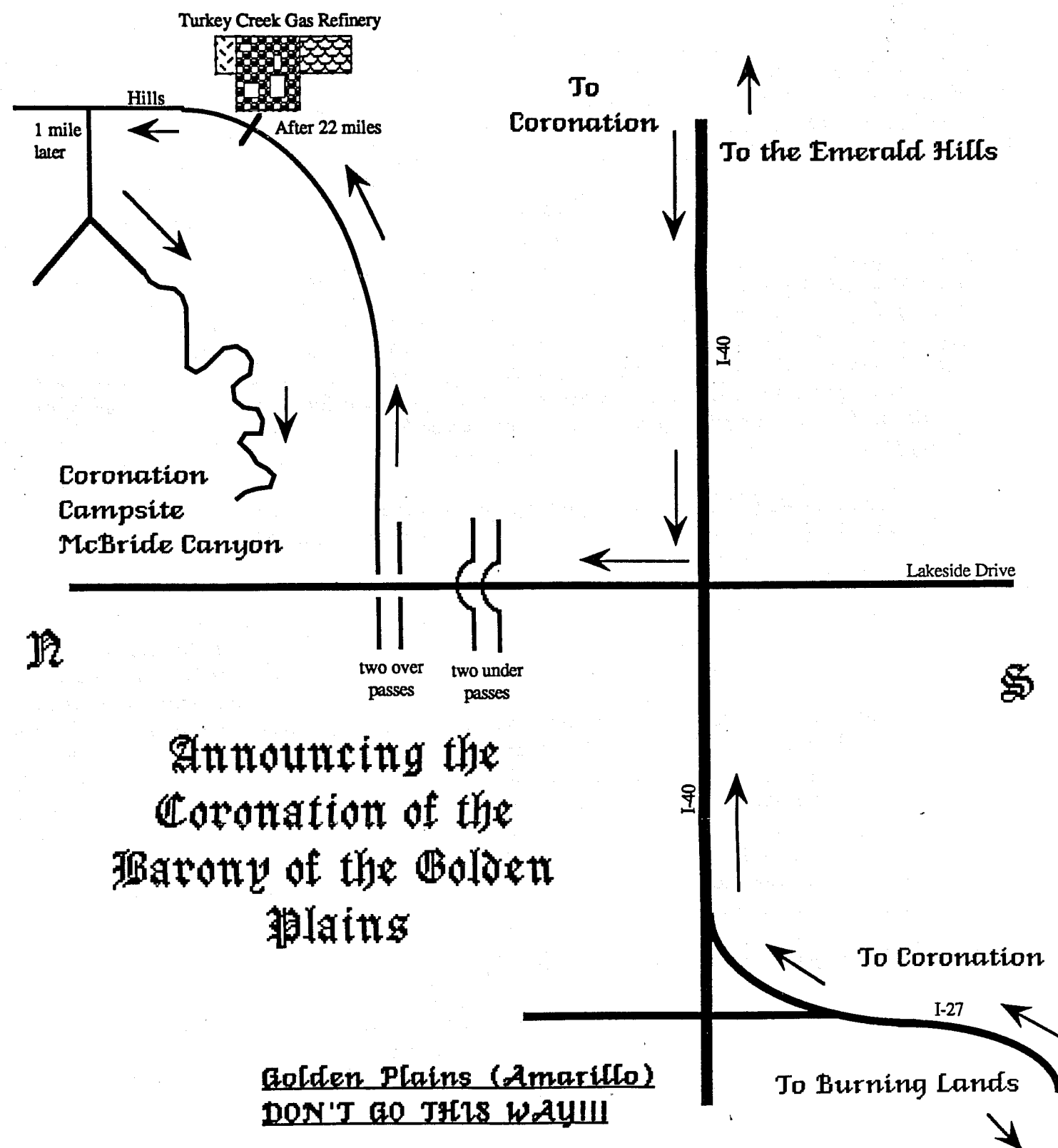
Yours in Service,

Baronial Regent Squire Greywalker,
Dweller of the Mist



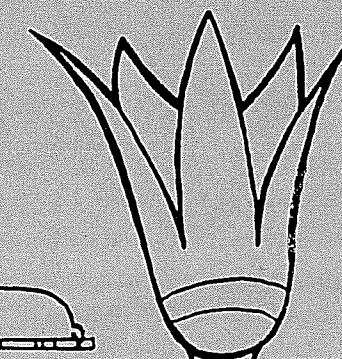
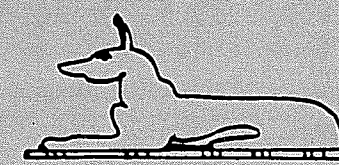
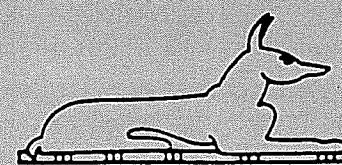
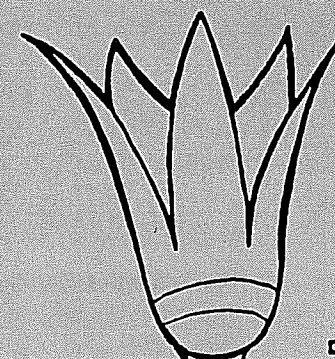


NOT TO SCALE!!!



Dynastic Calendar of the Great God Pharaoh Fean-Cala Ra

- JANUARY:**
- 20: Quest Allthing and Court of the Great Pharaoh
 - 27: Battlegames
- FEBRUARY:**
- 3: WarCon Demo (A&M University)
 - 10: Crown/Champion written intent due
Cultural events writing submissions due
No Champs Tourney
 - 17: Crown Qualifications, Cultural events
 - 18: Crown Qualifications, war events
Court of the Great Pharaoh
 - 24: Allthing
- MARCH:**
- 3: Final Court of the Great Pharaoh
& Battlegames
 - 9-11 Barad-Duin Coronation,



Coronation and Spring Fair

Bastrop State Park

For more information contact:

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Austin, TX 78703

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3306 La Fayette
Austin, TX 78722

Adela, Lady Belerian
8419-B Riverstone
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