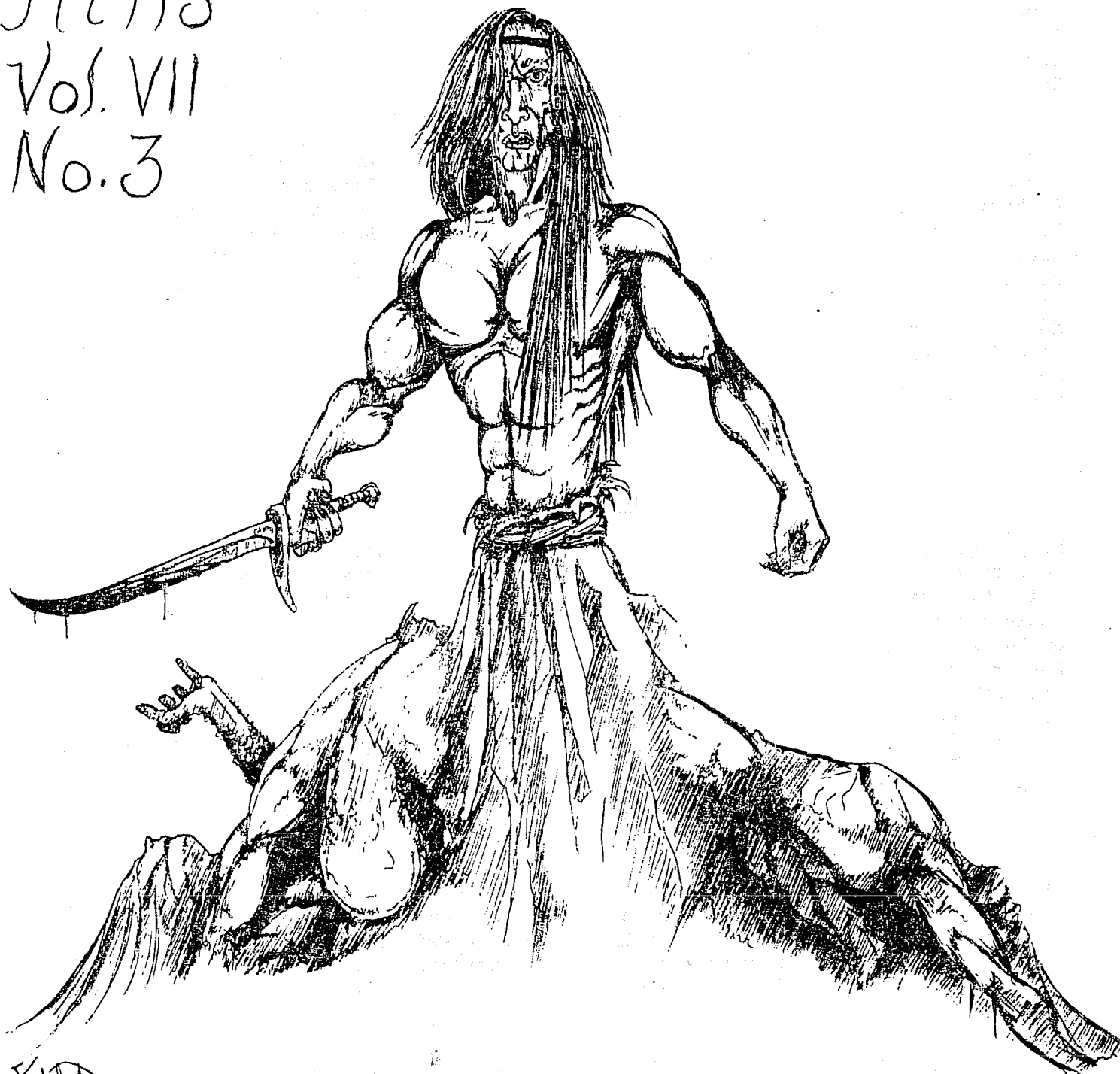
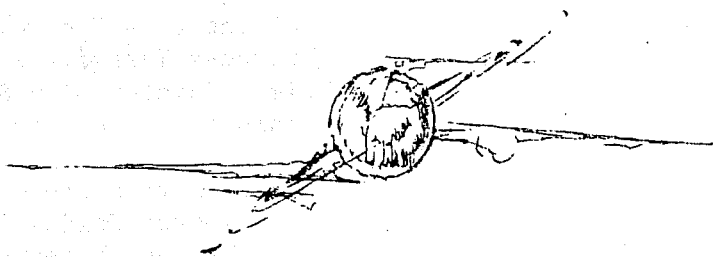


Echoes
from the
Hills
Vol. VII
No. 3





King Lorn Ironwolf
Princess Tyranny Bathory
Prime Minister Dawn Shadow
Champion Mosher Decrupt
Princess Defender Nevron Dreadstar
Scribe Nevron Dreadstar
Jester Taldak
Executioner Latemyvaeh



King's Guard

Captain Cain
Septu
Tunear
Lung Hrog
Tarquin
Kurris

Princess' Guard

Cygnus
Astynn
Kendrik
Exzenon

Guildmasters

Anti-Paladin Nevron
Assassin Lorn
Barbarian Lung
Bard Maximillian
Druid Cygnus
Healer Selka
Monk
Monster Cain
Paladin Alessandra
Reeve Nevron
Scout Tunear
Warrior Cain
Wizard Septu

Art Mosher
Literature Nevron
Smiths Nevron
Sage Lorn
Herald Selka
Gladiator Kendrik

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Lorn Ironwolf, Rex
Tyranny Bathory
Dawn Shadow

Nevron Dreadstar
#6
Aredhel
Viscount AhrmaandSeregon
Aramithris
Nashomi
Various Authors

Note from the Editor: I was not sure who drew our cover but I wanted it to be used anyhow. In the article on being a Herald, the court terms of Grand Duke should be replaced with King/Queen, as should the Noble Duke be changed to Princess/Prince Consort. The Chancellor should be switched to Prime Minister. I would like to thank Baroness Dame Lady Selka for her invaluable skill at the typewriter.

Greetings to the Populace...

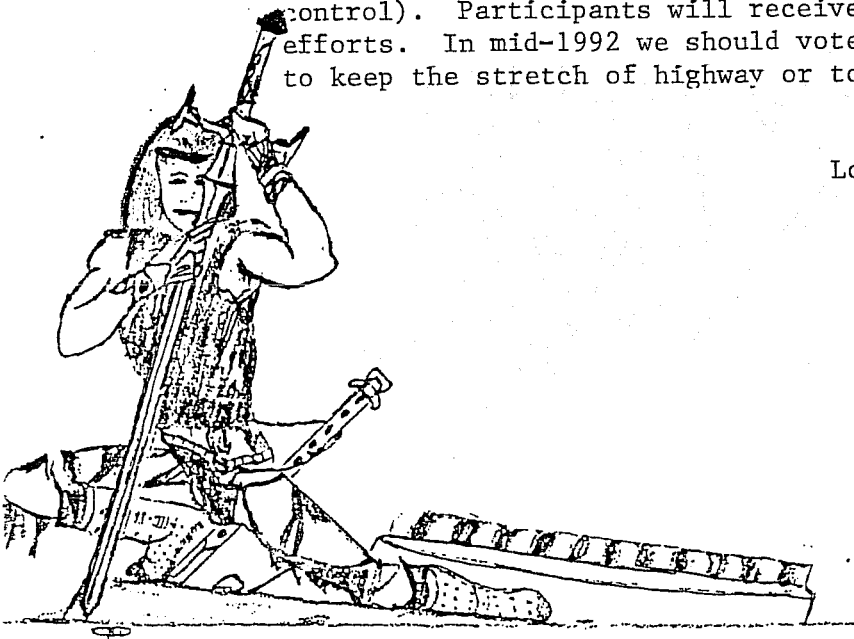
First I want to thank, of course, everyone for going to the Mid-Reign Revel despite all the problems we had, (Like the mud skiing, etc.) Although I would like people to give a hand to Argent Moon, you can't blame Mother Nature on anyone, and the late feast was noones fault.

Also, if you were at Lakeside Park on the fifth of September for the Allthing you probably know about playing at Tanglewood on a permanent basis from now on. We brought this subject up three times to vote and all three times the majority said yes on playing in Tanglewood permanently. There were many votes taken on that day, they were as follows:

<u>Voted on</u>	<u>Result</u>
Set Qualifications criteria at 10 war/8 cultural events for the Monarch, 8 war/10 cultural events for the Consort (Champion must qualify as Monarch)	passed
Should Monarch be chosen by vote or by tourney	Choose Monarch by vote
Person must qualify with a pre-set point average per event	passed
Receiving $\frac{1}{4}$ credit for playing in another barony/shire that plays on Sunday	passed (you can now receive $1\frac{1}{2}$ credits per week)

Also, thank you goes out to everyone who participated in the Adopt-A-Highway pick-up this last weekend, even though Tyranny and I were not there (other things came up that were beyond my control). Participants will receive an extra credit for their efforts. In mid-1992 we should vote to either re-new our contract to keep the stretch of highway or to forfeit. Till the next time...

Lorn Ironwolf, Rex



What's up peoples? Let me tell you.

I would like to thank everyone who attended our Mid-Reign Revel. I realize that nature kind of screwed us around, but considering the circumstances I think it turns out rather well.

I would also like to thank those of you who took the time to enter categories in the Culture Master. It was, however, a little disappointing that very few categories had more than three or four entries. What's the problem? Culture does play a big part in Amtgard and if you would just give it a chance, I think you might like it. I hope qualifications will turn out better.

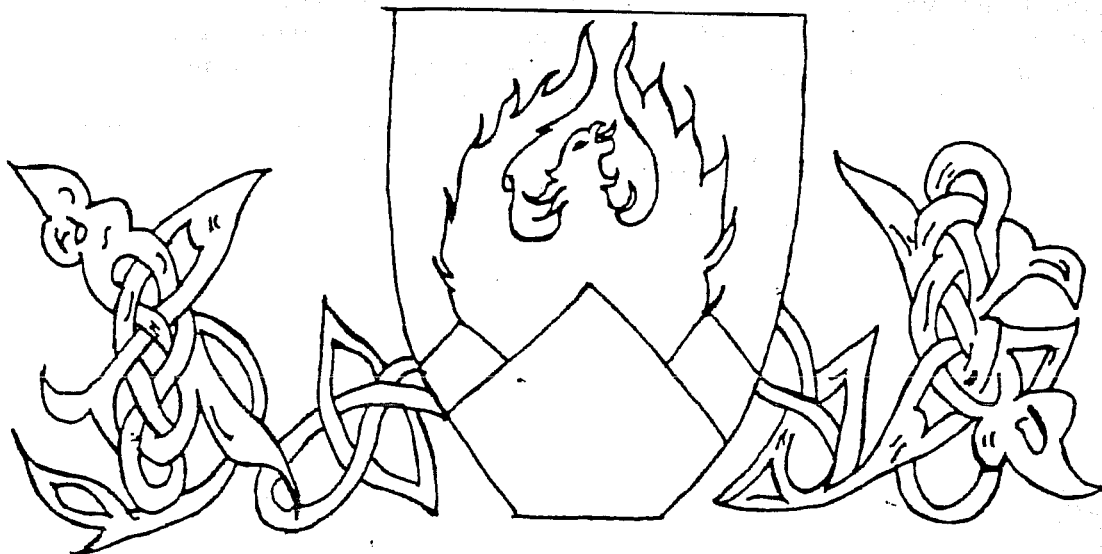
Well, other than that...everyone has been wonderful in our reign so far. I love seeing the high attendance at the park every Saturday. Keep it up.

Thanz,
TYRANNY
BATHORY

New Orders

Order of the Crimson - created by Princess Tyranny Bathory
Crimson is a shade of the Rose. Crimson orders are criteria for a Rose. Can be won by serving a feast, assisting officers of the club in their duties, and putting forth an effort when others don't.
5 Crimsons = a Rose

Order of the Emerald - created by King Lorn Ironwolf
Self explanatory. Given to newbee's who show up in their 2-4 weeks of attendance in garb and plays a persona will receive an Order of the Emerald. This can be criteria for the Jovius and the Mask.



To the Populace:

Hi (real informal here), this is your new Prime Minister, Dawn Shadow. I just want to say as your P.M. I will do my utmost to keep the Kingdom records in order and to keep you apprised of your credits. However, I will need your help. First, please write legibly when you sign in. Recond, if you want me to check your credits please write me a note giving me all of your names and the classes you have played, previous and current, and the month you started Amtgard.

Dawn Shadow
Prime Minister

Calendar of Events

October 26 - Argent Moon costume party

October 25-27 - Burning Lands Coronation (no details)

Barád-Duín Coronation (no details)

November 1-3 - Morgans' After Halloween/Halloween camping event

November 8-10 - Barwick Freehold camping event (fliers forthcoming)

Food Drive Tournament at the Shire of Dragonspear

November 16 - Deadline to turn in letter of intent if you wish to run for Monarch/Consort/Champion

Food Drive Tournament at Tanglewood (sponsored by Nevron)

November 30, December 1 - VIII Reign Qualifications

December 6,7,8 or 13,14,15 - Emerald Hills VIII Coronation

DUTIES OF THE GUILDMASTER

- 1) The guildmaster must keep records of the people playing in his class and what days they play it on.
- 2) Must keep the members of the guild following the proper rules of their class (i.e. correct garb, weapons, etc.).
- 3) Notify the Monarch and the Minister when a person should be considered for promotion to the next level.
- 4) Administer a simple test to make sure that the candidate for the next level up in his class knows the rules for his class. A candidate is allowed to take the test times until he can pass it with an 80% or better, he must play at the level he is currently at. In the test is information pertinent to his guild and general rules.
- 5) Help new people learn about the class and the rules.
- 6) Maintain the appearance and integrity of the class.
- 7) Dismissal of the guildmaster is by a 2/3 majority vote of the active members of his guild and approval of the Monarch and the Minister
- 8) The guildmaster is elected by members who have played in the class in the previous 6 months.
- 9) Guildmasters are elected by a majority vote every 6 months at Crown Qualifications
- 10) The guildmaster must be an active member of the class he is elected for.

The guildmaster is responsible for the maintenance, discipline, and application of his class. The position is at least as much a job as it is an honor.

NOTEBOOKS

The notebooks are to help the guildmaster in his duties. All attendance records are accurate up through _____. They are taken directly from the Minister's records. The guildmaster has the responsibility at the end of the week or month to get with the Minister to update his records.

Keeping the records up to date is important, otherwise, when the time for the candidate to attempt the next level in his class, via a test, he will have to remain at his level until the test can be given.

If members have ideas or suggestions about the class, it should be written in the notebook so it can be brought up at the next Allthing. Notebooks must be brought to Allthings and any information brought up about your class, it should be recorded also.

Should the guildmaster lose the notebook, he will replace it and all material it contained. The Minister has a copy of all items originally placed in the notebook. The Scribe will have notes from the Allthings.

BELT SASHES

The sashes given to you indicate the honor of your position. They can be worn at any event but take care of them. They are the club's property and are passed from guildmaster to guildmaster. They cannot take much abuse so treat them well. The next person to be elected into your position won't appreciate a shoddy looking sash. If you lose a sash or it needs to be repaired, contact _____.

Remember, what the notebooks contain, the records, are not a minor duty to be quickly forgotten. They contain all the material for you to do your duty as a guildmaster.

The notebooks and sashes must be turned in to the Prime Minister at Crown Qualifications so the new names can be added to be presented at the Crown Feast.

Unto the Populace of the Emerald Hills,

Well here it is, over three months into our first Corsair Reign and already we've had three (count them-three) Allthings. Our last two meetings turned out to be very informative and we've discussed many things. So, as the official Kingdom Scribe, it is my duty to inform the populace (that's you) of all the newest votes and their outcomes. Looking back at the second Allthing we covered the following:

September 1991 - The first thing on the agenda was the re-occurring problem with some of our members bringing alcohol and supplying it to minors at the parks. In case you missed it, this will not be tolerated. Alcohol consumption is illegal in the city parks. Those who ignore this rule will be punished to the fullest extent of the LAW. First, you will be asked to remove the alcohol from the premises. If you do not comply, you will be asked to leave. If this still does not work, we will take more drastic measures. Please do not test us on this.

The second and probably most important issue was on whether or not we would adopt the 2nd edition of the Monster Manual. It was an overwhelming vote in favor of the new Monster rules. Plus, we voted on the Monster levels contained in the manual and they too passed with flying colors. The attending populace also voted to begin keeping track of monster credits in the same fashion as the rest of the fighting classes. Credits earned in one Monster class will not roll over into other Monster classes.

Third, Death Knights were talked about and a vote was called for on whether or not non-belted populace members could play this class. Almost everybody at the meeting agreed that only those who have obtained knighthood may play this class.

Fourth, the Bard class was also discussed. Mainly, the Legend Spell. It was decided by the GM of Bards that a Bard could not just inform the victims of this spell that they are now dead. In the three years of our Kingdoms' existence no Bard has ever obtained enough credits to make this spell a problem, until now, that is. After a long talk with the GM of Bards the next day, it was decided that an article on the powers of the Bard should be printed. It is also printed in this newsletter.

October 1991 - The populace voted yes to receiving $\frac{1}{4}$ credit in your class when you travel to a Shire or Barony close by to play on Sunday. If you could not come out to play on Saturday, then you may travel to these places and play for a full credit.

The populace voted yes (again) to playing at Tanglewood (Lakeside Park in Duncanville) on a regular basis.

The following is a list of the missing bits of the New Monster Manual:

1. Catperson - at 6th level, plus 1 to armor due to enhanced dexterity.
2. Deva - at 6th level, add one Awe spell (total 2) and may heal self once per game. (from the 2 Heals the Deva already has)

3. Ghost - At 5th level, as above (in the Monster Manual)
At 6th level, dispel magic becomes unlimited
4. Lich - levels - being a 6th level wizard already, the lich does not gain levels.
5. Medusa - at 5th level, dagger becomes poisoned (unlimited).
At 6th level, yeild once per life.
6. Mummy - as if it can rejoin the part of his body.
7. Troll - at 6th level, as above (in Monster Manual).

Yours in Service,
Duke Sir Nevron Dreadstar
Kingdom Scribe Reign VII
GM of Reeves Reign VII



? BARDS ?

It's true that a real bard would not be wielding a sword or any other weapon for that matter, but the bard class was not designed to be exactly like a true bard. After all, would you want to train for several years and have to learn several hundred poems just to go out on the battle field and watch? That's what I thought. We have managed to keep most of the abilities and so called spells the same or similar to what a true bard would have.

Just like the bards of the past our bards must also carry a musical instrument and wear bright colored clothing. The spells and abilities may be virtually the same but there have been many individuals to misinterpret what has been printed in the rule book. This is not entirely their fault. Some of the spells and abilities were not explained in enough detail. Now I'd like to point out a few specifics that should be known.

- Visit:
1. When declaring visit someone from the opposite team that is alive at the time must hear the bard actually say visit.
 2. Although the bard has to declare visit close enough to the enemy so that they here it, that does not mean he must stay there. The bard can move around while completing his count.

- Legend:
1. After moving to area of the bard's choice, within the limits of the rules the bard may not touch his/her weapon without breaking the spell.
 2. You'll love this next one. The bard can capture up to his/her level in people that come within the specified range. Here comes the good part! When he/she have their limit of people they can hold every one after that can walk right in.

- Mimic:
1. When mimicking another class you should make sure everyone knows which one your mimicking.

THE NEW BARD SPELLS

Extension: Same as other magic using classes.
Received at third level. Once per life.

Mute: Say a short poem 15-20 words. 20 foot range.
victim cannot speak for a 100 count.
Received at second level.

For more information consult your rule book and/or your G.M. Bards.

THE ANCIENT AND FINE (HA!) ART OF HERALDING (FOR HERALDS AND THOSE WHO HAVE TO LISTEN TO THEM)

It's a typical day at the park. Everyone is milling around, waiting for a battlegame to start. Soon someone speaks up with those two little words, "Pray Attend!" Odds are, it was me, the Herald. I've been heralding (no, make that "bellowing") for a little over a year now, and I'm going to take a break from it for an indefinite period of time. In the spirit of friendship (and the hope that those who follow don't make the same mistakes I made), I offer the following bits of advice to both herlads-to-be and those who will have to listen to them:

What's it all about?

Heralding is the art of projecting information across vast spaces so that lots of people can hear and understand it (the understand bit is the important part) without completely destroying your voice. Sometimes it involves announcing battlegames, sometimes it involves heralding at court, sometimes you'll be explaining the game to vast numbers of people at a demo. In any case, the object of the game is to get the information out and at the same time, save your throat and lungs from total disintegration.

How *does* he do it?

The most important part of heralding is projecting your voice. This doesn't mean screaming. Screaming will get your heard, but you'll be talking like a three-year-old by the time the day is over. Projecting involves putting air and support behind your words. This can be tough if you've never done it before. Anyone who has ever sang in choir or has acted on a stage probably has a head start in the projecting biz, because you learn to speak (or sing) in a special way:

(1) E-nun-ci-ate your words. Speak slowly (at least, slower than you usually speak) and clearly. If it helps, sing the words (this is how the hawkers at Scarborough Faire can call out their wares all day without collapsing) on one tone. Support your words with a lot of air from the diaphragm.

(2) What's a diaphragm? Ok. Find your belly button (I won't look.). Put your hand on your stomach just above your belly button. Inhale deeply. That muscle you felt expand is your diaphragm, and without it you wouldn't be able to breathe. Proper heraldic breathing starts here at the diaphragm. You may feel like breathing from your stomach looks bad and gives you an immense gut, but it's the only way. Practice breathing from down there, inhaling and exhaling. When you exhale, speak. Bingo, you're speaking from the diaphragm, and you should be able to project your voice a bit farther now.

(3) Pick a point a few yards away from you. Maybe it's the far end of the hall, or the back of the group of people (I usually pick the middle). Try speaking in a normal tone of voice, but pretend like you're talking to someone at that spot 'way off in the distance. If you feel silly doing this alone, get a friend to go off and stand at that point to which you're speaking. This has the added advantage of letting you know when you're doing it right.

(4) Now comes the tough part, getting something to talk about. Go talk to the Grand Duke, the Noble Duke, the Chancellor, and the Champion. Odds are at least one of them will have need of a herald at any given time. Sometimes someone in the populace just needs to borrow a set of lungs

to make an announcement. This is your time to shine.

(5) You get to start with the time-honored opening line, "Pray attend." Sing it out. Stretch that line out until you see that you're getting people's attention. Usually I say "My lords and ladies, my lords, ladies, and gentles pray attend." This is a mouthful, but if you do it right you'll have just about everyone's attention when you're done. **Don't** scream. I mean that. **Don't** scream.

Speaking Heraldically

Now that you have a grasp of the mechanics, we get to what you're actually going to say. The style you use is pretty much up to you. Some people like talking "forsoothly" and some don't. The important thing is to be consistent. Consistency will get you through more than anything short of bald-faced temerity. Pick a style and run with it.

Heralding at Court

For a herald, Court is the big-time. Odds are that you'll not only be heralding, you'll be performing the task of Chamberlain as well. The Chamberlain's job is to organize court proceedings and keep things under control and running smoothly. For this you'll need a pad of paper and something to write with.

Although no two courts are the same (even under the same Grand Duke), court proceedings run along these lines, so make some divisions on that notepad for the following (in roughly this order):

- Open Court

- Words from Grand Duke (sometimes awards are given here)

- Words from Noble Duke (sometimes awards are given here)

- Words from Chancellor

- Guild Business

- Company Business

- House Business

- Personal Business

- (Anything else)

- Awards from Grand Duke

- Awards from Noble Duke

- Closing words

 - Grand Duke

 - Noble Duke

- Close Court

Sometimes these sections will get juggled around, and sometimes there will be something that doesn't fit into any particular section. Think fast, and if all else fails ask the Grand Duke.

Ten minutes before Court starts (or fifteen or however long you think you'll need to get things organized), call for anyone having Court business to come to you and let you know about it. You'll get people telling you their name and what they want to talk about, or they'll just say "guild business," "house business," and the like. In case someone doesn't know what section their business fits into, ask them to explain it in more detail, then put it into the section you think is appropriate. Anyone who wants business to come out of order (like something setting up a quest or other unusual persona role-playing) needs to get permission from the Grand Duke to interrupt court (make **sure** the Grand Duke knows about it!).

Opening court is pretty easy. Ask the Grand Duke how he wants to do it, then follow his directions to the letter.

Ask the Grand Duke if he wants to speak unto the populace. Then ask the Noble Duke. Then ask the Chancellor. This part almost runs itself. Look attentive.

When you get to the business sections, call up the people in the order you wrote them down. When each section is done, ask if there is any other business in that section. Usually there

isn't, but you can never tell.

Ask the Grand Duke if he has any closing words. Ask the Noble Duke if he has any closing words.

Close court. The standard line is something like "This then closes the (number of court optional) court of Grand Duke(Grand Duke's name goes here) and Noble Duke (put the Noble Duke's name here). Vivat (Grand Duke)! Vivat Barad-Duin!"

That's it. Aside from these guidelines, be flexible.

If you've read all the way through this, you're probably someone who has thought about heralding. This next part is for everyone who doesn't want to herald, but instead has to listen to these bellowing fools.

How To Listen To A Herald

Let's start with the basics. "Pray Attend!" means that someone has an announcement to make. It doesn't mean "let's see who can scream 'Pray Attend' the loudest." I repeat: "Pray Attend" means **listen**, not talk.

Your herald is a hard-working, semi-harassed person, so be kind to him. If he's setting up the parameters of a battlegame, it probably isn't the time to demonstrate how clever you are to your friends. The herald wants the game to get off the ground as smoothly as possible, so listen and save your questions for after he's finished explaining the game. If he has his head on straight, he'll even ask for questions at the end of the explanation.

Heralds do not know everything. Just because he's doing all that bellowing doesn't mean he's in charge. Usually he's just a set of "rented lungs" doing the shouting for someone else. Be kind to your heralds.

Be kind to your heralds. That's about it.

Well, good luck to you prospective heralds out there, and to the rest of you, be kind to your heralds.

Somewhere in history someone discovered that he was not very good with weapons. To remedy the bumps and bruises and the humiliation that Ook, the tribal bad ass, had just given him, he discovered that if he could find something that would take this punishment besides his body, he might live longer. At this point armor and probably attire were born.

In Amtgard it is sad to see but it is still true; armor and attire are often only different in name. I dare anybody in their studded vinyl "armor" to take on Ook with his club. O.K. enough about my personal gripes and down to the real business of armor making.

To begin with you must determine what the function of your armor will be. If you are a fighter who has a proclivity for getting your right arm cut off a lot your protection will cover a small area (limited to just your right arm). This does bring to the forefront the reason for armor, that being to cover up a weakness. I'm not saying that those people who wear armor are not good fighters, I'm merely suggesting it. If your purpose is to deal out damage while receiving as little damage to yourself as possible, your armor will cover a greater area. But, more area means more hindrance of your movements. Many older members of the club might recall Karl Schrimsher body surfing across the pavement after his metal leg armor locked up on him. To get on with it, hindrance of your movement is a part of wearing armor. To lessen the encumbering effect the armorer should take into account the shape of the armor in harmony with the fighting movements. To do this a *prototype* of the envisioned armor should be made out of expendable material, such as cardboard or sack-paper. Then careful trimming should be done to the areas which encumber free movement.

Now that you have the shape down it's time to decide what to make the armor out of and how to attach it to your body. The material used takes into account encumbrance vs. protection. My definition of encumbrance includes weight as well as the armor itself preventing full body movement. For example, leather armor even after being contoured to the right shape will flex when stressed. This will give you a freer range of movement than a more rigid material. If instead you use 16 gauge steel, it will not flex noticeably after being contoured, but the protection that you gain from the steel is more than noticeable. This is where you make your decision: protection vs. encumbrance.

Now that you have made your protection vs. encumbrance decision and designed your armor, attaching it to your body is the next step. There are many different areas of your armor which will have to be suspended in a way unique to the movement and location of that area. For example leg armor, if not suspended from a belt around the waist, must be fit with straps which will need to be form fitted. Aside from how Morluck attaches his leg armor, I think duct tape has better uses. Leather or strong belt straps are the materials most often used for this purpose. Arm armor is also in the same class as leg armor i.e. when you swing your arms any armor will tend to migrate towards your wrist likewise when you run, leg armor has the tendency to migrate towards the earth and give the tops of your feet no little discomfort. Suspension is the answer to preventing this. Use a belt around the waist for leg armor and a shoulder harness for arm armor.

Torso protection is the easiest to attach while being the greatest inhibitor of movement such as bending over. In one way or another it will end up being suspended from the shoulders. Partial armor prevents hindrance but provides only minimal protection area. *Jointed* armor can give full protection and still allow somewhat free movement but it is more complex to make.

To end, making armor is a personal thing. It must fit your purposes as well as your body. Only you can decide what materials are best what style fits and how much armor you want. Experiment with it until (or even after) you get it right. Half the fun of armor (or maybe more) is making it. If all else fails try fighter practice. Maybe when you get to be a better fighter you will decide you don't need armor.

Good luck,
Arch Duke Aredhel Kemenval

A NOTE ON *COURTLY* MANNERS (COURTLY)

The Grand Duchy of Barad-Duin has come a long way in a short time. We started our chapter in February of '88' and our populace has more than quadrupled since then. We have excellent costumes, exciting battlegames, well organized guilds and a dedicated and hardworking populace. In addition, we have emphasized role-playing through the questors guild, the coinage system developed by the exchequer and our own person developments. All of these characteristics add color to our Duchy and make it a strong chapter. Some aspects, however, that appear to be lacking among us are period courtesy, the use of proper honorifics and courtly manners. While these are not quite crucial to our survival they do add quite a bit to our court, battlegames and encounters in general.

Period courtesy is not very different from its' modern counterpart. Such simple things as opening a door for a lady or a noble, bowing when approached by distinguished members of Amtgard (or lovely ladies), remembering to say please and thank you followed by a nod or remembering to excuse yourself if interrupting a conversation or if preparing to depart from a group, all these things can add a lot of color to an encounter. This also leaves people with a favorable impression of you. We must remember that everyone in Amtgard is addressed either as M'lord or M'lady even if they are not titled. No one in our organization is considered a peasant (the garb rule notwithstanding) thus they deserve the proper respect due the gentry (wellborn and well-bred people). This not only makes us look more authentic, it's real polite. I would also add that mundanes should also be addressed as gentry as this impresses bystanders and makes them look favorably on our organization.

Proper honorifics and courtly manners are something that is an essential part of a well run court. We have chosen to suspend our disbelief and live in a world of fantasy and romance, at least part of the time. We should try to make this a world worth playing in, one that will be more fun for everyone. We should do our best to capture the "feel" of a fantasy world, honorifics and courtly manners help to capture it.

The definition I found for honorific said, "doing or conferring honor", or more appropriately, "a title or term of respect". Honorifics are used whenever addressing anyone in Amtgard particularly someone with a title or someone holding an honored position such as the ruling Monarch, the Consort/Regent, Prime Minister/Chancellor or any titled nobility. Keep in mind that titled people in Amtgard, at least theoretically, are those members who have distinguished themselves in service to the club and the title they bear is their mark of distinction. These people are deserving of our respect for they are helping to improve our "world" through their works.

Often people don't use proper honorifics because they do not know what the proper ones are. I will include a list of titles in their correct order of precedence and their correct honorifics at the end of this article as a handy reference table. This will help our populace to learn and to use them whenever appropriate.

The next item to address would then seem to be "when is it appropriate?" Anytime a titled person or office holder approaches you, or you them, within the confines of Amtgard is a great time to use the honorific (not to mention courtesy). Folks with titles are more than likely going to be proud of those titles. Addressing someone like this properly is our way of saying "good job, we're proud of the work you've accomplished for our society." This makes titled people feel they are getting some recognition and brings more prestige to the title or position. Keep in mind that the title held by someone else may one day be held by you. If you want respect then give some. A simple "good day (or whatever is appropriate), (proper honorific)" followed by a bow or a nod is more than enough to endear you to the court and the nobility.

Court is the final thing I wish to address. We have held several courts and I think it safe to say that all have gone well. They could, however, be better. I won't try to go into the complex court procedures and etiquette that medieval and later period courts observe. I will, however, give some general guidelines that would improve our courts immensely.

The first guideline is Always use proper honorifics in court! Period! End of discussion! Thank you very much! Seriously folks, I emphasize this because court is supposedly the peak of our "formal" Amtgard associations. The Grand Duke should be addressed by his correct honorific, not by anything from "Duke'ums", to "hey, your dukeship." This not only is evidence of a sloppy court, it makes our entire duchy look bad. Remember, court is formal. If you feel court needs some levity then talk to the jester, that's why he's there.

Another simple guideline is bowing. When in doubt, bow! You can't go wrong with this. If you are called up to court then bow as you approach the Monarch. It would be even better to kneel on one knee until the Monarch bids you to rise. This is the ultimate form of respect at court. After you are dismissed, what the heck, bow again before returning to your seat. I can assure you that behavior of this kind will make you favorite at court, a proper gentleman or lady respected by the rest of the populace.. Oh, by the way, gentlemen never extend their hands to a lady. That is her prerogative and should she choose to do so then kiss her hand with that much more honor. Ladies extend your hand if you wished them kissed.

Well enough of this lecture, the most important thing to remember is courtesy. Even if you don't know the proper procedure common courtesy will usually save the day so be polite. Also do not be shy about passing on information about court manners to the rest of us. Keeping these general tips in mind will make for a better court and a stronger Duchy. Amtgard officers are working for you so let's try to thank them with a show of respect.

Humbly yours in service,
Viscount Ahrmaand Seregon
Ambassador of Barad-Duin

THE WEAPONS AND ARMOR OF AMTGARD

Despite the many protestations to the contrary, the Amtgard rulebook does cover most situations and eventualities that will occur on the battlefield. The fact is that the rules are complex. This is not unusual (see the Dungeons and Dragons or Champions rulebooks, or even the S.C.A. Fighter's handbook). Roleplaying is by its very nature an intricate and involved endeavor. I will agree that steps can be taken to better educate participants on the Amtgard rules of play. This article is one effort to do just that. Concerning weapons and armor, I have compiled and charted their relevant applications to the game. It should now be possible to cross index the equipment and magic you either have or want to use, and then match that to the appropriate class(es). A second benefit is the ease in which classes can be compared with these charts. This article is divided into 6 sections:

A. Armor and shield eligibility:

	<u>Shield</u>	<u>Armor</u>		<u>Shield</u>	<u>Armor</u>
Antipaladin	any	4 pt.	Bard	small	none
Archer	small at 5th lvl.	3 pt.	Druid	small	none
Assassin	small at 5th lvl.	2 pt. at 4th lvl.	Healer	medium	none
Barbarian, nomadic	up to medium	2 pt.	Monk	none	none
Barbarian, tribal	up to large	1 pt.	Paladin	any	4 pt.
			Scout	small	3 pt.
			Warrior	any	4 pt., 6 at 2nd level
			Wizard	none	none

B. Armor and Shield parameters:

point value--typical armor types

1 pt.	cloth, soft leather
2 pt.	studded or hard leather
3 pt.	ring or scale mail
4 pt.	chainmail
5 pt.	platemail
6 pt.	plate armor

shield parameters

small	up to 3 sq. feet surface
medium	up to 5 sq. feet surface
large	up to 8 sq. feet surface

standard armor pt. value modifiers

-1 pt.	if thinner than 1/4 inch
-1 pt.	if non-period materials
-1 pt.	if too light for value
-1 pt.	if mixed or stacked armor
-1 pt.	for only partial coverage
-1 pt.	if does not look period
-2 pt.	for garb: boots, vests, etc.
-1 pt.	for metal less than 14 gauge
+1 pt.	for 6th level warriors
+1 pt.	for superb craftsmanship

C. Effects of Magic:

- *Bless- may not be stacked or combined with armor
- *armor type enchantments (barkskin, stoneskin, protect, protection)- may be stacked up to 4 pts.; may not be combined with armor
- *Heal- repair up to 1 pt. of berserk barbarian armor on any one location
- *Mend- a. repair any one destroyed (i.e.- not "useless") weapon or shield
b. repair one point of one piece of armor
c. repair one point on one location of any armor type enchantment
- *Enchant shield, Harden (item)- enchanted shield or weapon cannot be destroyed unless specifically specified (i.e.- sphere of annihilation)
- *Bladesharp, Bludgeon, Shillelagh- red (two-handed) weapons do double listed damage; blue weapons act as normal red weapons, green and black weapons cannot be so enchanted.
- *Flameblade- as per bladesharp plus weapon is immune to flame attacks and the weapon bearer is immune to iceballs.
- *Enchant(ed) weapon- wounds inflicted instead kill the target
- *Stun weapon, stun arrow- treat hits as subdual style blows

*Magic arrow- arrow becomes a "red" weapon, add +1 pt. damage to armor per "level" attached (stacked) of this enchantment

*Heat weapon, Curse weapon- makes the affected weapon "useless" for a 300 count

*Warp wood- destroys wooden weapons, may be mended

*Pyrotechniques- will destroy a weapon or shield

*Shatter- will destroy a weapon, a shield, or a piece of armor

*NOTES ON ENCHANTMENTS:

1. an enchantment carried is considered to be an enchantment worn

2. armor is considered to be garb for purposes of wearing enchantments

D. Replacing items:

1. Relics are treated as normal equipment unless otherwise specified under the relic description. Note that a relic cannot be replaced.

2. The use of the "Mend" spell has already been listed.

3. All destroyed items are considered repaired when the dead come back to life.

4. Destroyed and useless weapons and shields may be replaced by taking a 100 count at your home base or nirvana.

5. Armor may never be replaced.

6. Warrior sharpen blade, harden shield, and repair are non-magical variations of the listed magic useable only on their own equipment.

E. Weapons costs for magic using classes (per 10 magic points):

n- non edged weapon e- edged weapon na- not allowed

	WIZARD	HEALER	DRUID
short (3 ft.)	2	4e/3n	2
long (4 ft.)	4	5e/4n	4
spear	3	na	4
staff	2	3	2
dagger (1½ ft.)	0	0	0
shield	na	3	4
short bow	na	na	8

F. The weapons (explanation of format):

Code:

Weapon name: accepted Amtgard (not necessarily the historical) name of that weapon

Color : Blue- cutting, smashing, or bashing weapon

C:

Green- thrusting or jabbing weapon

Red- two handed, double damage weapon

Black- throwing weapons

Parameters: typical accepted size of the weapon

P:

Description: outline of the weapon and its usage

D:

Tournament usage: listing of tournament events for that weapon

T:

Guild (classes): which classes may use the weapon. If the level for the weapon is available is above first, it will be after the class name.

G:

1. Axe, battle

C: blue, and possibly red

P: 3' to 5'

D: single headed weapon with one or two cutting edges, usually used with both hands

T: berserker

G: antipaladin, barbarian (nomadic), paladin, scout, warrior

2. Axe, hand

C: blue

P: 1½' to 3'

D: a one handed axe (not legal for throwing)

T: usually in short weapon

G: antipaladin, archer, assassin, barbarian, druid, healer, paladin, scout, warrior, wizard

3. Bow, long

C: arrows- green (never allowed in melee), bow- not applicable

P: arrows- up to 29", bow- longer than 5½' when strung

D: a non-compound bow of less than 55 lbs. draw. These do 4 pts of damage to armor. Crossbows fall into this category.

T: archery

G: archer, scout (6th)

4. Bow, short

C: as per long bow

P: bow- shorter than 5½' when strung

D: as per long bow, but only do 2 pts. damage

T: archery

G: archer, assassin (2nd), barbarian (tribal), druid, scout

5. Club

C: blue

P: 2' to 3'

D: a sword like weapon without a stabbing point and/or hand protection

T: sword, sword and parry

G: all but barbarian (nomadic), bard, and monk

6. Dagger

C: green, and possibly blue (if has a firm base)

P: ½' to 1½'

D: this is the non-throwing variety; slashing daggers must be long enough so that the user does not punch the target

T: short weapon

G: all

7. Flail, long

C: blue

P: longer than 3'

D: a non-standard hinged weapon that must be specially approved for use on the field. The chain must be specially padded.

T: none

G: antipaladin, paladin, warrior

8. Foil

C: green

P: up to 3'

D: a stabbing only sword

T: fencing, sword

G: all those that may use a longsword

9. Halberd

C: red

P: 5' minimum

D: single or double bladed weapon that can be used to cut or bash. It differs from a quarterstaff in that it usually only has one striking head. The lirpa and poleaxe fall into this category.

T: berserker

G: antipaladin, monk, paladin, warrior

10. Hammer, war

C: blue

P: 1½' to 3'

D: single headed weapon similar to a mace but with one or two smashing edges

T: sword, sword and parry

G: all but barbarian (tribal), bard, and monk

11. Javelin
 - C: green, may be thrown
 - P: 3' to 5'
 - D: a short stabbing and/or throwing "spear"
 - T: spear
 - G: antipaladin, barbarian (tribal), paladin, scout, warrior (3rd)
12. Mace
 - C: blue
 - P: 1½' to 3'
 - D: single headed bashing weapon
 - T: sword, sword and parry
 - G: same as war hammer
13. Mattock
 - C: blue, red if 4'+
 - P: 3'+
 - D: a large club with an oversized head; included are mauls and war clubs
 - T: berserker
 - G: antipaladin, barbarian (nomadic), paladin, warrior
14. Morningstar
 - C: blue
 - P: usually less than 3', the chain length must be less than 1½'
 - D: a regulation length hinged weapon with a single smashing head; chain hits do not count. This category includes saps. T: obviously morningstar
 - G: antipaladin, assassin (nunchuks only), barbarian (nomadic), healer, monk (nunchuks only), paladin, warrior
15. Naginata
 - C: blue and green
 - P: 5' minimum, striking head must be 1'+
 - D: a long slashing polearm, it cannot be thrown
 - T: spear
 - G: antipaladin, druid, monk, paladin, warrior
16. Net
 - C: none
 - P: 2' to 3' long
 - D: a hinged weapon not attached to any base. They do no damage, and may never be used to trip or otherwise impede a person's body. Their only function is to parry and entangle other weapons.
 - T: none
 - G: antipaladin, assassin, healer, monk, paladin, warrior
17. Quarterstaff
 - C: blue and also usually green
 - P: 5'+, striking heads must be 1'+
 - D: a double headed, bashing weapon used with both hands at once
 - T: quarterstaff
 - G: antipaladin, bard, druid, healer, monk, paladin, warrior, wizard
18. Spear
 - C: green
 - P: 5'+
 - D: a thrusting only weapon that may not be thrown. Includes tridents.
 - T: spear, jousting
 - G: antipaladin, druid, monk, paladin, warrior, wizard
19. Sword, broad
 - C: blue, and possibly green
 - P: about 4', hilt less than 1½' suggested
 - D: sword used with one or two hands, includes hand & a ½, bastard swords
 - T: none
 - G: antipaladin, barbarian (nomadic), druid, paladin, warrior

20. Sword, long
C: blue, and usually green
P: 3' to 4', hilt less than 1' suggested
D: a cutting and thrusting weapon used one handed; includes scimitars
T: sword, sword and parry
G: antipaladin, barbarian (nomadic), bard, druid, healer, monk (1 only), paladin, warrior, wizard, note- scouts without bow may use longsword
21. Sword, short
C: blue and green
P: 1½' to 3'
D: short slashing and stabbing weapon, includes sais
T: sword, sword and parry
G: all but barbarian (tribal)
22. Sword, two handed
C: red
P: 4' to 6' , hilt less than 1½' suggested
D: two-handed cutting weapon
T: berserker
G: antipaladin, barbarian (nomadic), paladin, warrior
23. Throwing weapons
C: black
P: 4" to 1'
D: missile weapons with no stiff base or which are firmly padded along their entire length. Examples include shuriken, throwing knives, throwing axes (francesca), sha-ken, darts, and rocks. As with all weapons, no part of the weapon can be small enough to enter a human eye socket. T: again obvious- throwing weapons
G: assassin, barbarian, monk (2nd), note- suggested maximum of 7 throwing weapons for assassins, barbarians can carry only 1 missile weapon (including throwing weapons), only barbarians can throw rocks.
24. White weapons
C: white
P: variable
D: examples include scige weapons and poison. A scige weapon shot will instantly kill a target, even a shot to the shield or armor. A poisoned victim will die within a 100 count unless cure poison is cast.
T: none
G: poison only to assassin (2nd, 1 weapon only), and antipaladin (5th, 1 poisoned edged weapon for one life per game). Scige weapons require 3 people to operate.

There you have it. Careful perusal should help define and refine your choices. I would not say that this article is the final word, but it does boil down the basics accrued from our seven years of experience with the Amtgard system. I hope the reader found it to be of some use.



CHIVALRY: The knights Code of Conduct

By Sir Nashomi

Chivalry is the catch word for the principles of Knightly conduct. It encompasses a Knight's everyday actions to fighting on the battlefield. People have their own opinions of what a Knight's code of conduct should be and some of these overlap to form some basic precepts. From the first knighting (thought to be Athelstane, King of the Saxons and Mercians in the 900's) to present day chivalry has evolved and defined itself in many ways.

At first chivalry was very war like manner:

- 1) Bravery in battle;
- 2) Refusal to retreat;
- 3) and loyalty to one's Lord.

Through the centuries, the church and literature gradually refined the qualities of chivalry. The term grew to include not only battle field conduct but courtly manners.

- 1) Honor: Be truthful and a willingness to uphold the pledged word.
- 2) Loyalty: Love of country and obedience to one's Lord.
- 3) Generosity: Extreme generosity to all.
- 4) Champion of Good over Evil: To wage merciless war on evil.
- 5) Respect and Pity for the Weak: Willingness to defend those who cannot defend themselves.
- 6) Refusal to Retreat: To show no fear before an enemy.

There are many other ideals knights have followed, these are the more historically popular views written about. Ultimately, the knight must establish their own code of conduct to fight and live by. If it is a viable code and the knight closely follows it, then they are worthy of respect.

If you wish to read more about Knights and their lives several books can be found at the Utep Library:

Knights and the Age of Chivalry

by Raymond Rudorff

The Knight & Chivalry

by Richard Barber

A Knight's Life

by Walter Meller

A Dictionary of Chivalry



WORLD OF INFAMY

Strolling in the fields of death
where the un-holy ones remain
We sow the fields with seeds of blood
and brighten our dwindled plane

The seasons have drifted mysteriously
Just a glimpse in times' eye
Our souls shall live in destiny
Satanic circles in your mind

Seek the world of Infamy
towering in the sky
No one escapes the horror that dwells
Evil exudes deep inside

Archangels of terror draw all who dare
into a never ending dream
We cannot stay here, thier gods aware
Bloody aware of our seeds

Legacies of madmen cannot compare
with your visions in the night
Your quest of power brings you here
to fill this place with light

Deep in the forest nearby
the remains of a castle hide
towering high in the sky
fear no evil deep inside

Shadowspawn Killemauf

I GET THE POINT

The knives' point was sharp
At it was driven deep into my heart
The pain was so great
I may never forget her face
As i lay there dying
No one was crying
My love was my life
Taken from me by her knife
She said she loved me
She said she would kill me
It was all I could do
To keep from killing her too
I must have loved her more
For it is I who lay on the floor

Nevron

MOTHER EARTH

The sphere we live on
soon will be long gone
because we give less than we take
That's our damn mistake
Equal distribution is the least we could do
I'd like to try, how about you?
Let's take care of our Mother Earth,
Our Mother Earth

Lorn Ironwolf

Sitting here trying to write
I've been thinking of something all night
There's too much noise to think of a poem
I can't concentrate, just leave me alone
Maybe an attitude adjustment's what I need

Lorn Ironwolf

Your blood is red
Your body's black & blue
I'll spill your gutz
and eat them too

Anonymous

