

The Herald's Cry  
Kingdom of the Golden Plains  
Summer 2002



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Open Letter from His Majesty, Sir Euric Bloodstone

Hail unto the Kingdom of the Golden Plains,

I am proud that I not only survived this politically fraught reign but I feel made some decisions to strengthen the kingdom. We have a new Barony from a Shire: Nine Willows. We have a new shire: Cursed Prairie, and we have regained a strong Barony in Evermore Hollow. Thank you to everyone who really went out of their way to make 10th year something special.

Sir Kamal, Stick, Boaz, Darius, Jacobi, Moonshadow, and anyone I have missed for all the work on the City.

A special thanks to Sir Bag'em for igniting the flame for 10<sup>th</sup> year.  
Thank you Sir Boots for all the work on the guard tabards.

The future is intriguing to me as even though Sir Boots and I have served in office over 15 times in this Kingdom we have never had the opportunity to work as Monarch and Regent together. I hope to learn a lot and maybe we can grow, grow, grow!!!

The 5 waivers that were issued on Sunday the 11th and then 3 turned in with the new members ditching for a few hours could easily be the start of a good growth period. The next six months offers a good opportunity for some really fun times and I know that I am very much looking forward to tenth year.

I hope to see you there.

May Sif Guide You  
King Euric Bloodstone

sireuric@yahoo.com



## Letter from the Editor

Unto the Populace of the Golden Plains,

I've been very blessed to bring two issues of the Herald's Cry to you this reign. Many of you have stepped up to contribute articles, stories, artwork, etc. I definitely appreciate everyone of you who stepped up to make the job of bringing this newsletter to fruition. I can only hope that you have enjoyed the newsletters and will continue your support in the future.

Unfortunately, this newsletter was too large to be able to print on a shoestring budget. I regret that fact but rest assured that you will be able to view it online (<http://www.bloodstar.net>). With the help of Sir Taiga, I hope to bring the past 2 Newsletters online so that new members in the future will be able to view what we were up to in 2002.

Inside you will find many interesting articles and stories pertaining to things not only occurring in the Golden Plains but Amtgard as a whole. Read 'em, Share 'em, Talk about them.

In Service,

Squire Moonshadow  
Kingdom Scribe



## Awards List for the Past Reign by King Euric Bloodstone

### GP Coronation (March 2002)

-Dragon	Sir Bag'em	Court Garb
-Lion	Sir Kamal	Serving as Kingdom Champion
-Title: Lady	Quajara	Outstanding Service
-Title: Count	Sir Anubis	Serving as Kingdom Regent
-Title: Duke	Sir Vagabond	Serving as Kingdom Monarch
-Master Lion/Gryphon	Squire Hern	Met Min. Criteria
-Master Lion/Gryphon	Ratt	Met Min. Criteria

### GP Midreign (June 2002)

#### GP Proper

-Lion	Sir Taiga	Feast
-Rose	Sir Bag'em	Feast
-Lion	Squire Jacobi	Water Bearer for Quest
-Owl	Squire Jacobi	Winning the Construction Tourney
-Rose	D'alle	Reeving the Quest

#### Irongate

-Gryphon	Dragon	IG Quals
-Master Warrior	Shef	
-Master Druid	Arminius	
-Master Druid	Vagabond	
-Gryphon	Ratt	IG Quals
-Master Assassin	Hern	

#### Evermore Hollow

-Rose	Moonshadow	Feast
-Lion	Moonshadow	Water Bearer for Quest
-Owl	Moonshadow	Highest scoring entries in Construction Tourney
-Gryphon	Darius	IG Quals
-Lion	Boaz	Copies of Rules, Corporas, Monster Manuals

#### Nine Willows

-Gryphon	Neorjin	IG Quals
-Gryphon	Azim	IG Quals
-Gryphon	Drake	IG Quals
-Master Warrior	Drake	

#### Dark Oasis

-Lion	Bunni	Feast
-Gryphon	Barrug	IG Quals

#### Shadowvale

-Rose	CNC	Feast
-Rose	Tatiana	Feast
-Master Assassin	Riverwind	
-Lion	Talon	Feast
-Rose	Melevolence	Feast

-Master Assassin      Wolfwalker

**Cursed Prairie**

-Master Healer      Maera

\*\*\*If I have missed any awards please reprimand me (moonshadow@bloodstar.net)\*\*\*



## Allthing Minutes from the Past Reign

March

Kingdom of the Golden Plains  
Allthing Results  
March 24, 2002

1. Sir Nakita is elected Kingdom Guildmaster of Reeves
2. Motion to Reimburse Shadowvale for Coronation Feast: Passed  
Amount of Reimbursement to be decided at next Allthing upon issuance of receipts
3. Fund Distribution from event monies is to be left to the Kingdom Regent.
4. The Kingdom Treasury ledger is to be open to the public view
5. Motion to create a Feast Funds Procedures Committee: Passed  
Committee Election is to be held at the next Allthing
6. Kingdom B.O.D Elections  
(Current Members)
  - Sir Vagabond (Former Monarch)
  - Dame Taiga (Current Prime Minister)
  - Sir Euric (Current Monarch)
  - Sir Anubis

3 B.O.D seats remain and will be elected at the next Allthing

  - Eligibility to hold a Kingdom BOD seat
  - Must be 18 years of age
  - Must be a member of GP Proper
  - (If there's more please let me know, as all I have is an old corpora)
7. To be eligible to receive reimbursement, one must present receipts to the Kingdom Treasurer.
8. Motion to create an addendum of Corpora/Rules Changes to be published: Passed
9. Motion to put the Barony of Evermore Hollow on a probationary status: Passed  
Motion that the probation shall last for 12 months: Passed
10. Motion to create a Standard for New/Restarting/Unstable/Etc. groups: Passed  
To be decided at the Next Allthing
11. Armor Materials and Standards
  - Tabled until a decision can be reached with the IRCA
12. Hand Crossbows
  - Motion to reconsider the damage value of hand crossbows
  - Tabled until a decision can be reached with the IRCA
13. Sir Anubis squires Willis

April

Kingdom of the Golden Plains  
Allthing Minutes  
April 14, 2002

Item 1:

Sir Boots, Guildmaster of the Circle of Knights, brought forth a potential Corpora change to the process of making Knights.

The Candidate must be approved by simple plurality vote by the Circle of Knights. The List of Candidates approved for Knighthood by the COK is then presented to the Monarch for final approval. The Monarch then has final say over whether or not the Candidate will achieve Knighthood.

This motion was Tabled until the next Allthing

Item 2:

A 2-part referendum was then discussed and will be voted on in the Kingdom Greater Groups and collected for final vote in Kingdom Proper.

Part 1:

Do we support the Kingdom of the Wetlands knowing that it could lead to a Possible revocation of our Kingdom contract/status? (Yes or No)

Part 2:

The proposed Corpora changes(Item 1) are to be delayed a minimum of 3 Months but no longer than 6 months. Motion Passed

Item 3:

Shadowvale Reimbursement: No Receipts were presented.  
This item was tabled until the next Allthing

Item 4:

A motion to create a Feast Funds Procedures Committee passed.

The members elected to serve will be:

- Sir Taiga
- Squire Jacobi
- Sir Euric
- Sir Nakita
- Sir Vagabond
- Squire Hern
- Squire Arminius

Item 5:

A motion to open the Kingdom BOD to members other than Kingdom Proper was moved. To be voted/decided upon in the current BOD.

Kingdom BOD Elections (To the best of my knowledge)

- Sir Euric (Current Monarch)
- Sir Taiga (Current Prime Minister)
- Sir Vagabond (Former Monarch)
- Sir Nakita
- Squire Jacobi
- Squire Willis
- Page Quajara

Item 6:  
New/Unstable/Restarting Groups Policies

Current Standards  
Probation to last for 1 year  
Must keep regular contact with Kingdom Proper  
Must submit current and complete records every 3 months

Item 7:  
Armor Materials/Ratings

No definitive word from the IRCA and Rath, the head cheese of the IRCA, has stated  
That the IRCA will not rule on this item because the IRCA can only clarify  
rules, not Advice.

An Armor Rating Guide will be discussed and worked on to help alleviate the problems  
That we are currently encountering. This publication will be spearheaded by  
the Kingdom Scribe, Moonshadow.

Item 8:  
Hand Crossbows

No definitive word from the IRCA.  
This item has been tabled until the next Allthing.

Item 9:  
Corpora Reform Committee

This item has been tabled until the next Allthing.

Item 10:  
Sir Kamal introduced us to his latest projects to help with our 10th Year Coronation.  
2 New Buildings were shown off and donations are gladly accepted to help with the  
costs.

As a side note, Squire Jacobi announced an Art Competition to help design signs to  
Designate the different buildings. Email her [brendas1005@hotmail.com](mailto:brendas1005@hotmail.com) for further  
Details.

Item 11:  
Midreign is indeed May 31-June 2 and will be held at Lake MacKenzie. More details  
To come on it very soon.

Item 12:  
Sir Bag'em officially resigns his position of Court Herald.

May

Kingdom of the Golden Plains  
Allthing Minutes  
May 12, 2002

1. Shadowvale reimbursement for Kingdom Coronation Feast  
Total Amount: 57.72 + 6.51 (Roasting Pans)  
13 For, 0 Against, 2 Abstain
2. Prime Minister Elections  
Sir Nakita Elected PM  
12 for, 1 against, 1 abstain
3. Shire of Shadowgrove - Mt. Vernon, IN - Petition to join GP
  1. GP is the closest Kingdom by 15 miles
  2. Tabled until next Allthing to give populace time to decide and vote
4. Motion to make a change in our waiver format
  1. Basically a modified Emerald Hills/Neverwinter waiver
  2. Waiver to be sent out over the Mailing List for consideration
5. Midreign is May 31-June 2 at Lake MacKenzie (Tulia, TX)  
Cost is \$5 per day  
Friday - Witch Hunt (Night)  
Saturday - Breakfast sponsored by the Barony of Evermore Hollow  
A/S Tourney sponsored by the Duchy of Irongate  
Plunder Tourney sponsored by the House of T'nirgilesti  
Relics Quest sponsored by the Stronghold of Dark Oasis  
Feast sponsored by the Crimson Marauders -  
\$5 per plate w/ all proceeds going to 10th Year Coronation  
The Court of King Euric and Princess Jacobi  
Sunday - Pack up and go home
6. Plaques art contest  
\$2 to enter your art to be displayed on a plaque for a 10th Year Building  
Email Sir Kamal or Squire Jacobi for more details
7. Clash of the Gods  
A fighting/cultural event sponsored by the House of the Ancients  
June 23rd in Amarillo, TX at Memorial Park  
\$1 Entry Fee - A/S, Fighting  
\$3 Feast
8. Corpora Committee - Be prepared for the next Allthing
9. Sub-groups under other Sub-groups  
IG was approached for sponsorship of another group, concern of creating a paper trail; send to both Kingdom + Lesser group; ambassador
10. 10th Year Coronation  
August 23-25 Site to be determined shortly  
Encourage everyone to find previous Amtgard members and locate new Amtgard Members

June

Kingdom of the Golden Plains  
Allthing Minutes  
06-09-2002

1. Prime Minister Elections - Sir Nakita is elected
2. Shadowvale Probation status - Probation status extended until next Allthing pending some investigation and receipt of current records from SV
3. Shadowvale Barony Status - Tabled until next Allthing pending Prob. Results  
Passed 8 for 2 Against 0 Abstain
4. Shadowvale Reimbursement - No reimbursement until more receipts are shown  
- No Reimbursement for any items purchased with Food Stamps  
- No Reimbursement for items purchased with donated Gift cards
5. Shire of Shadowgrove - Petition is tabled until next Allthing, pending Clan
6. Shire of Cursed Prairie - Shire will be put on Probationary Status and taken into the Kingdom of the Golden Plains  
Passed 6 for 0 Against 4 Abstain
7. Evermore Hollow Weaponmaster - Sat. June 15 2 pm  
- Please be aware of Evermore's No Tolerance policies before attending  
- Please be sure to have ALL of your weapons checked that you plan to use
8. Evermore Hollow Quest - Sat. June 22 - BE THERE!
9. 10th Year Buildings - Sir Kamal could use volunteers. Please contact him to help!

July

Kingdom of the Golden Plains  
Allthing Minutes  
July 14, 2002

1. Nine Willows Baronial Status
  - Records and a Baronial Petition were received.
  - Nine Willows is expected to receive their Baronial Status at 10<sup>th</sup> Year.
  - Vote: 18 For, 3 Against, 1 Abstain
2. Sawney Freehold Baronial Status
  - Records and Baronial Petition were not received.
  - Item will be tabled until both records/petition are received
3. Rising Winds Kingdom Status
  - King Euric will present our YES vote at the Circle of Monarchs meeting at The Gathering of the Clans.
4. Wetlands Kingdom Status
  - King Euric will present our views and support of the Kingdom of The Wetlands to the Circle of Monarchs meeting.
  - Vote: 15 For, 0 Against, 2 Abstain
5. Emerald Hills Waiver & Identity Verification
  - The Kingdom of the Golden Plains has procured the permission of the Kingdom of the Emerald Hills to use their current waiver.
  - Waivers should be notarized (We will have notaries soon) and witnessed by the Monarch or PM only after proper Photo ID has been presented.
  - Vote: 18 For, 0 Against, 4 Abstained
6. Crown Quals Date Change
  - Declarations for running for a Crown position as well as Candidate Bios' are due next Sunday (07-21-02). Please note the change!
  - Vote: 21 For, 0 Against, 0 Abstain
  
  - Crown Quals will be the week before 10<sup>th</sup> year. August 10-11, 2002
  - Vote: 11 For, 1 Against, 4 Abstain
7. Crown Quals Coordinator
  - Squire Moonshadow has volunteered to host Crown Qualifications.
  - Vote: 17 For, 1 Against, 3 Abstain
8. Feast/Site Funds
  - The 10<sup>th</sup> Year Committee requested \$200 be taken from the Kingdom Treasury to help pay for Feast and Site Fees.

Vote: 17 For, 0 Against, 1 Abstain
9. Gathering of the Clans Reminder
  - Last Weekend in July. 2 Weeks away!
10. 10<sup>th</sup> Year Coronation Reminder
  - August 16-18
  - Website: <http://10year.8k.com>
11. Applique Workshop
  - Sir Boots has graciously offered to host an Applique workshop for everyone interested in learning the craft this next Saturday. Please bring your sewing machine if you want to learn to do it on your machine. Email Sir Boots([boots@arn.net](mailto:boots@arn.net)) for correct directions and address.

12. Credits

- You can now earn ¼ Class Credit (instead of just Warrior) if you attend a second field during the week.
- Vote: 11 For, 0 Against, 0 Abstain

Kingdom Allthings are now classified as an "Event"

Vote: 13 For, 0 Against, 3 Abstain

13. Corpora Committee

- There will be a committee to revise and review the current Kingdom of The Golden Plains Corpora. It will be comprised of a minimum of 2 Members from each GP Land.

Vote: 10 For, 1 Against, 2 Abstain

14. Shadowvale

- The Kingdom of the Golden Plains has decided to end the sponsoring relationship with the Shire of Shadowvale.
- Vote: 12 For, 2 Against, 8 Abstain



## Companies and Households In GP - NEWS

### Companies

Nighthawks-

Congratulations to Sir Warblade, Knight of the Sword!

Corsairs- ([www.corsairs.org](http://www.corsairs.org))

No News

Saracens- ([Saracens.bloodstar.net](http://Saracens.bloodstar.net))

Congratulations to Squire Stick in becoming a full Saracen

Congratulations to Squire Willis in becoming a Saracen Initiate

The Jenacerie Tribe is actively Recruiting

Crimson Marauders-([Cmarauders.bloodstar.net](http://Cmarauders.bloodstar.net))

The Crimson Marauders are actively Recruiting

### Households

Amtslackers-

No News because it would be too much work to report it...=)

Ancients-([www.bloodstar.net/houseancient](http://www.bloodstar.net/houseancient))

Congratulations to Sir Nakita in becoming a Member

Congratulations to Sir Euric in becoming the House Defender

Bloodstar Legion-([www.bloodstar.net/legion](http://www.bloodstar.net/legion))

Business is Good

Lionesse-

No News

Manticore-

No News



## GP Crown Lands - NEWS

\*\*\*To report news from your land, just email me ([moonshadow@bloodstar.net](mailto:moonshadow@bloodstar.net))\*\*\*

Kingdom Proper-([www.bloodstar.net/goldenplains.html](http://www.bloodstar.net/goldenplains.html))  
No News

Duchy of Irongate-([www.geocities.com/duchyofirongate](http://www.geocities.com/duchyofirongate))  
No News

Barony of Evermore Hollow-([evermore.bloodstar.net](http://evermore.bloodstar.net))  
Sir Anubis reports continual growth in the Barony  
Sir Anubis wins EH Weaponmaster!

Credits and Awards are now online for viewing

Barony of Nine Willows-(No Website)  
Congratulations on becoming the newest Barony in GP!!!

Barony of Dark Oasis-(No Website)  
No News

## GP Sponsored Lands - NEWS

Shire of Sawney Freehold-([sawneyfreehold.freewebspace.com](http://sawneyfreehold.freewebspace.com))  
No News

Shire of Cursed Prairie-([www.geocities.com/cursed\\_prairie/index.html](http://www.geocities.com/cursed_prairie/index.html))  
No News



Event Review: GP Midreign  
by Squire Moonshadow

Overall Grade: A

Pros:

Excellent Company! A very minimal amount of troublemakers made for a nice family-reunion type event.

Saracens! A special thank you to Sir Kamal, Sir Anubis, Squire Stick, Squire Willis, and Squire Darius. They all volunteered to pick up the slack and play Quest Monsters in the Dire Heat. Given the last minute nature of having to plan the quest, they came through like Champions.

The House of Cloak and Dagger. You ladies and James are just wonderful and GP is lucky to have such dedicated members as yourselves.

Last but not least, The Feast was DAMN good. It was worth every penny and there was enough left over to feed a large army. Kudos to Squire Jacobi.

Cons:

That awful Heat! Thank goodness for Water-Bearers.  
HEAT, HEAT, HEAT! It was almost too much to bear.  
And did I mention the Heat?



Event Review: Clan XX  
by Squire Moonshadow

Overall Grade: B

Pros:

Excellent Knightings! Congrats to Sir Boots, Sir Warblade, and Sir Snicker.  
A Very Special WOOT to Sir Topknot!!

Saracens! Both the Jenacerie and Loka Hona tribe were very hospitable and friendly.  
Loka Hona is a miscreant but lovable group of guys hailing from Pegasus Valley.

Progress was made in the 6.1 Rules as well as the Wetlands/BLBOD situation.  
Rising Winds attained Kingdom Status! Congrats.

Cons:

The site was very poor to be hosting Clan XX. Treacherous Roads and Nazi-esque rules really kept this Clan from shining.

\$26 gate fee w/ only \$6 going to Amtgard. Ouch.

Almost nothing happened at the scheduled time!

### **Topknot's Thoughts on Clan XX**

Another Clan has come and gone and once again I feel a strange & inexplicable sadness. It's funny how I look forward to this event all year as one of very few chances to see most of my buds from other Kingdoms, walk away having made some new friends, heard some great songs, and raised many a glass in tribute to absent friends. And yet when Sunday rolls around, much as I've enjoyed my time "on my mountain," I can't wait to get home. Sure, that first 'not at Clan' shower is great, but what I truly dread is the volumes of e-mail I'll have to sort out and the pages upon pages of LiveJournal entries to go through.

### **Changes, Both Good And Bad**

Before I go into my standard 'highlights from Clan' routine, I'll confess that this Clan felt like no other. I'm not just referring to the attendance numbers but a subliminal, 'can't quite put your finger on it' kind of way. And the shame is that I can't even explain what it was. Perhaps it was that there were too many of the 'old guard' who were missing. Perhaps it was that underlying level of tension throughout the event due to recent political silliness. Who knows? Everything just felt strange & different. I heard someone voice the thought that it felt like 'the beginning of the end' to them. As much as I'd like to be bitter and cynical after 10 years of playing this Game & back up their views, I just can't bring myself to think that way. It felt more like witnessing a shifting of sands as the face of Amtgard is about to be changed drastically. I don't know if this change will be positive or negative, though, but this barely-leashed energy

is there all the same. It's up to us to direct that flow of energy for the betterment of Amtgard and not let it die out, strangled by stagnant opinions and resistance to change.

Ack! Sorry about that, guys. Didn't mean to get all introspective on you. With all that out of the way, here's my not-so-brief recap (apologies if I leave out a few things - I'm old and I'm sticking to that excuse):

Many happy congrats to Rising Winds, the newest kingdom of Amtgard - it took too long but it DID happen

Grats to Sirs Snicker, Scarhart, Warblade, Boots, Kaz, & Macavelli, the newest knights of Amtgard

Thanks to Rogan (Vaargard's gf) for the ride to and from the airport

Thanks to Ivar and Morgie for the lift from El Paso to Clan & back and particularly for the shower on Sunday!

The introduction of HTK to Amtgard - the world may never be the same again

Finally getting to meet Randall, Wolvie, Amren, Whitewolf, & Naga

Hanging with the Green Dragons on Wednesday night

Morgie has great taste in cheese

Kicking myself for missing Snicker's ceremony - I spent half an hour watching the edge of the bowl bcs I was sure it was going to take place there

Hugging lots and lots of beautiful girls

Hearing Axgar's wife, Shea, sing 'Amazing Grace' and getting teared up - DAMN, that woman can sing!

Dracara and I re-naming Naga to "Evil Scarhart"

Remembering one thing I like about New Mexico - being able to buy liquor in Albertsons

Remembering one thing I DON'T like about New Mexico - it's illegal to buy clove cigarettes there, hence my later trip to El Paso to feed my monkey

Drinking Pope O'Banion under the table Thursday night

Making Pope O'B spray vodka all over Maxam - revenge is so sweet!

Mama Thistle and Pol make some mean grub!

Missing my little girl, Sir netzai, as she couldn't get the time off work

A big 'boo hiss' to Sir Kane for being a big wuss and not coming to Clan to celebrate his 30th b-day with us

Boots & Colin's Roman/Japanese bath - why didn't anyone think of this before?

Watching Boots & Warblade cry during their respective knightings - they were both well-deserved and too long in the coming, IMNSHO

Sharing some tasty Sangria with Sir Scarhart during the Archon bardic Bone, the Monarch of EH - a hell of a guy, a hell of a bard, and just an all around fantastic person

Rogues & Rakes a-plenty (Kelrick, you sooo should have been at this Clan, baby!)

Prince Zak getting hit on by more guys than Wee Morganah did

Discovering that I can fix any drink that Pope O'Banion can screw up

Being dubbed "humbly arrogant" by Oznog and then him being unable to define said moniker

Stun guns & cattle prods & rednecks, oh my!

War stories from Sir Shadow of the Wetlands about Rogue Company members

working as prison guards  
Bobar's one sick \$#@\*%  
Hearing Prince Zak telling WL camp about zapping his own mother with a  
cattle prod  
Oznog and his Hookah-o-plenty  
Fionnghal returning to WL camp during the Forest Vs. the Amazons war to find  
OB, Corwin, & myself all reading while keeping an eye on camp and dubbing us  
The Wetlands Reading Circle  
Spending quality catch-up time with Wovoka & the other meds  
Ivar abandoning Wee Morgie and I in Saracen City to be blinded by rude  
flashlight-bearing drunk guys  
The best batch of Saracen Salad I've ever had  
Dracara and I getting blitzed on the aforementioned salad and making  
appalling cat jokes all night  
Lassoing O'Banion and dubbing him my "Pope on a Rope" & later making him  
snarf at the Western Cafe - "These are SATAN'S mashed potatoes!"  
Earning Q points for finding a new theme song for the NY Catholic Church  
Watching Oreo cry and barely be able to complete Kaz's knighting ceremony  
Forest is full of Hace and Morgie is just an Ivardian  
Getting the grand tour of the Franklin Mountains courtesy of Ivar  
Chico's Tacos with Ivar & Morgie on Sunday

### **Thoughts on My Knighting Ceremony**

Even though I'd received my 'yes' vote on my Flame belt shortly after Clan last year, I opted to delay the ceremony for almost a full year. Call it showboating, egomania, whatever, but I always wanted to get my Flame belt at Clan. The timing couldn't have been better. It was Clan 20, my 7th Clan, my 10th year anniversary in Amtgard, and roughly one month before my 30th birthday.

I'd asked Ivar if he'd be willing to drop the sword on me quite a while back and he agreed. I had asked Pope O'Banion to drop the sword as well. I'd also asked several of the other 'movers and shakers' whom I've looked up to for years & years to be present and help remind me why I continue to play this Game year after year, despite the heartache, the betrayals, the disappointment, and the stress. They couldn't have done a better job. Due to the extreme level of controversy surrounding my little kingdom and our unorthodox methods of keeping house, I didn't expect much of a turnout, but I was proved wrong. Sirs Forest, Trinity, Amren, Snicker, Belgarion, Eclipse, Oreo, Kamal, Ivar, Boots, Fionnghal, Kaz, Macavelli, Randall, Kaderian, Anubis, Archamedies, and I don't know how many other folks I've forgotten (I'm terrible like that) all came together to show solidarity for the Wetlands, the unification of Amtgard, and the pursuit of the Dream. And even though I swore I wouldn't, Forest succeeded in making me cry by kneeling before me. Little does he know that he has been one of the folks I've looked up to, admired, & wanted to be like ever since I first started playing Amtgard in 1992. Thank you, everyone, for helping remind me why I continue to play this Game.

## **Final Thoughts on the Changing Face of Amtgard**

Warblade and I were at Saracen City on Wednesday night, and I remarked that there was a time when there would be maybe 5 people we DIDN'T know at the fire circle. I told him that I could look around this time and there would be maybe 5 people I DID know. He nodded and sighed, whereupon I pointed out that since Warblade and I are both egotistical bastards, the TRUE sadness is not that WE didn't know who THEY were, but that THEY didn't know who WE were.

I had a great time, despite the low numbers and the absence of many dear friends. But then again, I ALWAYS have a great time at Clan.

Vaya con Dios,

Sir Topknot Grimwulff

Knight of the Kingdom of the Wetlands

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## **Sir Randall's Top Ten List from Clan XX**

Did someone say "Top 10 List?"

10. The monarchs didn't get arrested, shot by the rangers, ignored, or thrown off the campsite.

9. The Kingdom of the Rising Winds! Grand Poobah Hobbit and his bizarre Prime Minister handled themselves like a kingdom during the BLBOD meeting, and gave out their first kingdom-level awards after Interkingdom court... a 10th Order of the Dragon and a Master Dragon. Even if these guys can't light a fire to save their lives, they're all right by me.

8. The Barony of the Astral Winds is the best barony in all of Alaska and proof positive that Dragonspine simply has better baronies than the rest of you.

7. The Burning Lands. They were professional, polite, and ran Clan like champs.

6. Sir Warblade and Sir Boots! This was one of the most touching knighting ceremonies I've ever seen... Boots knighted her squire, Warblade, who then was asked by his kingdom to drop the sword on her. It was powerful and showed us what knighthood is all about.

5. Sir (!) Scarhart's beautiful rendition of "Born on the List Field", which I was fortunate enough to hear twice. Knights wept upon hearing this song.

4. The Dragonspine camp bardic. Sir Snicker Furfoot is a terrific bard, and Lord Alucard surprised us with his remarkable ability to sing and play the drums. Who knew?

3. The Sterling Dogs, one of the BEST new companies in all of Amtgard. Sir Ironpaw and his boys know how to eat and drink.

2. Emperor Belgarion, my drunken buddy. He's MY emperor.

1. And did I say SIR Snicker Furfoot? After years of service to the game, it's about time. Every knighting should make Amtgard better, and Snicker's does just that. Amtgard is richer and better because he is part of it.

Randall  
/XX\  

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### Thoughts on Clan XX by Sir Forest

Ok here are my highlights/memories from this clan.

Packing way more stuff in the back of my truck than I thought possible.  
Bone telling my I am great at loading from the back.  
Shield frisbee as 75mph as we lose 2 off the roof due to bad bung cording.  
One shield found in serious but stable condition, the other shield MIA.  
Finding the second shield on the inside shoulder of the freeway unharmed.  
2 miles later almost losing 2 more shields  
All shields inside. Man was it crowded.  
Allsup's burritos! Bone and I prepare for chemical warfare.  
Left Mynx at the Allsup's. (She got a ride with the Corsairs...right?)  
Setting up in daylight for a change.  
Short but heavy rain for an hour on Wed and my tent only leaked in 1 place.  
Finding Mynx 3 hours later after she got a ride.  
Ivar pointing out that I gave away the 1 spot he asked me to save for him. Oops.  
Morganah actually speaking to me. (short 2 word sentences but still...)  
A little trenching, a lot of walking and no oxygen.  
Gate duty for 4 hours with some fun people.  
Mezzie's pig crotch stew (pork loin) was tasty and I got a Clan 19 shirt.  
Hanging with the RW and meeting Hobbit's friends.  
MoobDoob (the Lavern), Tori, Bill, not Bill, and Dante.  
Grand Warlord battle. Crazy as always and a lot of fun.  
Reeving the Women's tourney. (Go Oreo, Dakota, and....damn can't remember)  
Drinking and partying at every campsite I could.  
Hotel room, bed, and a hot shower.  
Sunburn sucks, sunblock good.  
Good Vs. Evil Battle  
Seeing the almost finished 5th draft of 6.1  
Surprise visit by Kayrana.  
Scarhart becomes SIR Scarhart....right Sir. :)  
Dakota the Green Dragon  
Awesome bardic at Archon camp, go Sir! (Scarhart that is)

People chanting Bone's name so he will perform! (Go Squire!!)  
Being asked to sing the Squire's Song with an F#\$%ed up throat  
Sir Snicker runs his own knighting and makes out like Monty Hall.  
Plotting to roll Snicker later to get his stuff. :)  
Sir Warblade and Sir Boots, great ceremony.  
Sir Jeddick (sp?) makes Sir Boots flinch! heheeh  
Forest War, down with the slavers!  
Buying off the Wolves for Forest War. Thanks Damos! hehehe  
Dame Andralaine (sp?) on the field after 12 years!!  
IK Court and the crowning of Grand Poobah Hobbit and Princess Poodoo  
Sole of Pork and Beans.  
Sir Kazx2, long overdue and a very touching ceremony.  
Sir Machiavelli (sp?), damn can that Old Sir Trinity hit!  
Sir Topknotx2, yes, she cried, so did I.  
Party with the RW  
More rain, party moved to Saracen city.  
Rain gone, party continues.  
Finally meeting my namesake at Wolf camp.  
Renaming Dante (RW) to Anuss Rectuum (ah-noose rek-toom)  
Singing the Nevron song for Clan.  
Wake up early, but still leave late.  
Discovering that Morg is an Ivardian and has nothing but Hace for me.  
Get home, take shower, sleep!!!!

I know I left some stuff out, and I'm sorry about that. It was a great clan even though a lot of people I hoped to see were not there. I hope 20th year will be as good but with many more people. Thanks to the BL for a great event, and to all the Amtgardians who made it. It was a blast!

Forest

Current Knights of GP

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**Sir Kamal**

Knight of the Crown  
Knight of the Flame  
Knight of the Serpent

**Sir Boots**

Knight of the Crown  
Knight of the Serpent  
Knight of the Sword

**Sir Jeddak**

Knight of the Crown  
Knight of the Serpent  
Knight of the Sword

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**Sir Euric**

Knight of the Crown  
Knight of the Flame

**Sir Bag'em**

Knight of the Crown  
Knight of the Flame

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**Sir Nakita**

Knight of the Flame

**Sir Anubis**

Knight of the Serpent

**Dame Lyra**

Knight of the Serpent

**Sir Taiga**

Knight of the Serpent

**Sir Warblade**

Knight of the Sword

**Dona netzai**

Knight of the Flame

**Sir Vagabond**

Knight of the Flame

**Sir Archamedies**

Knight of the Flame

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Recent Knights of GP

**Sir Anubis** (Knight of the Serpent)

When? GP Coronation (Mar. 2001)

By? Sir Kamal

**Sir Vagabond** (Knight of the Flame)

When? GP Midreign (Nov 2001)

By? Sir Kamal

**Dona netzai** (Knight of the Flame)

When? GP Midreign (Nov 2001)

By? Sir Kamal

**Sir Taiga** (Knight of the Serpent)

When? GP Midreign (Nov 2001)

By? Dame Lyra

**Sir Warblade** (Knight of the Sword)

When? Clan 2002

By? Sir Boots

**Sir Boots** (Knight of the Crown)

When? Clan 2002

By? Sir Warblade

## **Chains of Fealty**

[08/05/2002] [by Sir Randall]

The knight's chain is my favorite symbol in all of Amtgard. Heavy or light, colorful or plain, these lengths of metal hang unadorned around the necks of Amtgard's brightest and best. Knighthood has always been a thing of pageantry and honor, but the chain is unique among its accoutrements. While the white belt boldly declares to all of the world that the wearer is a knight, the chain exists most tangibly to only one person – the knight who wears it. The best chains hang heavy across the shoulders as a constant reminder of the responsibilities and obligations of knighthood, and a good knight understands and cherishes the duty the chain represents. It is the most important piece of garb a knight can wear, for it is a chain of fealty.

But to whom does a knight owe fealty – to the king, or to the kingdom? I've raised that question to a great many people, and have received a universal response: a knight is loyal to the kingdom. After all, there could be a bad king on the throne. Plus, kings come and go. Fealty seems to make less sense when your liege changes every six months, right?

Wrong. A knight owes fealty to his king.

The problem with owing fealty to the kingdom is that it turns knights into easily-provoked mercenary rebels. A knight has to consider if he believes the king to be worthy of his sword every reign, and worthiness is a much higher bar than kingliness for a liege-lord to pass. You're eventually faced with a situation where knights will only consider themselves loyal to the very best of kings... and woe unto the monarch who strays from the path, for he will soon be faced with knights declaring that their loyalty to the kingdom demands that they oppose him.

Consider the alternative. A knight who owes fealty to the king serves each and every monarch by default. He doesn't get to pick and choose which sovereign he serves, because knighthood is about service, not choices. Breaking that fealty is a powerful thing, and not something done lightly; it is, by definition, an act of treason and revolt. The decision to reject the king stops being something you do "for the good of the kingdom" and becomes a deeply personal decision. Setting aside the thing that makes you a knight because your principles force you to oppose the king becomes the last resort of a hopeless situation.

What if a king is unworthy? Some kings are simple people, thrust into a position of leadership by the mercurial whims of an ever-changing populace. Others bite off more than they can chew. It doesn't matter; a knight must serve them all. To declare a king unworthy of service is to set yourself above him, and no knight is greater than the person from whom all knighthood derives. A knight is among the brightest and the best Amtgard has to offer, and it is his duty to let some of that light brighten the king he serves. A mercenary picks and chooses who is worthy of service. A knight *makes* his king worthy.

A knight may also be faced with an incompetent king or a king he personally dislikes. It's very easy for him to claim that he serves the kingdom, and not necessarily its temporary, 6-month guardian, but that assertion contains its own contradiction. If you owe fealty to the kingdom, then you are bound to uphold its laws – and it's those laws that produce kings. A king chosen by a legal, valid vote of the populace is the rightful ruler of the kingdom. To oppose the king is to oppose the process that produced him. To oppose the king is to oppose the kingdom.

A good knight will do his best to serve a bad king, too. Consider D'Artagnan's tragic and loyal service to the king in *The Man in the Iron Mask*. His nobility and sense of honor were some of the best things about that story. They were the traits that made him knightly. Only a complete and utter collapse of any decency in the king forced D'Artagnan to break his fealty. He insisted on trying to bring out the best in his liege until he could do no more. So should it be in Amtgard.

It is the duty of a knight to serve, to the best of his ability, each and every king chosen by his kingdom. Kings are the source of all knighthood and nobility. Without them, knighthood means nothing. If a king is incompetent, a knight must do his best to help him. If a king is bad, a knight must do his best to guide him. And if a king is wicked, a knight must do everything in his power to redeem him. Only when he can do no more must he contemplate treason, and decide if the wrongs the king has committed are terrible enough to justify betrayal. Then, and only then, can he lift the chain of fealty from about his shoulders and join the other peasants in opposing the crown.

Quals - Cultural

Sketch			(3 Entries)
1st	Boaz	"Untitled"	4.975
2nd	Stitch	"Untitled"	3.7
3rd	Katawaka	"Deadly Girl"	2.3
Average			3.658333

Photography			(1 Entry)
1st	Euric	"Clan Knightings"	4
2nd	N/A		
3rd	N/A		
Average			4

Jewelry			(1 Entry)
1st	Euric	Necklace	3.25
2nd	N/A		
3rd	N/A		
Average			3.25

Fighting Garb			(2 Entries)
1st	Boaz	Embroidered Tunic	4.2
2nd	Colin	Armoring Vest	3.925
3rd	N/A		
Average			4.0625

Court Garb			(4 Entries)
1st	Warblade	Nighthawk Tunic	4.55
2nd	Boots	Celtic Tunic	4.125
3rd	Euric	Harry Potter Tabard	3.4
Average			4.025

Garb Acc.			(3 Entries)
1st	Boots	Flame Belt	3.825
2nd	Euric	Black Large Pouch	3.425
3rd	Colin	Squires Belt	3.175
Average			3.475

Favor			(1 Entry)
1st	Euric	Gold Beaded	2.975
2nd	N/A		
3rd	N/A		
Average			2.975

Fictional			(3 Entries)
1st	Boots	"The Horsemen"	4.55
2nd	Boaz	Persona History	4.25
3rd	Euric	"Princess"	4.025
Average			4.275

Poetry			(6 Entries)
1st	Boaz	"The Magi"	3.85
2nd	Stitch	Vendor of Destruction"	3.6
3rd	Stitch	Lonely Devastation	3.575
Average			3.675

Instrumental			(4 Entries)
1st	Stitch	Farewell to Autumn	4.275
2nd	Quajara	Tokiya	3.475
3rd	Quajara	December Snow	3.45
Average			3.733333

Cultural Placings	Total Points
1st Sir Boots	54.3 Total Points
2nd Sir Euric	35.7 Total Points
3rd Stitch	33.75 Total Points
4th Boaz	28.63 Total Points
5th Sir Warblade	18.9 Total Points

#### Top 5 High Scores

Owner	Category	Item	Score
1. Boaz	2-D Art: Sketch	Untitled	4.975
2. Stitch	Open: Rose	Baby Blanket	4.65
3. Sir Warblade	Court Garb	Nighthawk Tunic	4.55
4. Sir Boots	Fictional Writing	"The Horsemen"	4.55
5. Sir Boots	Beverage	Sangria	4.475

Crown Qualifications Coordinator: Squire Moonshadow

Cultural Judges:

Aris Bloodheart	Rainsong
Squire Ren	Sir Anubis

Total Entries: 54

Total Points Issued: 205.43

Average Score Per Entry: 3.80

## Quals - Warskill

Warskill Results from Crown Qualifications (Aug. 2002)

Crown Quals Coordinator: Squire Moonshadow

Warskill Reeves:

Squire Moonshadow

Sir Euric

Katawaka

### Total Warskill Points

1 <sup>st</sup>	Sir Warblade	19 Points
2 <sup>nd</sup>	Squire Hern	17 Points
3 <sup>rd</sup>	Sir Anubis	16 Points
4 <sup>th</sup>	Sir Boots	13 Points
5 <sup>th</sup>	Sir Vagabond	7 Points

### Wins in a Row

Squire Hern

3 in a Row

6 in a Row

6 in a Row

7 in a Row

Sir Warblade

4 in a Row

3 in a Row

3 in a Row

3 in a Row

3 in a Row

Sir Anubis

11 in a Row

3 in a Row

Sir Boots

4 in a Row

3 in a Row

Sir Vagabond

3 in a Row

3 in a Row

Drake

3 in a Row

3 in a Row

Rapunzel

3 in a Row

Leo

5 in a Row

Link

3 in a Row

Arminius

3 in a Row

Vorn

3 in a Row

## IRCA

All listed items have been voted upon by the IRCA member Kingdoms as specified in the IRCA Charter. All member Kingdoms have agreed to enforce these rulings/clarifications as if they were their own. See the IRCA Charter at <http://groups.yahoo.com/group/IRCAList/files/> for more details and to check for updates to this document.

**Banish:** Banish has a range of 20 feet. (26FEB2001)

**Bardic Yield:** The Bard's Yield Spell has a range of 50 ft. (26FEB2001)

**Charm:** The Bard spell Charm has a 300 count maximum duration. (27MAY2002)

**Dagger of Infinite Penetration:** When the Dagger of Infinite Penetration destroys a shield it has no further effect on the shield's wielder. (2JUL2001)

**Emotion Control:** The Bard enchantment Emotion Control is a form of charm. (Therefore monks of 3rd level and above may not have it cast upon them). (26FEB2001)

**Equipment:** Class ability imbued equipment (such as Warrior Improve, Warrior Harden, or Archer special arrows) may only be used by others when specifically stated in the rulebook. That is, the default for these effects is "useable by self only." (26FEB2001)

**Enchant Shield:** Iceball, Entangle, Petrify, Stone to Flesh and similar spellballs that strike an Enchanted shield are expended harmlessly and have no effect on either the wielder or his/her equipment. (27NOV2000)

**Fireball:** A (non-remain active) fireball attempts to affect everything it comes in game contact with until it stops moving. For example, if a fireball bounces off a shield then strikes another player before coming to rest it will normally destroy the shield AND kill the player. (2JUL2001)

**Madus:** If any portion of a Madu is broken, Heated, Warped, or otherwise disabled the entire Madu is similarly hindered. (26FEB2001)

**Mimic:** Bards can Mimic Monsters only if Monsters are permitted as specified on page 8 of the 6th edition rulebook. (26FEB2001)

**Miscellaneous:** Effects that restore a player to life (such as Resurrection or Reanimate) restore all missing limbs and natural (non-worn) armor. (27NOV2000)

**Red Weapons:** When a class ability or enchantment such as Bladesharp, Bludgeon, or Improve Weapon is used to raise a weapons damage category it is not necessary to grip the weapon with both hands to receive the aforementioned bonus. In the case of an already "naturally" red weapon by classification, the weapon must be wielded with both hands to receive the original bonus. (2JUL2001)

Attempts to increase a weapon's damage category beyond "double-red" (via Bladesharp, Bludgeon, Improve Weapon, etc.) grants no benefits beyond that granted by the double-red category. i.e There are no "triple" or "quadruple" red weapons. (2JUL2001)

**Sanctuary:** Vibrating Palm, Touch of Death, and Paralysation count as "a weapon in hand" in regards to Sanctuary (preventing both from being active at the same time). (26FEB2001)

**Spellballs:** Hits from Iceball, Entangle, Petrify, and Flesh to Stone are all taken in the same manner as Iceball. Specifically: "a direct hit to a person or equipment ON them will..." (26FEB2001)

**Sphere of Annihilation:** Sphere of Annihilation does not have any abilities not enumerated in its spell description. Specifically, it has no affect on Resurrection, Mending, Reanimate, and the like. (27NOV2000)

**Stack:** Stack requires that both enchantments be cast by the same player. (2JUL2001) Stack is expended once both enchantments are placed on the recipient. Therefore, there is no "remnant" of stack to impact the casting of additional enchantments if that player loses or expends the previously (stack) cast ones. (2JUL2001)

**Steal Life:** Steal Life can affect a "dead person still on the field" who has "left of his own choice from where he died" until that player reaches nirvana. i.e. moving a few feet to avoid an Anti-Paladin attempting to steal a life is normally insufficient. (2JUL2001)

**Touch of Death and Vibrating Palm:** Touch of Death and Vibrating Palm treat "Natural" and Berserker armor like any other armor and are stopped. (26FEB2001)

**Transfer Life:** Monk Transfer Life is effected by the monk touching the recipient and reciting "Transfer Life." (27MAY2002)

**Current IRCA member Kingdoms include:**

Kingdom of Dragonspine  
Kingdom of the Emerald Hills  
Kingdom of the Golden Plains  
Empire of the Iron Mountains  
Kingdom of the Valley of the Silver Rains  
Kingdom of the Wetlands

## CALENDAR OF EVENTS FOR 2002:

### JULY

July 21: Last day to declare running for kingdom position.

July 28: Candidates bios due.

### AUGUST

August 3: All PM's must submit records to kingdom PM.

August 4: Last Day to pay dues.

August 10-11: Kingdom Crown Qualifications  
Kingdom Guildmaster Elections  
Kingdom Allthing

August 16-18: [GP 10 Year Coronation](#) (Lake Mackenzie)  
Evermore Hollow Midreign

August 25-

### SEPTEMBER

September 1:

September 8: WeaponMaster Tournament  
Kingdom Allthing

September 15:

September 22:

September 29:

October

October 6:

October 13: Kingdom Allthing

October 20:

October 27:

### NOVEMBER

November 1-3: GP Midreign  
Evermore Hollow Coronation  
Kingdom Relics Quest

November 10: Kingdom Allthing

November 17:

November 24:

### DECEMBER

December 1:

December 8: Prime Minister Elections  
BOD Elections  
Kingdom Allthing

December 15:

December 22:

December 29:

## CALENDAR OF EVENTS FOR 2003:

### January

January 5:  
January 12:Kingdom Allthing  
January 19:  
January 26:

### February

February 2:  
February 9:Kingdom Allthing  
February 16:Crown Qualifications  
February 23:

### March

March 2:Kingdom Coronation  
March 9:Kingdom Allthing  
March 16:  
March 23:  
March 30:

### April

April 6:  
April 13:Kingdom Allthing  
April 20:  
April 27:

### May

May 4:  
May 11:Kingdom Allthing  
May 18:  
May 25:

### June

June 1:Kingdom Midreign  
June 8:Kingdom Allthing  
June 15:  
June 22:Clash of the Gods 3  
June 29:

### July

July 6:  
July 13:Kingdom Allthing  
July 20:  
July 27:

### August

August 3:  
August 10:Kingdom Allthing  
August 17:Crown Qualifications  
August 24:  
August 31:Kingdom Coronation

### September

September 7:  
September 14:Kingdom Allthing  
September 21:  
September 28:

### October

October 5:  
October 12:Kingdom Allthing  
October 19:  
October 26:

### November

November 2:Kingdom Midreign  
November 9:Kingdom Allthing  
November 16:  
November 23:  
November 30:

### December

December 7:  
December 14:Kingdom Allthing  
December 21:  
December 28: