



THE CALL OF THE SIREN



*Official Newsletter for the Kingdom of the Wetlands
Reign of Emperor Spyn N'Than, Spring 2003
Volume XV, Number I*

FROM YOUR HUMBLE SAGE

Being the Sage is probably the thing I miss most about my hobby. There is something to be said about the collecting and dispersal of information to the Populace. E-mail and cyberspace just can not compare to the sensation of holding a really good newsletter in your hand.



I must admit to being a little out of touch with the Kingdom these days. After an eight month hiatus, it's time to reacquaint myself with the folks who make this Kingdom work, the Populace. At Relic Quest I saw more new faces than familiar ones - and for an old fogie like me, that is saying something. I was absolutely enthused. So much so, I went right home and started planning this issue. So, onward, gentle reader, into the depths of the greatest Kingdom in the face of Amtgard: The Kingdom of the Wetlands!

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FROM HIS IMPERIAL MAJESTY SIR SPYNTHRIFT N'THAN



As your Emperor I have found my reign surprisingly quiet considering what the Kings before me went through. Things seemed to have settled down into a more normal Amtgard rhythm. With things quiet on the Interkingdom level, I have turned my mind to more domestic issues.

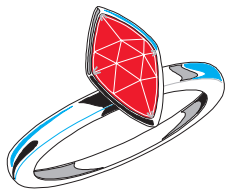
I know many of you wonder about my Award policies. Well, I will explain them somewhat so that this confusion can be put aside.

You see, it is my opinion that if a Award can be handed out at the park level, then that is the place that it should be done. The Baron of Granye Spyre may request that I give someone their 5th Order of the Griffon, but there is no reason why he should make the request for them to receive their 4th from me. The first question that I ask someone when a person submits another for a Award is, "How many do they have?". If you don't know the answer to this, neither do I. There are three Duchies in this Kingdom, they are capable of giving up to the 7th order of any award. Before someone from one of the parks approaches me or my Regent, they should know if that person has 7 or fewer awards. Baronies can give up to 4, they should have this same information.

I hope this clarifies any misconceptions that you might have about my Award policy, local parks should take care of themselves before searching out the Kingdom for help with Awards.

It has been my pleasure serving as your Emperor these past few months, and I look forward to the rest of my reign, and if things work out, the following reign as well.

In service,
Lord Defender Warlord Sir Spyn Thrift N'than
Co-Captain of the Rogue Company
Knight Paladin of the Sword and Flame
Emperor of the Wetlands



THE RING OF SPELL REFLECTION

The new Relic introduced this Reign is a potent force against the Powers of the Dark Arts! Once per life may reflect a verbal magic back at its caster. May reflect dispel magic. Reflect makes the caster of said verbal magic the new target.

FROM HER ROYAL HIGHNESS PRINCESS RAEGAN TOBYCLOTHES

Fellow Wetlanders:

I've never been known for verbosity in a non-personal forum, whether written or spoken context, so writing this letter has been the largest challenge encountered this reign.



January and February were filled with travel and tournaments galore, though March will be filled with mostly just travel (5 events in 4 weekends!). Regardless of the minor, though inevitable, pitfalls, I've had a great time being Regent, and it's hard to believe that the reign is almost over. Midreign and Collegium are still to come, but I hope my reign thus far will be considered a success. The knowledge I've attained from being in office is incomparable; my hope is that the past months have been equally beneficial to you, the populace.

Collegium will be on April 12, 2003; I've collected some very talented teachers for the Collegium classes, and this is the first of many thanks that will go out to them for volunteering their time, knowledge, and skills. I hope that all of you can attend at least some of the classes, I know I, for one, intend on sitting through the Weapons Technology class.

To be honest, I don't know what else to say about the reign so far. I've been to every park, met so many new people, and seen so many new faces, with new ideas-I wouldn't know how to summarize the past months. This has been a truly exceptional experience for me, and one that I hope to experience again.

I look forward to seeing you all at the upcoming events, and as I travel through the Kingdom for the duration of my reign as Regent.

AMTGARD INTERNET RESOURCES

Your Humble Sage would like to thank these websites for allowing me access to their materials for use in this newsletter. Take some time and check them out.

The Amtgard Homepage
www.amtgard.com

Fink-O-Rama: Amtgard Comic Strip
www.finkorama.com

The Kingdom of the Wetlands Homepage
www.amtgard-wl.com

Landcrest Housepage
www.landcrest.net

The Electric Samurai: Amtgard Opinions
www.dragonspine.net/samurai

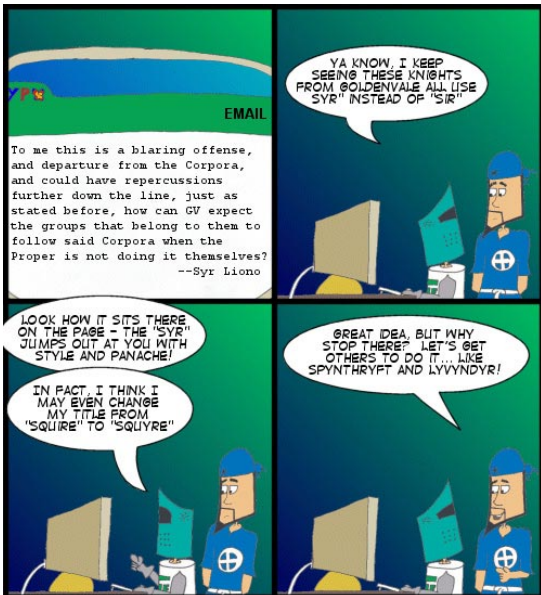
Shire of Waterwood Homepage
www.waterwood.org

Knight: Earn Your Belt in Cybersapce
www.dragonspine.net/cgi-bin/knight/knight.pl

AMTGARD, KINGDOM OF THE WETLANDS TREASURY REPORT REIGN 14

Beginning Balance **\$3302**

ITEM	+/-	AMOUNT
Site Fee Midreign	-	\$573
HEB Pantry Foods	-	\$20 (Gate Midreign)
Wal-Mart	-	\$61 (Feast Midreign)
Wal-Mart	-	\$82 (Feast Midreign)
Sam's Club	-	\$341 (Feast Midreign)
Due's from Quals	+	\$76
Due's from Midreign	+	\$15
Auction	+	\$178
Site Fee Coronation	-	\$465
Kroger	-	\$54 (Feast Coronation)
Wal-Mart	-	\$138 (Feast Coronation)
SCA Site Upkeep	-	\$640
Gate Receipts	+	\$1483
Ending Balance	+	\$2680



FINK-O-RAMA SAMPLE PLATTER

This original weekly comic strip is conceived, drawn, written and colored by the creative team of
Sir Feral Lynn Darkjester
and
Sir Snicker Furfoot.

To see more of the Fink and Company, click on www.finkorama.com

NEWS FROM AROUND THE KINGDOM AND THE AMT-WORLD

GRAND DUKE CHEWIE LIGHTGUARD became the newest addition to the Wetlands Circle of Knights at the Coronation XIV event! His Chewiness was honored with a Crown Belt, to commemorate his continued leadership and contributions to the club. Super-congrats, Sir Chewie. Well deserved!

CORWIN BLACKSTONE HOSTED RELIC QUEST XIV AT STORMWALL in early February. Despite the soggy landscape, the Questors persevered and had a good time running through the woods, fighting fierce Monsters and generally doing Quest-type stuff. Thanks to Corwin and the Reeves for all their hard work. The winners of the various Relics for this reign are:

Sword of Flame	House Landcrest
Dagger of Penetration	Sir Feral
Shield of Reflection	Red Feather Corps
Odin's Hammer	Saracens
Ring of Power	Roger Lockless of Corpus Monstrum
Amulet of Enchantment	White Tiger Company
Homestone	Shire of Ironwood
Medallion of Spell Reflection	Rogue Company

BATTLEGAMERS ANONYMOUS: RULES FOR POLITICAL FIGURES

- 1) Political Figures are considered game items, and as such, may not be subjected to Teleport, Pass Plant, Circle of Protection, or any other magic or ability that removes them from play.
- 2) Political Figures must be as cooperative as possible to whichever team is currently "in possession" of her. This means that Figures should move when they are told, and stand still if "bound" to a tree or other object.
- 3) A Figure may be "bound" to a tree or other permanent structure (not really, merely simulated bondage!) by standing her next to the object and repeating "Binding" x20. Unless the Figure is rescued or untied (similarly repeat "Untying" x20 to free her) they must remain at that location.
- 4) Figures may never be forced into real harm, physically restrained, or forced to move any faster than a walk. As Figures may be taken from the ranks of color, children, and non-combatants, it is best to use care and caution.
- 5) Figures generally do not have combat abilities, and may not be struck with Amtgard weapons during play unless approved beforehand. To simulate subdual blows, gently place a weapon upon her shoulder and say "I subdue thee" x1.
- 6) OPTIONAL: Grant the Figure class abilities of a level they have previously attained if the game is a Full Class. Or if the game is Militia or Ditch, grant them the abilities of a 1st level Wizard or Healer to make things really interesting. In these cases the Figure is a combatant and is subject to all the rules of the battlegame.

THE WARRIOR'S PRAYER

*Lo, there do I see my father.
Lo, there do I see my mother and my sisters
and my brothers.
Lo, there do I see the line of my people back
to the beginning.
Lo, they do call to me.
They bid me take my place among them
in the Halls of Valhalla.
Where the brave may live forever.*

MEMORIAL TO DAME KAYRANA LISSA

(Esther Anderson Strohmeyer)

Kayrana was longtime member of Amtgard, having lived in three kingdoms: Burning Lands, Dragonspine, and finally finding her home in the Emerald Hills. She was knighted Serpent while in Dragonspine for her outstanding contributions to the look and feel of Amtgard through her work in the arts and sciences.

A fierce warrior spirit, Kayrana was passionate in everything she did, and touched the lives of many. Her outer beauty was surpassed only by her inner beauty.

Kayrana died on December 27, 2002 while traveling through northern New Mexico. She was 27. She will be missed.

- Sir Feral Lynn Darkjester

MEMORIAL TO KALUM OF SHADOWKEEP

(William Karroll Salisbury)

“ We stand together as a family of friends, formed by a game of fantasy that exists within reality. We have fought together, played together, and today we cry together. The loss of our friend and warrior is only ours for he is finally at peace. He suffered a betrayal of his body and the slow wearing of his soul and today he grieves no more. We feel guilty because we are healthy and can go on living without him...but he is here. In every aspect of what we do and who we are as Amtgarders. He left behind a legacy of strength and honor that we are proud to carry with us for the rest of our lives. In the tradition of Amtgardian fanatics that he and we are...we pray that Valhalla greets you and that we will see you there. Farewell Carol. We miss you.”

- Sarinth Windsteel (Inspired by Wes Deal)

THE KINGDOM OF THE WETLANDS CORONATION XV

IN HONOR OF THE REIGNS OF THE NEWLY ELECTED MONARCHY
AND EMPORER SPYN N'THAN

When: June 6-8, 2003

Where: Jones Country Fairgrounds

Cost: \$12 adults, \$5 child

Autocrat

Tavi Threetoe

tavi_rogue@hotmail.com

Feast Menu: Prepared by Maeven O'Kelly

Barbecued Brisket

or Veggie Kabobs

Mashed Potatoes

Green Beans

Bread

Punch

Cookies

UNCONVENTIONAL WARSKILL TOURNEY

Sword & Beer Mug

Beer Mugs will be provided.

Bring your own sword.

Throwing Roadkill

Roadkill will be provided.

Hammer & Shield

Hammers will be provided.

Bring your own shield.

Two Handed Weapon

No poles allowed.

Bring your own weapon.

Armchair Archery

Armchairs provided.

Bring your own bow & arrows.

Florentine Axes

Axes will be provided.

IRON DRAGON & THE BATTLE OF THE BARDS

This A&S Competition of craziness is only for the truly brave, and the truly ingenious. Each contestant (or team of contestants) will be given a box of miscellaneous items. No box of items will have the exact same contents to encourage ingenuity, and the amusement of the judges.

Each contestant (or team) will have one hour to create an A&S entry. The entry can be entered into any of the three (3) Iron Dragon Competition categories, which are: "It's Pretty", "It's functional", and "What the *bleep* is it???" Each entry will be judged, according to its category, and a will be scored on a 5.0 scale. The winner of each category will receive an award for outstanding spur-of-the-moment achievement.

This bardic-circle style tournament will be held Saturday evening after court (approximately 10:00 PM). It will be a relaxed tournament setting, but beware, the judges will be watching, and awards may be earned!

DIRECTIONS TO JONES COUNTY FAIRGROUNDS

*Both Kingdom Midreign and Coronation are scheduled to be hld at this site.
Log onto www.mapquest.com for detailed maps of Jones County Texas.*

From The North:

Find your way to Hwy 69 and head South. Eventually (not sure of how far it is, but a good ways past Lufkin) there will be the Hilltop Grocery on the Left. That store is at the corner of Hwy 69 and FM 255. Turn left on FM 255. Approximately 5.2 miles down FM 255 you will see signs for Jones Country Music Park. There are very visible SCA signs (being that this is as SCA site and all). The site will be on the left.

From the West:

Find your way to 190 (also known as 21, if you are in College Station) and head East on 190 toward Woodville. You will go through Livinginston before you hit Woodville. In Woodville, turn North onto Hwy 69. Go THROUGH Colmesneil. About 2 miles NORTH of Colmesneil, on the right, you will see the Hilltop Grocery. That store is at the corner of Hwy 69 and FM 255. Turn left on FM 255. Approximately 5.2 miles down FM 255 you will see signs for Jones Country Music Park. There are very visible SCA signs (being that this is as SCA site and all). The site will be on the left.

From the South:

Take 59 North to Livingston. In Livingston head East on 190 toward Woodville. In Woodville, turn North onto Hwy 69. Go THROUGH Colmesneil. About 2 miles NORTH of Colmesneil, on the right, you will see the Hilltop Grocery. That store is at the corner of Hwy 69 and FM 255. Turn left on FM 255. Approximately 5.2 miles down FM 255 you will see signs for Jones Country Music Park. There are very visible SCA signs (being that this is as SCA site, and all). The site will be on the left.

From Louisiana:

Get to I-10 and take I-10 into Beaumont. In Beaumont, take 69 North to Colmesneil (which is past Woodville). Go THROUGH Colmesneil. About 2 miles NORTH of Colmesneil, on the right, you will see the Hilltop Grocery. That store is at the corner of Hwy 69 and FM 255. Turn left on FM 255. Approximately 5.2 miles down FM 255 you will see signs for Jones Country Music Park. There are very visible SCA signs (being that this is as SCA site and all). The site will be on the left.

AMTGARD PHOTO GALLERY

Please send your submissions of photographs or original artwork to luka_stargazer@hotmail.com to see it published in future issues of the Siren. Be sure to identify all models and the name of the photographer or artist. Feel free to write your own caption or suffer the wrath of the Mad Caption Gods!



ABOVE: *Wisper, Thalen and a close friend get cozy at Clan. Wiper and Thalen can be found most weekends at Granyte Spyre in Houston's Memorial Park.*

Photo from Amtgard.com



LEFT: *Little Kathryn Drago smiles for the camera. Ain't sbe the sweetest thing!*
ABOVE: *Dame Elora Raven, Nothin' but love from one of our newest Knight!*



LEFT: *Celendril and Vincent Landcrest sport their House colors and watch one another's back.*
RIGHT: *The Kung Fu Gerbil! Watch out for this little guy, he is one bad muttha!*



ABOVE: *The whole gang from Waterwood. Left to right: Tromme, Dughan (kneeling), Lythis, Lady Scout (on throne), Mara, Moira (on Mara's lap), Hamarin and the Dancing Dragonfly.*



LEFT: *Grand Duke Chewie Lightguard, newest Knight of the Wetlands. Doesn't he look interested?*
ABOVE: *Elmy Wildtborn, Druid of Stormwall gives us a big grin! Photo courtesy of Elmy himself.*



Announcing the
KINGDOM OF THE WETLANDS
CROWN QUALIFICATION TOURNEY XV



WHEN: May 24th, 2003

WHERE: The Barony of Granite Spyre, Memorial Park, Houston, Texas

TIME: Warskill sign in starts at 11am and ends at 1pm. A&S sign in starts at 11am and ends at 1pm.

GENERAL REQUIREMENTS

All positions must be declared for no later than April 12th by 12 noon (6 weeks prior to Crown Qualls) via e-mail either to me, or on this list, phone, or handing me a piece of paper with your intent written on it. It is your responsibility to make sure that I understand you are running for a specific position, a weekly update of all candidates and which positions they are running for will be posted on the Wetlands Mailing List.

SPECIFIC REQUIREMENTS

Monarch:

- Pass Corpora test with a 70% or higher.
- Pass a Reeves test with 70% or higher.
- Pass a Wetlands Awareness test with 70% or higher.
- Must have 6 A&S entries and gain an average score of 3.0 or higher on a 5 point scale, may not make more than 2 entries in any single category.
- Must enter all War Skill events.
- Must participate in all Statecraft events.
- Win the Popular Vote among those Qualified.

Regent:

- Pass Corpora test with a 70% or higher.
- Pass a Reeves test with 70% or higher.
- Pass a Wetlands Awareness test with 70% or higher.
- Must have 12 A&S entries and gain an average score of 3.0 or higher on a 5 point scale, may not make more than 2 entries in any single category.
- Must enter 3 War Skill events, one of which must be the Weapons Scramble.
- Must participate in all Statecraft events.
- Win the Popular Vote among those Qualified.

Champion:

- Pass Corpora test with a 70% or higher.
- Pass a Reeves test with 70% or higher.
- Pass a Wetlands Awareness test with 70% or higher.
- Must have 3 entries into the Owl category and gain an average score of 3.0 or higher on a 5 point scale, with at least one entry being an example of an Amtgard safe weapon.
- Pass a Weapon Safety Test.
- Must participate in all War Skill events.
- Gain the most points in War Skills of those who declare.



Announcing the
KINGDOM OF THE WETLANDS
CROWN QUALIFICATION TOURNEY XV



All Guildmaster Positions:

- Must pass a Reeves test with a 70% or higher.

ARTS & SCIENCES:

These are the following categories and subcategories for A&S entries. All entries will be judged on a 5 point scale.

Dragon:

2D Art, 3D Art, Cooking, Bardic, Written, Miscellaneous Artworks

Owl:

Active Weapon Construction, Passive Weapon Construction, Active Armor Construction, Passive Armor Construction, Siege, Miscellaneous Contructions (Active = Able to use on a Amtgard Battlefield, Passive = Unable to use it on a Amtgard Battlefield)

Garber:

Court Garb, Fighting Garb, Monster Garb, Miscellaneous Garb

Smith:

Event Submission, Rules Submission, Newsletters, Miscellaneous Service-Related Projects

WARSKILL:

War skills will contain the following events. In each event 1st place will gain 3 points, 2nd place will gain 2 points, and 3rd place will gain 1 point. The person with the most points will be declared the winner.

- Single Sword
- Florentine
- Sword and Dagger
- Sword and Shield
- Great Weapon
- Open Weapon
- Weapon Scramble (The Weapon Scramble is a grand melee, where all participants place their weapons in the center of the battlefield then move away from the weapons an equal distance. The point is, first gain a weapon, then melee your way to a win.)

STATECRAFT:

All Crown positions must submit their platform in written form to me either by hand, or through e-mail no later than May 10th (2 weeks prior to Quals).

Will give a campaign speech in front of a audience.

Will participate in a short Q&A with the audience which will be moderated by me.

Any questions may be directed to me through personal e-mail or on the Wetlands Mailing List.

Kingdom Crown Qualifications Autocrat,

Jearden Threetoe, Esq

Baron of Granite Spyre

jearden@hotmail.com

The Kingdom of the Wetlands presents:
COLLEGIUM, REIGN XIV

When: April 12, 2003; beginning at 10:00 AM, ending at 7:00 PM

Where: Southeast Houston, Texas (directions are forthcoming)

Site Amenities: • Bathrooms • Indoors • Electricity • Kitchen
• Separate rooms for classes and fighting

The following is a list of educational opportunities being offered:

- **Garbing Room**—brought to you by Master Garbers of the Wetlands
- **Weapons Technology**—brought to you by Emperor Spyn Thrift N'Than and crew
- **Fighting Education**—courtesy of Whistler, Candy, and Rogue Company
- **Performance Artistry**—brought to you by Master Dragons of the Wetlands

Also available to have their brains picked:

- Sir Daxon will be available to answer all your *Chainmaille* questions
- Master Vincent will be available to answer your *glass etching, leatherworking, metal leafing, and embroidery* questions

Edible A&S Tournament

The categories are as follows:

- *Main Dish*
- *Side Dish*
- *Bread*
- *Dessert*
- *Beverage*
- *Adult Beverage*

There is a kitchen available on site, but you must bring your own pots, pans, and you *must clean up after yourselves!!!* The site has to be immaculate when we leave (it's a military base, they're neurotic like that).

If you have questions regarding a specific class or materials needed for said class, please contact that classes teacher. If you have any general questions regarding Collegium, or need contact info for any of the above teachers, please contact Raegan Tobyclothes (a.k.a. Laura Cissell) using one of the following: crescent_scar@hotmail.com, 281-804-0936, 713-861-7694.



Feast Gear fit for the King of the Orcs! This set was an entry at the Arts & Sciences Tournament at Midreign XIII.

DITCHING SUCKS

By Sir Feral Lynn Darkjester



I've traveled a lot in my Amtgard career. I've seen a lot, drank a lot and generally done a lot. In my travels I have noticed a rather startling trend. There are lands out there that strictly ditch battle. That bothers me. In fact, I'd go so far to say that lands that only ditch battle suck. It bothers me even more that I hear that Burning Lands is guilty of this quite often and, as such, many of their members come to Dragonspine for fun.

Don't get me wrong. I'm a ditch monkey and enjoy fighting. I love to swing a stick and kill people. Who doesn't? But, there is far more to Amtgard than ditching and when you leave the rest behind you do yourself and Amtgard a disservice.

Now, there will be those who will say that we are here to dress funny and hit people and that anything else is but window dressing on what is essentially a contact sport. To those people I can only have a bit of pity in my heart. For it is them that miss out on at least three quarters of what makes Amtgard great! I'm shocked and surprised that the 'founders' of the game have forgotten that. OK, so I'm not really all that shocked and surprised, and the fact that I'm NOT is actually more pathetic than my original statement.

But what, you may ask, is there besides dressing in pajamas and swinging a stick? Tons. There are battlegames (which draw new players far more than the ditch field). There are quests, tournaments, and service, running for office, arts and sciences and on and on.

There is a reason that there are four paths to knighthood. These are the four essential elements to a good land: Fighting, Service, Leadership, and A&S. Without any of these elements you are lacking something very necessary in your land, and in yourself. I suggest that anyone who doubts this check out the manuscript from Sir Theo's fourth belt. It was beautiful, and it espoused the four pillars upon which Amtgard is built. From memory, and this may be faulty, it said something like: The crown lead us to the mountain, the flame built the mountain up to its height, the sword defended the mountain and the serpent made the mountain beautiful.

If Amtgard is merely about swinging a stick then lets get rid of the kinds of knighthood, get rid of the foam and all go to SCA. There we can swing a stick and mean it, and not be bothered by any of the other pansy stuff like battlegames (Classes? Can you hit that?) or garb (garb? what's that?) or anything else that makes Amtgard what it is. I'll stand by my original statement: LANDS THAT ONLY DITCH SUCK!

A BRIEF HISTORY OF PETER LA GRUE AND THE FOUNDING OF AMTGARD

by Matthew Amt

My sister Katy and I got our start in reenacting back in the 80s with Markland, the local medieval group. Not long afterwards, we also discovered Dagorhir, a fantasy-medieval padded-weapon organization, which was a blast. One of the group leaders in that was Jim Haren, then known as Musashi, and I fell in with his band, along with a few other folks, mostly teenagers. We had a great time! Musashi always had incredible stories to tell, both war stories from past battles and real life experiences. He was a bit of an odd duck, always changing (or losing) jobs and living in various peoples' basements and closets.

And there was quite a rapid turnover of members in his group, and he kept declaring the group dead and then reincarnating it with a new name. If I remember correctly, the succession of groups went like this: Kagehiri and Clan Kykushin (he was Kykushin Musashi, and I think Kagehiri was supposed to supplant Dagorhir in general), Warriors of the Golden Dawn, The Sons of the Black Death Jungle Combo and Storm Door Company ("A Division of Elyss Industries") (hey, it was made up by a committee!), then one or two battles calling ourselves simply "Us". Then he discovered another padded weapon group called Emarthnguarth, and we got into that as the nation of Zem-tuo. When that organization came apart due to politics among those in charge, we went with the larger splinter organization, Ealdgestreon, as the nation of Vandlung (Danish for "Aqualung", Jim's favorite Jethro Tull song).

Somewhere along the line we started hearing the strangest stories about him, though he was always puzzled and aggrieved that such-and-such a person should have taken a disliking to him! Then it began to dawn on us that his version of a particular event could be wildly different from that of other people involved. Hmmm...

Well, to make a long story short, we eventually got it through our thick skulls that he was a jerk and a liar, and, in real life, a total loser! He decided to have his character Musashi commit public suicide (as some sort of apology to the world), then reappeared minutes later as Peter la Grue. Things didn't really change much. It couldn't have been more than 3 or 4 years that this all went on, but it seems like more.

On several occasions Jim went travelling or moved back to El Paso (his family's home), and my sister and I kept our little group together and battling. He had appointed me Warlord and I was in charge while he (being King) was away. After one of his returns from Texas he told us he had started a new group and named it Amtgard in honor of us, his best friends. We gagged a bit, said "Uh, gee, that's great, Grue", and thought, Gads, he's done it again, and lured yet another band of kids to their doom! Eventually we ALL got sick of him, and he threw a tantrum and left for good.

It must have been not long after, at one of my last Dagorhir battles, one of the guys in charge was showing us a letter he'd gotten from someone in Texas. The name was different, but it was Jim Haren's handwriting!! He had, he said, just learned about Dagorhir and was surprised to find that the rules were so similar to those of his own group, Amtgard! "Of course!" crowed I, "it's because he photocopied the Dagorhir rulebook!" We all had a great laugh.

A couple years ago I was put in touch with another Amtgard member (some question about costuming, I think), and discovered the group's website. It was quite startling to see how large and far-flung it had become. Reading through the archives, I found references to the exact same kind of troubles with la Grue that we had had—eventually Amtgard had thrown him out, too. I like to believe that Amtgard has flourished not because of him, but in spite of him.

It's clear now that however it got started, Amtgard's rules are much more involved and complex than Dagorhir's, particularly the character classes. Lots of D&D there, which is great.

So that's the history of Amtgard as I know it, seen from afar. For a closer look, check the archives on the Amtgard site, or consult one of your elders. Like I said, I wish I had time to fight again, but I'm so heavily into several living history periods that there just isn't time. (And at 38, I'm not sure I could keep up with the younger warriors, either.) Now I am Quintus, guru to Romans all over the world, while the medieval world knows me as Aelfric, Authenticity Nazi of Markland. In the American Revolution I have been many things but am currently happy as a grunt with a musket in the ranks. (Though they tried to promote me to corporal at my last event. . .) I expect Jim Haren/Peter la Grue is still sleeping on park benches, selling blood plasma to survive, and scrounging foam and duct tape for a new sword.

Who knows what he'll do next? But really, who cares?



We don't need no stinkin' Class Battle! The gang down in Stormwall make Ring-the-Bell Militia Battles their game of choice.
photo courtesy Elmy Wildthorn

THE WETLANDS ELECTED NOBILITY SPRING 2003

KINGDOM OF THE WETLANDS

Monarch: Emperor Spynthrift N'Than

Regent: Lady Raegan Tobyclothes

Prime Minister: Sir Morgan Ironwolf

Champion: Rycochet Pondskeeper

GRANYTE SPYRE

Baron: Jearden Threetoe

Regent: Tavi Threetoe

Senechal: Sir Feral Lynn Darkjester

Champion: Sir Damien Flynn

MUSHROOM SHRINE

Baron: Callidus Alchemar

Regent: Black Rose

Senechal: Vacant

Champion: Orel McJope

CRIMSON MOON

Sheriff: Ravenna DeLoki

Regent: Tempest Fyre

Senechal: Rhiannon Maelwaedde

Champion: Alucard

DRAKENFJORD

Sheriff: Cedric Einarsson

Regent: Vacant

Senechal: Katrin Karlsdottir

Champion: Vacant

IRONWOOD

Sheriff: Bjorn

Regent: Vacant

Senechal: Hafgar

Champion: Chauslin

STORMWALL

Duke: Nomad

Regent: Grimace

Senechal: Elmy Wildthorn

Champion: Ozzy

MORDENGAARD

Duke: Jaeden Ironwolf

Regent: Vacant

Senechal: Megiddo

Champion: Zachary Ironwolf

SHADOWKEEP

Duke: Redhawk Longwing

Regent: Ascolis Wyldfire

Senechal: Ladyhawk Longwing

Champion: Dregon Daiwalker

ROGUE'S HAVEN

Sheriff: Worrak Darkedge

Regent: Vacant

Senechal: Worrak Does This Too!

Champion: Skrotch Pondskeeper

WATERWOOD

Sheriff: Lythis d'Eloessian

Regent: Vacant

Senechal: Vacant

Champion: Vacant

THE WETLANDS MEMBER GROUPS CONTACT INFORMATION

DUCHY OF STORMWALL

Jack Brooks Park, Hitchcock, TX
Elmy Wildthorn (Joel Blackman), 281-316-1360, rejecto@yahoo.com
Sundays 1PM until Dark

DUCHY OF MORDENGAARD

Bee Creek Park, College Station, TX
Jaeden Ironwolf (Jacob Schumacher), 979-776-1349, jaeden@cox-internet.com
Sundays 2PM until Dark

DUCHY OF SHADOWKEEP

Grace Dunn Richardson Park, Lufkin, TX
Ladyhawk (Denise Price), 936-639-5207, rpdpwj@lcc.net
Sundays, 2PM until Dark

BARONY OF GRANITE SPYRE

Memorial Park, Houston, TX
Baron Jearden Threetoe (Shawn Davis), 281-610-0796, jearden@hotmail.com
Saturdays 2PM until Dark

BARONY OF THE MUSHROOM SHRINE

Strawberry Park, Pasadena, TX
Callidus Alchemar (Jim Macktal), 281.221.1089, callidus@houston.rr.com
Tuesdays and Fridays, 7PM until Late

SHIRE OF CRIMSON MOON

Prejean Memorial (Brentwood) Park, Lake Charles, LA
Katzushima (Matt Mevis), 337-478-1310, srgmmatt@icqmail.com
Sundays, 2PM until Dark

SHIRE OF ROGUE'S HAVEN

Rose Rudman Park, Tyler, TX
Worrak (Rob Klinger), 903-581-7103, worrakdarkedge@hotmail.com
Sundays, 2PM until Dark

SHIRE OF DRAKENFJORD

Sam Houston University (Student Center), Huntsville, Texas
Cedric Einarsson (Randy Robertson), 936.439.9883, fuzzybreeks@yahoo.com
Fridays, 5PM until Dark

SHIRE OF WATERWOOD

Oyster Creek Park, Sugarland, TX
Lady Scout (Scout Granier), 281-933-3588, lythisb@netscape.net
Sundays, 2PM until Dark

OUTPOST OF IRONWOOD

Kasmiersky Park, Conroe, Texas
Hafgar (Ben Bonnet), 936-203-1912, ben@myrddincd.com
Sundays, 2PM until Dark
Ironwood also meets Tuesdays at the same park starting at 7PM until Late.

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A Division of
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