

# TALES OF THE



# BURNING LANDS

VOLUME 10 ISSUE # 1

# Court For Burning Lands92-3

King Terrarin of ShadowDale  
Princess Consort Andrasha  
Prime Minister LadyHawke  
Scribe Arkane & Gryphon  
Champion Nikos  
Defender Terax

## Royal Guard

The Guard Lists were Unavailable at Time  
Of Print. We hope to rectify this next newsletter

## Guildmasters

Anti-Paladins	Archers	Assasins
None	Nikos	Dink
Barbarians	Bards	Captains
Caliope	Deimos	Talinor
Druids	Healers	Knight
Talinor	Mandrake	Tawnee
Monk	Monster	Paladins
Carlton	Terrarin	Tawnee
Reeves	Scout	Warrior
LadyHawke	Nikos	Naes
Wizard	Art	Artisan
DeathStalker	Jetara	Andrilane
Gladiators	Garbers	Heraldry
Terax	Kayrana	Tawnee
Literary	Minstrels	Smiths
Astrean	Mandrake	Naes

## Theater RoseBriar

## Board Of Directors

President Ladhawke	Carlton
Terrarin	Delion
Astrean	Honto

## Reeves Guild Members

LadyHawke	DeathStalker	Mandrake
Terrarin	Belgarin	Argon
Dink	Carlton	Gandar
Talinor	Kalbrit	Tawnee
Aramithris	Rakasta	Andrasha
Raphael	Otter	Kayrana
Rosebriar	Asmund	Quinn
Ghee	Nikos	

# Unto the Populace of the Lands that Burn.

I suppose now it is my turn to write the letters to the populace, make "critical" decisions for the club, and add to the chaos that makes Amtgard. I must say that I knew what I was getting into, and already I don't plan on making everyone happy. It can not be done, and history proves it. I make no promises yet. I see many different things that need to be accomplished. Maybe I'll be the one to get them done, who knows? But my reign has just begun and all will have to wait for progress, including myself.

But in the meantime, I would like to see more "atmosphere" in Amtgard. Such as registering personas and heraldry. The Amtgard book of heraldry has resurfaced and Princess Andrasha and Grand Duchess Sir Tawnee Darkfalcon will be registering personal, company, and household devices. If your devices are not registered I encourage you to do so now. In this newsletter is a copy of a person a registration sheet. I think everyone should fill it out (and return it to the Prime Minister) so that accurate records can be kept of those in Amtgard. Plus it encourages the development of personas, histories, etc. in the club.

Finally, I need to clear up a problem that came to my attention. It seems that at CLAN X there was a Burning Lander (whose name will not be disclosed) who fraudulently claimed he owned half of the copyright to the "Amtgard Rules Of Play". The details are long and tiresome, but all should know that the copyrights are good for fifty years after the death of the author, and the copyright for the "Amtgard Rules of Play" is named under the Burning Lands B.O.D. A copy of the certificate should also be in this newsletter. Until next time...

Terrarin King of the Burning Lands

Scribes Note: A Persona Registration sheet was not available

I am the new wizards guildmaster Deathstalker most of you know this but some don't. Well, first I would like to thank all those people who voted me in. I'm going to do the best I can to help with anything I can. I have noticed a lot of arguing over the rules for Extension. Whether when you say it: is it gone or you have to finish your spell? Well, as soon as you say it the extension is used up. If you don't finish your spell o well. Well that is one I cleared up. Now I would like to congratulate Terrarin, Andrasha, and everyone else who made a new position whether King's Guard or Guild Master.

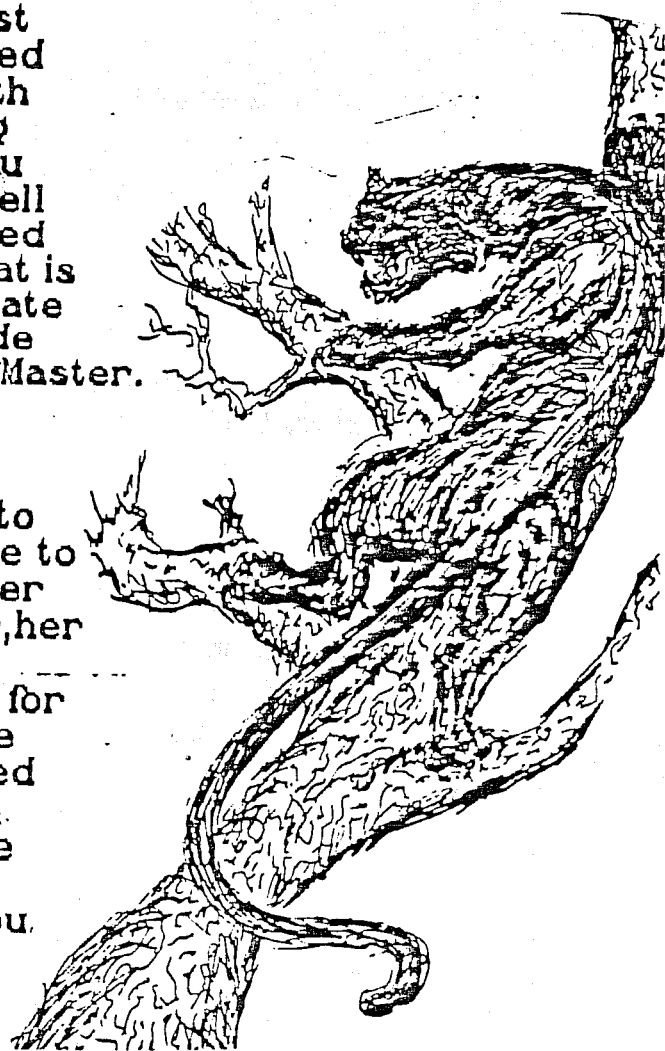
Shallgrim Deathstalker

As the Guildmaster of Healers, I would like to thank those who supported me. I would also like to thank Kayrana Lissa for serving as Guildmaster before me. I hope that I can equal, if not better, her well-done performance as guild master.

A message to healers: I will begin checking for appropriate garb and spellbooks. Over the time that I have been going to Amtgard, I have noticed that the people are using things like squire's belts for a Healer's sash. I would like to see the rules enforced much more.

Again, as Guildmaster of Healers, I thank you.

Mandrake



Warriors Guild, Smiths Guild

Will sponsor an end of month tourney each month.  
It will be in an Order of The Warrior Format.  
Single Elimintaion, Retaining Wounds between rounds.  
1st Tourney: Open. Tourney open only to people  
with less than 9 orders of the Warrior (8 or less).  
Duke Sir Naes Weisdrake. Guildmaster

Calling All Barbarians

Argh Argh Argh

Got any Ideas, thoughts, questions or gripes about  
the guild? Submit them to me...and we'll go from there!  
Lets Have some fun with this class and show everyone  
that it's the best class out there!

Fight Well Fight Proud Fight Strong  
Lord Caliope Crosswinds. Guildmaster Barbarians  
751-1521

# CHOICES FOR TENTH YEAR FUNDS

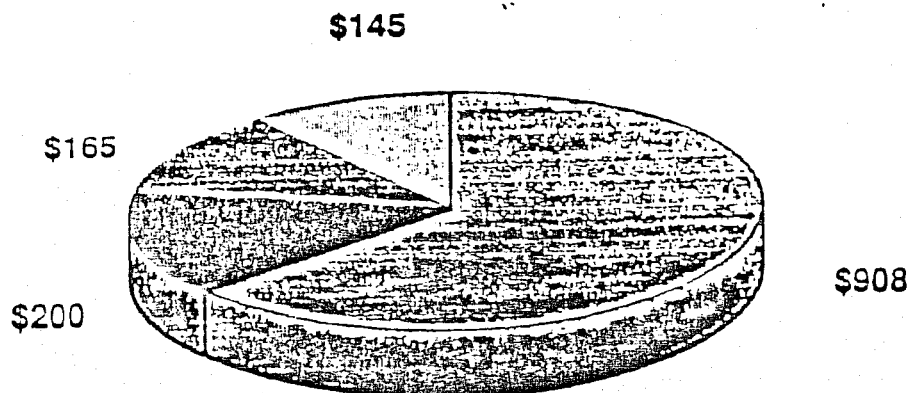
1: The Tenth Year fund shall be returned to all parties which either donated or raised money and their shall be no Tenth Year fund .

2: Each Kingdom shall have two liason officers who shall inform thier own Kingdom of the fund status. Also another person (Astrean) shall have access to the account insuring safety. And the fund will remain.

## Tenth Year Financial Report

### General Financial Statement

Total Money Raised : \$ 1,418



7

■ Cash in Hand	■ Crown Tax	■ Expenses	■ Unpaid Pledges
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## **WANTED (mostly alive) Merchants and Encounters for Thieves' Quarter at Tenth Year Celebration**

*Thieves' Quarter will be an ongoing game during Tenth Year Celebration. It will incorporate both Merchant's Row, where transactions will be made in actual US dollars, and the rest of the Quarter, wherein transactions will take place in Amtgard scrip. The area will be roped off, and everyone who is inside the area is considered to be a part of the game. The Amtgard scrip will be issued at the gate, players are responsible for safeguarding their script either by personal combat, the hiring of mercenaries, or dealing with the bank. Script may not be taken outside the game boundaries. A detailed explanation of the rules for the game will be provided closer to the actual event.*

*At this time, I am soliciting Merchants and Encounters. Merchants will, as mentioned above, be selling real goods for real money. Merchants will be requested to pay a fee of \$10 for their space. For this fee, they will receive a table and one chair. Additional tables will be available for \$6 each, additional chairs at \$1 each. Merchants will be asked to contribute 10% of sales over the first \$100. This money will be used to pay for the tables and chairs, the boundary ropes and markers, the scrip, and any other expenses associated with Thieves' Quarter. At the end of the event we will ask Merchants to donate goods which will be auctioned for the scrip, rewarding players who amassed earnings during the game. Should any extra monies be left after the expenses from the game, the monies will be used to purchase gift certificates from the Merchants to be auctioned as well. I am planning to run a restaurant during the event. Merchants selling any sort of legal merchandise are welcome. Some merchants I would really like to see include: garb, garb accessories, weapons both real and Amtgard, a hair washing booth, and someone taking items on consignment. If the babysitting service being organized as part of the main event falls through, a babysitting service would make an excellent Merchant booth.*

*Encounters should be economically oriented, with all transactions taking place in Amtgard scrip. What they consist of are pretty well open to the imagination. We definitely need a group of volunteers to run the bank. The bank will charge interest on the monies banked and use the profits to hire mercenaries as needed to defend the money, or to place bounties on the heads of would be bank robbers. Other ideas for encounters include: A kissing booth, a massage parlor, and a "house of pleasure (or maybe whips and chains), where lonely warriors might spend some platonic time in the company of the opposite sex. Shops for each of the Gladiators', Assassins', Wizards', Healers', Druids', and Bards' guilds, where protection, magic and murder can be bought and sold. Independent members of these guilds may sell their services on the street corner, the guilds may wish to post bounties on these unlicensed entrepreneurs. Speaking of protection, someone could start a syndicate and sell protection to the shop owners, who are as subject to robbery as the passers by. Fortune tellers, soothsayers and palmists could ply their trades, belly dancers, minstrels and street entertainers could brighten our street corners. People who wish to sponsor an Encounter area are responsible for the construction and decoration of their area. Tables and chairs will be provided for free if possible, if not, they will be available at the same rates quoted above. We will likely have awards for the best encounter area and best role-playing. Fighters and non-fighters alike can enjoy this game.*

*Everyone will receive the same amount of scrip, regardless of rank. It may be possible to purchase extra scrip with a cash donation if you truly desire to flaunt your wealth. Whether this will be allowed will be decided at a later date, and the monies thus gained would be reinvested in the Quarter in terms of supplies and prizes. Merchants and Encounter personnel will be issued scrip just like everyone else, they are considered to be playing the game. Signs will be posted outside Merchants' Row indicating that theft and rough housing are not allowed on Merchants' Row. The Merchants may wish to form a Merchants Association and use their scrip to hire mercenaries to guard and patrol the row to enforce this rule. Both Merchants and Encounters are urged to use their scrip to hire employees. For example, I hope to hire some serving wenches (male and female) to work in the restaurant. A pouch will be issued with the scrip, players must keep their scrip in that pouch. The scrip may be stolen, but the pouch may not. No scrip may be taken outside the game boundaries. If a player wishes to leave the game area, they may bank their scrip or leave it with a friend. Merchants should not hold scrip for other players, as it offers an unfair advantage due to the ban on theft inside Merchants' Row.*

*If you are interested in being a Merchant or designing an Encounter, please contact me. I would like to get an idea of what people are interested in fairly early, so I can start a skeleton map of our Thieves' Quarter. Contact me with your ideas, suggestions and questions at 565-3659, or write 2324 Federal, El Paso, Texas 79930.*

**Tawnee Darkfalcon**

TX 2 027 481

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1st, 2nd, and 3rd editions of the handbook: Amtgard Rules of Play

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# Cultural Results

1.Terrarin 17 points	13.Mandrake 4 Pts
1.Tawnee 17 points	Deathstalker 4 Pts
1.Jetara 17 points	Caliope 4.Pts
4.Aramithris 15 points	Damian 4 Points
5.Andrialane 12 points	Weilok 4 Points
6.Argon 11 points	19.Raphael 3 Pts
8.Paloma 8 points	Dink 2 Points
8.Andrasha 8 points	Remstar 2 Points
11.Garlon 6 points	22 RoseBriar 1 Pt
12.Nikos 5 points	Caspin 1 Point
13 Otter 4 Points	Terax 1 Point

## On GuildMaster Abilities

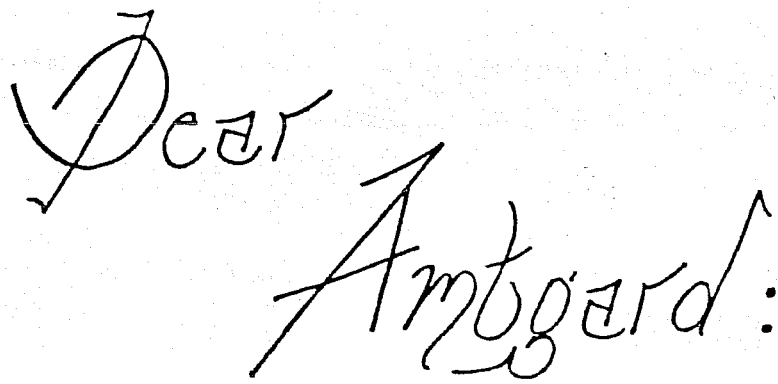
Have you ever wondered why the Guildmasters of Druids and Scouts have additional abilities over the rest of their respective classes, whereas no other Guildmaster Does? Since a Guildmaster is a representative of the highest level of achievements in a class, the additional abilities are understandable, but if one Guildmaster has such benefits, so should they all. Otherwise, none should. These abilities should not be extremely powerful, just a little something to set the Guildmaster apart from the rest. I've compiled a list of suggested abilities below. Naturally, there will be differences of opinion regarding these suggestions. If you approach your Guildmaster about this.

The Guildmaster of Druids currently has one additional life and an additional Pass Without Trace. This is reasonable. The Guildmaster of Scouts has one additional life, and 5 points of first and second level Druid magic. Thus, the Guildmaster could have four points of Barkskin and a Magical Arrow. This is too powerful. The 5 points of Druid magic should be dropped. A Scout is a woodsman, not a magician. Personally, I think the Guildmaster abilities should be dropped. That way, a Guildmaster can distinguish himself by personal merit in the portrayal of his class rather than special abilities. However, I realize that many more people would oppose this idea; that's why I've presented this alternative.

Anti-Paladin-Honor Duel once per game Paladins are not immune  
Archer-Enchanted Arrow useable once per game (as wizard spell)  
Assassin-One additional ability from list, no duplicates to which level they are entitled.  
Barbarian-May carry one enchantment per game.  
Bard-One additional life  
Healer--2 spell points total, applied to any level entitled to  
Monk-Pass without trace once per game (as the Druid ability)  
Paladin-Honor Duel once per game Anti-Paladins are not immune  
Warrior-Harden Shield becomes once per game  
Wizard--2 spell points total, applied to any level wizard is entitled to

Korric





Twine

Unto the populace of Amtgard . Greetings, I Carl Argon Darkwolf esquire am concerned for the life of Amtgard. There are many people out there who would like to undercut our new king. I myself was not happy with the outcome of our last election. I am willing to give Terrarin the benefit of the doubt. Amtgard has enough problems without anyone intentionally causing more. So I am asking the people that were talking about causing alot problems for Terrarin please don't.

I also have a couple other problems that I would like to bring to the populace. First is my old class the Assassin. I have noticed that alot of the assassins out on Saturdays are not wearing the appropriate garb (i.e.masks,headbands). If the Guildmaster of Assassins would like some help all you have to do is ask.

The second is regarding the corpora. In the corpora it states that the monarch will receive the title of Duke and Knight of the crown. I agree with what Duke Sir Talinor said in his last letter in the last newsletter, when he said that just because you were king does not mean you automatically become a Knight I think this is a subject that needs to be discussed at the next allthing. Thank You.

Carl Argon Darkwolf, esquire

## How to Create New Classes without Leaving the Old Ones by Lawrence Darkdoun

The other day after Amtgard, Naes and I were talking about this latest resurgence of everybody wanting to create a dozen new classes. We agreed that anyone with half an imagination ought to be able to do just about anything they want using the classes we have now. Anybody without half an imagination ought to be an accountant instead of a sword wielder (no insult to accountants who also have imaginations). We talked about both writing up some ideas on how to adapt existing classes to meet the needs of those wanting to play other "classes" of characters. By adapt, I don't mean change the existing class, just change the perception of what that class is and what its abilities mean. Following are my ideas for some "new" classes which can be played quite well within the existing rules frameworks. Several of these are propositions already on the table here and in other lands as additions to the rulebook, others are ideas which follow the same lines. I think none of these changes are necessary, read on and you'll see why.

### Duelist

*This is the simplest of the proposed classes to be reproduced. You can play it as any class which will allow you to carry two swords, preferably over 3' in length. Both Zorro and the Dread Pirate Westley were Duelists, and both wore masks, they could be interpreted as assassins. For an unmasked Duellist, I would choose Monk, for its multiple magic immunities and the ability to block arrows. You can interpret your magic immunities as skepticism, "Hah, I scorn your silly sorcerous mumblings!" or something similar. Wear frilly, lacy clothes belted by a sash of the appropriate color, carry two thrust only longswords and dance about the field hurling polite epithets and slanderous remarks at your foes and charming all the members of the opposite sex. Keep that sparkle in your eye. If you want to use your luck to dodge a blow, feel free to do so. If you dodge and it hits you anyway, well, I guess you weren't so lucky after all.*

### Pirate

*This class is pretty much the same as a Duellist. The costuming is obviously different, and a Pirate might choose a boathook/staff over the rapier. But the theme is the same, choose a class which allows your weapons, wear pirate garb with a sash to mark your class, and dash about the field calling your team members "matey", your enemies "scurvy landlubbers", and hunting for buried treasure.*

### Samurai

*Carry Amtgard legal versions of the traditional blades of the Samurai. Call the longest your nameblade. Treasure it, treat it with respect. When it is destroyed in battle, you may wish to commit "seppuku", as it will be regained when you leave nirvana.*

*Wear traditional Samurai garments and armor. Act as a Samurai would act. Learn a few Japanese words, especially challenges, to sprinkle into your dialogue. Learn and adhere to the Samurai code of honor (which is considerably different than the medieval code of chivalry or the cowboy code which we tend to assign as knightly virtues).*

*Play a high level warrior, paladin, or anti-paladin. Encode the special abilities of the class you are playing into the traditional Samurai abilities. For example, the Warrior*

*bladesharp or the special killing properties of the Anti-paladin "poisoned" blade are due to your weapon being a nameblade. Paladin healing is attained through meditation and accupressure, the magical immunities of Paladin and Anti-paladin achieved through strength of will. Interpret the class abilities in light of the Samurai persona.*

*If you want to challenge a player to an honor duel, do so. The opponent isn't required to accept and no one on either team is obligated to revere the sanctity of the challenge.*

### Thief

*I can think of three basic types of Thief. The sneaky, slip it in your pocket if it isn't nailed down type doesn't have a battlefield application, besides, we have plenty of real life versions of this scum plaguing us already. This leaves two others, the highwayman and the con artist. Highwaymen have been depicted as masked bandits in everything from westerns to the surfer bank robbers in Point Break. Assassin is the obvious choice for such a role. For the con artist angle, I would choose bard. Following are the bardic spells and some loose interpretations of how a con artist might have the same abilities.*

*Presence: a common Thief is beneath the notice of these characters.*

*Visit: even an unwelcome shyster can't be attacked or arrested while breaking no laws, and Thieves are generally presumed to hold no allegiance or honor, so no one would think them an enemy soldier.*

*Charm: also known as fast talk -- the patsy is convinced he actually wanted to do what the Bard/Thief suggests*

*Truth: through canny conversation, the Thief can weasel information from unsuspecting marks.*

*Legend: gathering a crowd with a sparkling display of fast talk and half truths, the Thief keeps their attention till (and if) they realize they're being conned.*

*Lore: through exceptional conversation skills, the Thief can weasel whole life stories out of people.*

*Emotion control: the persuasive power of the Thief is so great he can convince a mark he is something he isn't. The mark is so convinced, acts so convincing, that others react to him as if he is what he seems.*

*Mimic: disguise is the most basic of a Thief's tools.*

*Druid magic: after all, he is a Thief, isn't he? Spells from a stolen scroll are just as powerful as those earned through study, ask any D&D player.*

## Pyromancer

A person who wanted to play a Pyromancer should set sights on the Sword of Flame. Competing on a really good quest team would be a start, but I'd even go so far as hiring another quest team or two myself, trading garb or weapons for the use of the relic. Flame oriented clothing in vivid, flowing reds and yellows to create the effect, with a sash of the appropriate class color. Following is a spell list for a sixth level Pyromancer/Druid armed with a short sword (hopefully the Sword of Flame) and a fourth level Pyromancer/Wizard with florentine short swords.

<u>Cost</u>	<u>Spell</u>	<u>Uses</u>
<i>First Level Druid:</i>		
1	Sword	
4	Heat Weapon	4/L
<i>Second Level:</i>		
1	Sword	
4	Magical Arrow (Flame arrow)	4/G
<i>Third Level:</i>		
1	Sword	
4	Protection from Flame	4/G
<i>Fourth Level:</i>		
1	Sword	
4	Flamewall	4/G
<i>Fifth Level:</i>		
1	Sword	
4	Flameblade	2/G
<i>Sixth Level:</i>		
1	Sword	
4	Fire Trap	4/G
<i>First Level Wizard:</i>		
2	Swords	
4	Heat Weapon	4/L
2	Bladesharp (Flaming blade)	2/G
<i>Second Level:</i>		
4	Swords	
4	Protection from Flame	4/G
1	Lightning Bolt	1/B
<i>Third Level:</i>		
2	Swords	
4	Fireball	4/B
<i>Fourth Level:</i>		
4	Swords	
4	Pyrotechnics	4/G

As you can see by this handful of examples, you can play lots of different classes just by varying your interpretation of existing classes. No one says a Barbarian must be a Cimmerian, an Assassin must be a pajama weasel, or a Bard must be a bad Vegas lounge lizard. The whole point of Amtgard is to exercise our imaginations. So, come on guys, stretch ... you'll be surprised at your reach.

## CHAPTER ONE

His eyes misted over and his head shook in disbelief. For the first time in a thousand years, the silver glow of the moon was haloed by a fantastic golden aura. Through his pain, he almost smiled: wizards and sages would marvel, and perhaps argue, about its singular beauty for years. He knew what they didn't. He had been waiting for this day for more years than even he could remember. But now, looking into the dry Midsummer's evening sky, he could only feel the dread of an unwelcome responsibility. Again and again, he thought to himself: 'Why now...Why now?'

He heard the footsteps - only he could have. As the greatest of the Trinan, he could hear the heartbeats of every living thing in Grandwood Forest. Even the druids - whose movements are as silent as still air - could not move without alerting their master.

"Master Kelorn...?"

With a sigh, he brought himself to his full height. "Yes, Driana," the Grand Druid whispered to answer her silent question, "the sign has been given. It's time."

"We should have told him years ago - he's not ready."

"He is his father's son. Lord Mendin has trained him well in the arts of combat. His mother's faith and wisdom run deep within him. And most of all, Cassimir has chosen him - he is ready."

*By Myridon, he must be ready!*

\*\*\*

Slowly they circled each other. He knew that his enemy was older, more experienced; but those elven eyes always seemed to sparkle just before the swing.

This time, they didn't.

The air whistled as the steel of the elf's blade flashed in its vicious arc. Quinn's clumsy rush to parry the unexpected swing left him off balance - and off guard. His enemy fairly howled with excitement as the blades crashed against each other. With a deft movement, the elf forced the human's blade down and out of its owner's hand. The ring of steel on stone heralded the end of the fight - and Quinn looked into the victor's eyes to await the final stroke.

It came in the form of a melodic laugh.

"Quinn, you orc-faced jester, you can do better than that."

"I know, Kerwyn. You got lucky."

"Lucky?!" Kerwyn snorted, "Luck had nothing to do with it. You got careless and it cost you. Next time, I'll knock on your backside."

"I don't think so." Suddenly, the human dropped to the floor and, with an almost elven dexterity, rolled toward his dormant sword. Before Kerwyn could steady himself, Quinn's hand wrapped itself around the hilt of his weapon and the human brought himself up onto one knee. Crouched there, with his blade at the ready, Quinn's size advantage was lessened; but he had made his point. There would be a re-match.

"I'm afraid it will have to wait, my sons," another voice echoed in the vast hall. The voice was thin with age but it held an unmistakable authority that carried it into the farthest corners of the massive room. They knew the voice better than they knew their own; and there was something else in it now, something that neither of them had thought they would ever hear, something that sounded unusually like fear. It made them both nervous.

not been for three brothers. One of them, Jarog, was a cleric of our god, Cassimir. Cassimir knew that Jarog and his brothers were faithful and so he granted to Jarog the power to create a mighty weapon with which to drive Gormorgan back to the Great Chasm and to restore the balance of the world. That weapon was called the Scepter of Power. One of your ancestors rode with the brothers into battle against the Evil One and saved Jarog at a crucial moment. Thus, when the battle was over, your ancestor was granted that he too could wield the Scepter. However, the Scepter was not needed; and, finally, it was buried with Jarog in a hidden tomb somewhere in Estoril."

"Estoril?" Quinn couldn't stay quiet any longer. The journey, the worry in Mendin's face, and the grave tone of Kelorn's voice worried him too much. "I've never heard of such a land. Why haven't I heard any of this before? And why are you telling me now?"

"I am telling you now because the Scepter's power is needed now. With your father's death, the responsibility has fallen to you. Estoril lies beyond the Great Eastern Sea."

*"You must go there and retrieve the Scepter of Power."*



