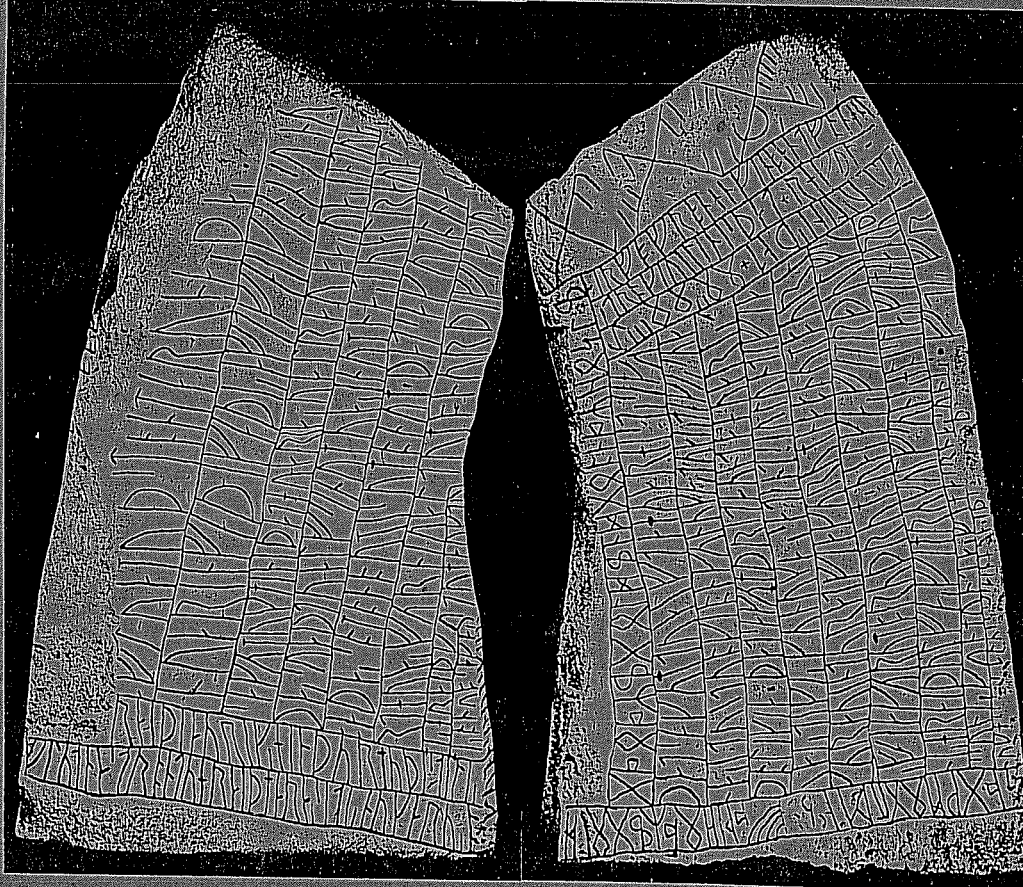


Tales From the Burning Lands



Runic stone— Rok, Sweden. The inscription celebrates the bravery of a young warrior who died in battle. This 5x8 foot stone dates from the early ninth century.

Volume 13, #4

"Clan 13 is Coming"



Tales from the Burning Lands



Volume 13, Number 4
(June, 1995)

Editor: Gwynne
Staff: Alethea, Aramithris, Asmund, Ivar

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Art courtesy of Terarin and TFBL Staff



►►The 25th Court of the Burning Lands◄◄
(the land between Midgard and Valhalla)

King Aramithris of Meadowlake	Skald Deimos Andalsa
Prince Ivar Nefarious the Boneless	Scribe Gwynne of Tarnlea
Champion Raphael Andalsa	Thane Bolt O'Saurus
Defender Gilos of Meadowlake	

†Housekarls: Asmund, Axgar, Caliope †The Fyrd: QDink, Otto, Cyric, M'Deth,
Trinity, Caliban

🧡 Arts and Sciences Guildmasters 🧡

Art - Gwynne	Limners - Gilos
Garbers - Kat	Artisans - Alethea
Smiths - Ahira	Literature - Asmund
Sages - Ivar	Gladiators - Bolt
Vitners - Axgar	Minstrels - Scarhart
Engineers - Ghee	Scriers - Astrean
Theatre - Deimos	Drama - Kathon

† Fighting Guildmasters †

Paladins - Ahira	Druids - Raphael
Antipaladins - M'Deth	Scouts - Terarin
Knights - Trinity	Archers - Quinn
Barbarians - Axgar	Assassins - Shendo
Healers - Guido	Bards - Deimos
Warriors - Trinity	Circle of Steel - Asmund
Wizards - Raphael	Monks - Caliban
Monsters - Rakasta	Reeves - Aramithris
Quests - Asmund	

From the Scribe:

Gwynne here... I will be your Burning Lands Scribe for the next six months and will attempt to produce for you no fewer than three newsletters. Please note that I am shamelessly soliciting articles, artwork, cartoons, fiction and etc. for the newsletters. This is of course the June issue with additional issues planned for August and October. If you have an opinion on something, news from other groups, an article on some facet of Amtgard you think would be interesting and/or informative please get in touch with me at the park.

Unto the Populace: Well, the dust has settled, and here I am, sweeping off the dust for yet another reign. Why run again, one might wonder? Well, a lot is happening to Amtgard International, the growth rate is explosive, and frankly I didn't want the Burning Lands to be left behind. There is a lot planned this reign. To wit (but not necessarily in order of importance, I'm looking at:

1. Updating the Rulebook to supplement 6.1, and possible reformatting it to a nicer format.
2. Working with B.O.D. president Ivar to update our 8 year old corpora.
3. Aiding Ivar in getting the Monster Handbook done by Clan.
4. Working with everyone, especially the Golden Lions and Saracens, to ensure that the 500+ people at Clan have a truly memorable time.
5. Aid in the development of legitimate Amtgard groups such as Caer Sidhe, Silver Water, and Wetlands, while putting a damper on the negative politics such as Midnight Sun and the small breakaway groups in Colorado and Oregon.
6. Aid in the development of Amtgard International, especially in foreign countries (Portugal, Finland, Russia and in promoting new interkingdom events such as the Mystic Seas—Iron Mountain's war in Idaho.
7. Work towards long-term events, such as the 1996 Olympiad in the Iron Mountains and an Amtgard presence next year here in El Paso at Westercon 49.
8. Dealing justice in the situation of the former monarch who disappeared with \$500+ of your dues and funds. (I've already made headway here).
9. More special events and promotion for Amtgard (already 2 movie demos, a bookstore demo, and 2 quests in the works).
10. Establish a stronger Amtgard presence on the internet, such as helping the various MUSH projects initiated by Ivar and Astrean.
11. Showing the Burning Lands banner and presence in foreign lands. (6 road trips planned in 6 months).
12. Expansion of the services rendered by the arts and sciences guilds. Some of these projects are already bearing fruit—especially as relates to Clan.
13. Publication of the Amtgard Book III— which will have articles on all aspects of Amtgard.
14. A reorganization and catch up on the Amtgard records (already have started on this).

That's not all— and yes, I do have a life outside of Amtgard (Argh— time to write? Me?). Anyway, things are going well, and we do have an entire series of parties also planned throughout the summer. One negative note— thus far the ratio of my days in office to those whining for special treatment is about one to one. This won't work, not if we want Amtgard to work for everyone. The heart and soul of Amtgard resides here in the Burning Lands. That is something that should never be abused.

In service in this 13th year since our founding,
Aramithris, Rex V KF/KC/KS/KW

Unto the Populace: Well, the dust has settled, and here I am, sweeping off the dust for yet another reign. Why run again, one might wonder? Well, a lot is happening to Amtgard International, the growth rate is explosive, and frankly I didn't want the Burning Lands to be left behind. There is a lot planned this reign. To whit (but not necessarily in order of importance, I'm looking at:

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Aramithris, Rex V KF/KC/KS/KW

Coronation at Caballo

(or, why *did* they name a lake 'horse' by a butte named 'elephant'?)

It's now 2 days after the Burning Lands 25th coronation event and I figure I'd better get it down on paper while it's still reasonably accurate in my mind. First of all it was an exceedingly mellow event. In sheer numbers it was not large, only about 120 people attending. However the group/kingdom representation was outstanding to include Iron Mountains, Mordengard, Golden Plains, Emerald Hills, Dragonspine, Celestial Kingdom and the usual odds and sods from B.L.

Friday Night Revel and general tomfoolery at the Claw/Torrid encampment. Truth or Dare competition very revealing. Merriment continued till dawn.

Battlegames on Saturday in very hot weather contributed to some tired warriors and at least one case of mild heatstroke for Bolt. Fighting intense but erratic.

Crown Feast on Saturday donated by the Claw Legion (spaghetti with sauce a la Aramithris), the RAN (garlic bread), Trinity/Laura/Smauge (green salad and dressing), fresh (warm) watermelon (Ghee), and Mordengard (home made bread and soup) heated and served by Duke Zol of Mordengard and his Merrie Men and Countess Kat. Some cakes by Kayrana.

King Ivar's outgoing court was entertaining, short and to the point. Several gifts were bestowed by King Ivar that he brought back from his recent trip to Russia. Various awards presented. Thanks were given to everyone who contributed to his reign. Several assassination attempts tried and failed due to his fanatic royal guard and their rabid captain, 'Mad Dog' Gilos of Meadowlake.

King Aramithris' incoming court included announcements of the housekarls and fyrd (aka the royal guard Norse style), guildmasters and appointive court positions. All vampires partaking of the feast were informed they were dead, dead, dead (really!) because of the incredible garlic level of the spaghetti sauce. Clan XIII announcements by Caliban and Talinor. Gifts of drinkables in presentation bottles given to the royalty by Magewynn and Jheni. Xanthe accepted squireship from Gwynne.

Saturday Night Revels all over the site. Claw /Torrid gang exhibiting further blatant examples of idiocy to include wine box volley ball, terror by trout, and a guido/bikini fashion statement by Rift. Aramithris surrounded by high babe level ("It is *good* to be King")!

MISCELLANEOUS FROM THE MONARCH

Weaponmaster Results (Run by Ahira)

Overall	Single Sword	Sword & Shield	Florentine
Trinity-1st	Trinity-1st	M'Deth-1st	Thedro-1st
Thedro-2nd	Axgar-2nd	Raphael-2nd	Trinity-2nd
M'Deth-3rd	Thedro-3rd	Bolt-3rd	Damien-3rd
Damien-4th			
Axgar-5th			
Two Man Teams		Open Class	Flail & Shield
Damien/Thedro-1st		Trinity-1st	Gilos-1st
Caliope/M'Deth-2nd		M'Deth-2nd	Axgar-2nd
Raphael/Nikolas-3rd		Thedro-3rd	Damien-3rd



Awarded thus far this reign by Aramithris

Asmund-1 Lion	Trinity-3 Warriors (to 5th level)
Rakasta-1 Lion	Q'Dink-1 Warrior, 1 Griffon
Gwynne-1 Lion	Ivar-1 Zodiac, Grand Duke
Raphael-1Rose	Ahira-1 Rose, 1 Phoenix
Valeria-1 Rose	Axgar-1 Lion

Record Corrections (by Aramithris)

Otter-To 3 Warriors	Caliope-To 3 Warriors
Heather-3 Gypsy credits	Caliban-To 5 Warriors
Bolt-To 6 Warriors	Harmonia-2nd lvl Wench
Tyranny-To 4 Warriors	Eglacyia-3rd level Healer
	-2nd lvl Wench

UNTO THE POPULACE:

A lot has been said and done, rumored and explained away, on the whole sordid issue of missing Burning Lands funds. As the bank was legally liable for letting former monarch Ladyhawke illegally withdraw \$328.94 in funds, I am still pursuing our options with that bank. I intend on returning these funds to our kingdom's coffers. (The bank fired the teller who let Ladyhawke get away with her escapades). I do not feel this is enough, especially as the bank then declared that a 90 day limit had expired, and they would no longer pursue legal action against Ladyhawke (basically she stalled them by saying that matters were okay). Well, they aren't okay. Following is a copy of the bank's account signature card for Amtgard. Note that it requires two signatures (Janis Eye, i.e., "Ladyhawke," and Richard Strohmeyer, i.e. "Raphael"). Then look at the three withdrawal slips— only her name is on them. This is illegal, and in essence, the missing funds belong to you, the populace of the Burning Lands. Perhaps legal action in mundania is now unavailable to us, but there are still avenues within Amtgard.

The person in question has refused to answer her phone and mail (even certified mail), and has continually lied when approached to face to face by such kingdom and B.O.D. officers as Raphael, Kayrana, Ivar, and myself. Denials and threats have been all that was returned. This is not the behavior of a knight. Thus, in accordance with the decisions of the Burning Lands Allthing of 2/4/95, the B.O.D. meeting of 4/8/95, and the Belted Circle of 4/29/95, I am forced to take no other action. I am rescinding the honor I awarded to Ladyhawke on 10/30/93, and stripping her of her knighthood of the flame. No more will she be entitled to the red trim of Knights of the Flame. Alas, there is the issue of her Crown belt (which was awarded by Ivar). I will consult again with the other monarchs, the Allthing, and with former monarch Ivar. Assuming they approve, and the immediate return of funds and a public apology to all the populaces of all Amtgard groups is not tendered (before Clan 13) then I will take steps to remove that belt. Hopefully this sad precedent will not come to pass.

Yours in sorrow, and in service,

Amarmithis Rex V., King of the Burning Lands

ACCOUNT SIGNATURE CARD	
SUN WORLD SAVINGS, FSB	
"A CAPITAL STOCK ASSOCIATION"	
809 N. Mesa, El Paso, TX 79902 (915) 544-4611	
Style of Account & Primary Address	AMTGARD KINGDOM OF THE BURNING LANDS
	3500 RED FOX
	EL PASO TX 79936000036
	Account No. 1140697
	Date 03/04/94
	TIN 74-2487219
	DL No. TX 05697199
OPENED BY: MARTHA ONEAL	
<small>The undersigned hereby applies for Account(s) in the above named Institution under the Rules of Account and Schedule of Charges of the Depository and makes the applicable Special Agreements set forth on the reverse side subject to any related documents indicated below. The undersigned also acknowledge receipt of Truth in Savings Disclosure(s) applicable to the above account prior to signing this document.</small>	
REQUIRED SIGNATURES	
2 of the following signatures required on all orders and other transactions on the account(s) applied for:	
Signature	_____
Signature	_____
Signature	_____
ACCOUNT OWNERSHIP	ACCOUNT FUNCTIONS
(Initial)	

SAVINGS WITHDRAWAL

Name Amigard NOT NEGOTIABLE

Account No 1140697

AMOUNT One Hundred 100 100 DOLLARS

SAVINGS WITHDRAWAL

SUN WORLD SAVINGS BANK
A Federal Savings Bank
900 N. Mesa
El Paso, TX 79902

SUN WORLD SAVINGS TELLER #44

DATE 17 Aug '94

AMOUNT WITHDRAWN \$ 100.00

Janis S. Eyr SIGNATURE

59

⑆312093116⑆

SAVINGS WITHDRAWAL

Name Amigard NOT NEGOTIABLE

Account No 1140697

AMOUNT Sixty and 60 00 DOLLARS

SAVINGS WITHDRAWAL

SUN WORLD SAVINGS BANK
A Federal Savings Bank
909 N. Mesa
El Paso, TX 79902

SUN WORLD SAVINGS TELLER #44

DATE 26 Aug '94

AMOUNT WITHDRAWN \$ 60.00

Janis S. Eyr SIGNATURE

59

⑆312093116⑆

SAVINGS WITHDRAWAL

Name Amigard / Janis S. Eyr NOT NEGOTIABLE

Account No 1140697

AMOUNT One Hundred Sixty Eight 168 92 DOLLARS

SAVINGS WITHDRAWAL

SUN WORLD SAVINGS BANK
A Federal Savings Bank
909 N. Mesa
El Paso, TX 79902

SUN WORLD SAVINGS TELLER #44

DATE 11 Oct '94

AMOUNT WITHDRAWN \$ 168.92

Janis S. Eyr SIGNATURE

59

⑆312093116⑆

Te # 91

Unto the Populace,

CLAN is near! It is time for the sharpening of our weapons and the honing of our livers. I want to the Burning Lands to remain the leader of Amtgard in the realms of art as well as the martial sciences. Clan is the one time each year that we get to show the rest of Amtgard our true might. When you go to Clan, take your finest banners, your grandest garb, and most of all, your pride of being from the Lands that Burn. Death to our enemies! Long live the King!

Now that I have that out of my system... I would like to invite everyone to call upon me freely for help. I'm not the best garber, nor the best sword maker, but I can get you in touch with those who are. If you would like to lead a workshop or host a revel, give me a ring and I'll help organize it.

Many of you have seen the new version of the *Dor Un Avathar: The Official Monster Rules of Amtgard*. Please do not make photo copies of these. They are for editing. Your thoughts and ideas are needed to make this book work. Please get your edits to me by the end of June and I'll include them in the Clan version.

The clan version of the Dor Un Avathar will be nicely bound and include new art. All proceeds from the sale of the manual will go back to Amtgard. Try and save a few bucks for your copy. We REALLY need the money.

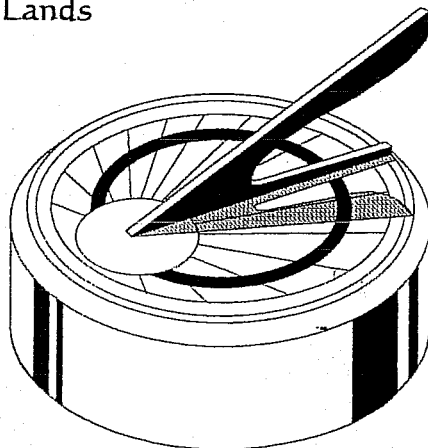
As some of you already know, I have been traveling to several of the kingdoms over the past several weeks. Amtgard is growing and the spirit thrives in the places I've visited. My thanks go to Duke Zol of Mordengard, Queen Oriona of the Golden Plains, Ashki of the Valley of the Silver Rains, and to King Lukor of the Mystic Seas. You have made me feel very welcome.

The events I have recently attended are:

<i>Mordengard Coronation</i>	<i>College Station, TX</i>	<i>May 12th-14th</i>
<i>Burning Lands Coronation</i>	<i>Caballo, NM</i>	<i>May 19th-21st</i>
<i>Golden Plains Mid-reign</i>	<i>Amarillo, TX</i>	<i>May 26th-28th</i>
<i>Mystic Seas/VSR event</i>	<i>Seaside, OR</i>	<i>June 2nd-4th</i>

It has been my great pleasure to serve you previously as king and now I'm looking forward to helping the group in a different capacity--as regent (NOT princess!)

Prince Ivar of the Burning Lands



CALENDAR OF EVENTS —1995—

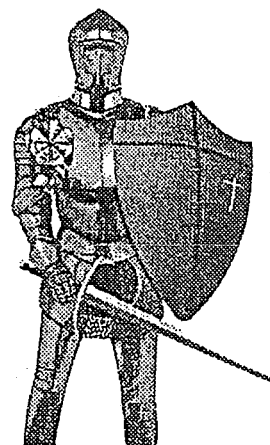
(with autocrats listed)

- 0505/19 to Crown event at Caballo Lake
- 05/21
- 05/27 Braveheart Demo (Rakasta)
- 05/27 Golden Plains Midreign
- 06/03 Valley of the Silver Rains Gather
- 06/03 Granyte Spyre Coronation
- 06/03 Pegasus Valley Coronation
- 06/10 Weaponmaster Tourney (Ahira), Allthing, weapon check
- 06/10 Claw/Torrid Italian Feast & Party (Kat/Gilos)
- 06/10 Celestial Kingdom Midreign
- 06/17 Emerald Hills Coronation (tentative)
- 06/17 B.O.D. meeting (Ivar)
- 06/17 Amtgard MUSH and WEB Site up and running (Ivar/Tarador)
- 06/17 TFBL V-13, #4 (Gwynne)
- 06/23 to Arrakis V (Iron Mountains Crown) (Wolfram)
- 06/25
- 06/30 Amtmush up (Astrean, Iagen)
- (06/30 WesterCon 48, "Portland, OR")
- 06/30 Monster Book submissions due (Ivar)
- (07/04 Independence Day)
- (07/14-07/16 NASFC "Atlanta, GA")
- 07/08 No Champs Tourney (Raphael)
- 07/15 Prime Minister election (Quinn)
- 07/15 Final draft of Monster Handbook (Ivar)
- 07/15 Burning Lands 4th edition Corpora published (Aramithris/Ivar)
- 07/21 to **Gathering of the Clans 13 (Sleepygrass)**
- 07/23 (Caliban/Talinor)
- 07/22 TFBL V-13, #5 (Gwynne)
- 07/28 VSR campout
- 07/29 First Knight Demo (tentative) (Rakasta)
- 07/29 6.1 addenda submissions due (Aramithris)
- (08/01 Celtic Lugnassugh "Midsummer")
- 08/12 Guard battles
- (08/18 Fantasy Football Draft)
- 08/19 VSR Crown Qualifications
- 08/19 Orc Quest (Axgar)
- (08/19 BuboniCon "Albuquerque, NM")
- 08/20 Mini CK war in Bifost
- 08/26 End of summer cookout (Aramithris/Gwynne)
- (08/24-08/27 WorldCon "Glasgow, Scotland")
- 08/26 BOD meeting (Ivar)
- 09/02 VSR Crown elections
- 09/02 Golden Plains Coronation.
- (09/04 Labor Day)
- (09/08 CopperCon "Phoenix, AZ")
- 09/03 CK Crown Quals (Dragon's Haven)
- 09/09 Paradise Island demo (tentative) (Rakasta)
- 09/09 Mystic Seas Coronation (tentative)
- 09/16 Ragnarok Quest and Barbarian Fest (RAN/Orcs)
- 09/17 CK Coronation (tentative) (Burnet County fair grounds)

- (09/21 Celtic Albanelued - "fall equinox")
- 09/30 Barnes and Noble Demo (Axgar/Ivar)
- 09/30 Rulebook 6.1 Addenda published (Aramithris)
- (10/06 ArmadilloCon "Austin, TX")
- 10/07 Allthing and weapon check (Aramithris)
- (10/09 Columbus Day)
- 10/14 Dragonspine Coronation (tentative)
- 10/20 Claw Legion Birthdays Party (Gwynne/Aramithris)
- 10/21 Crown Gaming Tourneys start (Asmund)
- (10/26 World FantasyCon "Baltimore, MD")
- 10/28 Guildmaster elections (Aramithris)
- 10/28 Written entries/Crown declarations due (Ivar)
- (10/29 daylight savings time ends)
- (10/31 Halloween)
- (11/01 Celtic Samhain "Mid Autumn")
- 11/04 Crown Qualifications (Gwynne)
- (11/11 Veterans Day)
- 11/11 Crown election and Champion Tourney (Aramithris)
- 11/18 Crown Coronation Feast (Ivar)
- (11/23 Thanksgiving)
- 11/25 Weaponmaster Tourney (Bolt)
- 12/02 VSR Coronation (tentative)
- 12/09 No Champs Tourney (Raphael)
- 12/16 Emerald Hills Coronation (tentative)
- (12/22 Celtic Alban Arthuan "Winter Solstice")
- 12/23 10th Annual Claw Legion Christmas Party (Aramithris/Gwynne)
- 12/23 Starquesting Dragon party (Tawnee) (tentative)
- (12/25 Christmas)
- 12/30 Iron Mountains Coronation (tentative)
- 12/31 Saracen New Year's Party (Caliope/Trinity/Althea)

—1996—

- 06/23 Olympiad VII (Iron Mountains) (Leviatar)
- 07/04 Amtgard demo at Westercon 49 (El Paso, TX) (Dachs)



ARAKIS VI

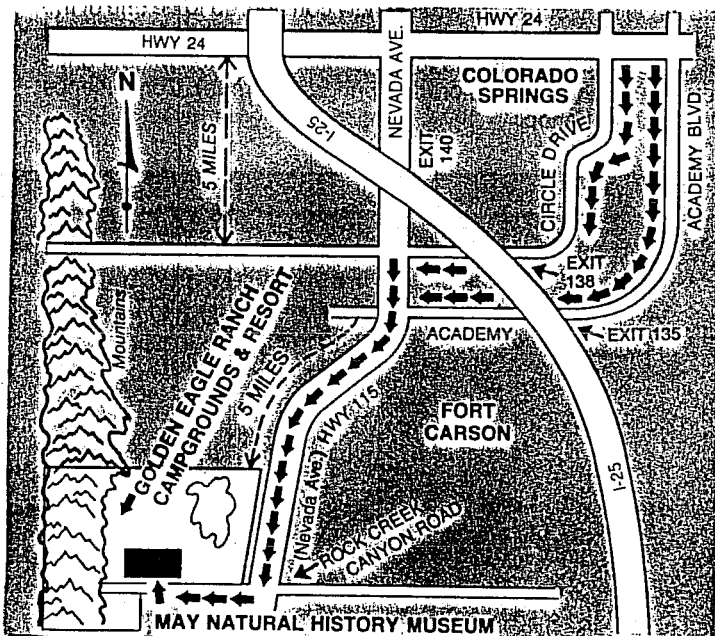
CORONATION FEAST JUGGING CHAMPIONSHIP

JUNE 23-25
GOLDEN EAGLE RANCH
COLORADO SPRINGS, CO

Come join The Iron Mountains as they celebrate the coronation of their new Monarch. Festivities will include: ditch battles, battlegames, juggling, feasting, pie-in-the-face fundraiser, and all around revelry!

The cost is \$3.00 per person per night, which goes to The Golden Eagle Ranch. The feast on Saturday night will be free. The site has a lake, hot showers and flush toilets!

Take I-25 to exit 135, go west toward the mountains about 2 miles to Hwy. 115, go south 5 miles and look for signs. Turn right on Rock Creek Canyon Road, just after the gigantic "Bugzilla" statue. Proceed to museum, and pay site fee.



For more info, Contact
Wolfrum Bloodletter
c/o Steve Speth
8300 N Sheridan Blvd #28C
Westminster, CO 80003
(303) 427-5024
wolfrum@aol.com

Scenes from Clan XII



Grand Ditch Battles



Wayward Drums...

Photos from The Mystic Seas

Portland, Oregon



Ivar claims the Mystic Seas as a vassal state.



Amtgard combat is the same everywhere.

Photos by Gilos.

Greetings Burning Landers,

Many of you may not be aware, but Sir Ivar has charged me with the title and responsibility of Guild Master of Quests. It is, of course, my intention not only to live up to, but to exceed his expectations. What are his expectations? Well, since I am the first GM of Quests that I know of, I suppose that bares some description. My duties are rather simple: Organize at least two quests during my stay, and compose a section on the writing and running of quests for the forthcoming edition of the Dor-Un-Avuthar (clearly the most troublesome of the two!). I can not do this alone and look forward to working with the newly forming Quest Guild in the time ahead. Which brings me to my next topic...

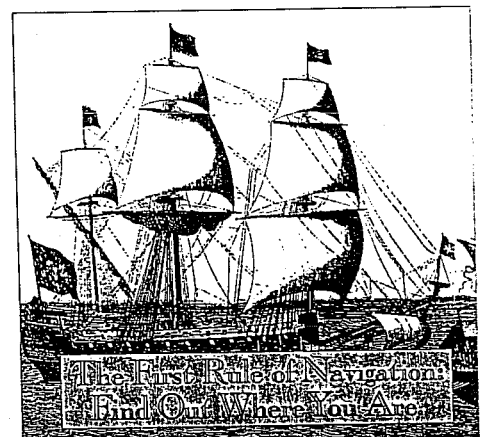
Joining the Quest Guild.

Easy (snicker, snicker), writ and run a quest or aid in such an endeavor. That means the actual paperwork and management, not just playing or even inventing a monster, that's a different guild. My expectations for us as a guild: raise the quality as well as quantity of quests per reign. I will also expect the guild to operate as a team during the admittedly mundane task of quest management that comes with even the most simple quest.

I also take upon myself the responsibility of making sure that any one who takes the pains of a quest upon themselves will receive full recognition for their efforts. I want to make this a worth while activity for those with the skill and the will.

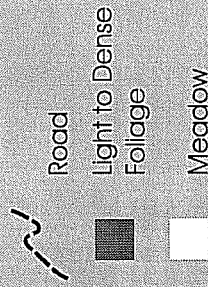
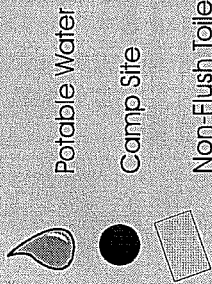
I look forward to hearing from those with ideas. You present me with a quest to run, I'll see to it you get the time and resources you need.

In Service,
Grand Admiral Asmund Brandsson



Gathering of the Clans XIII

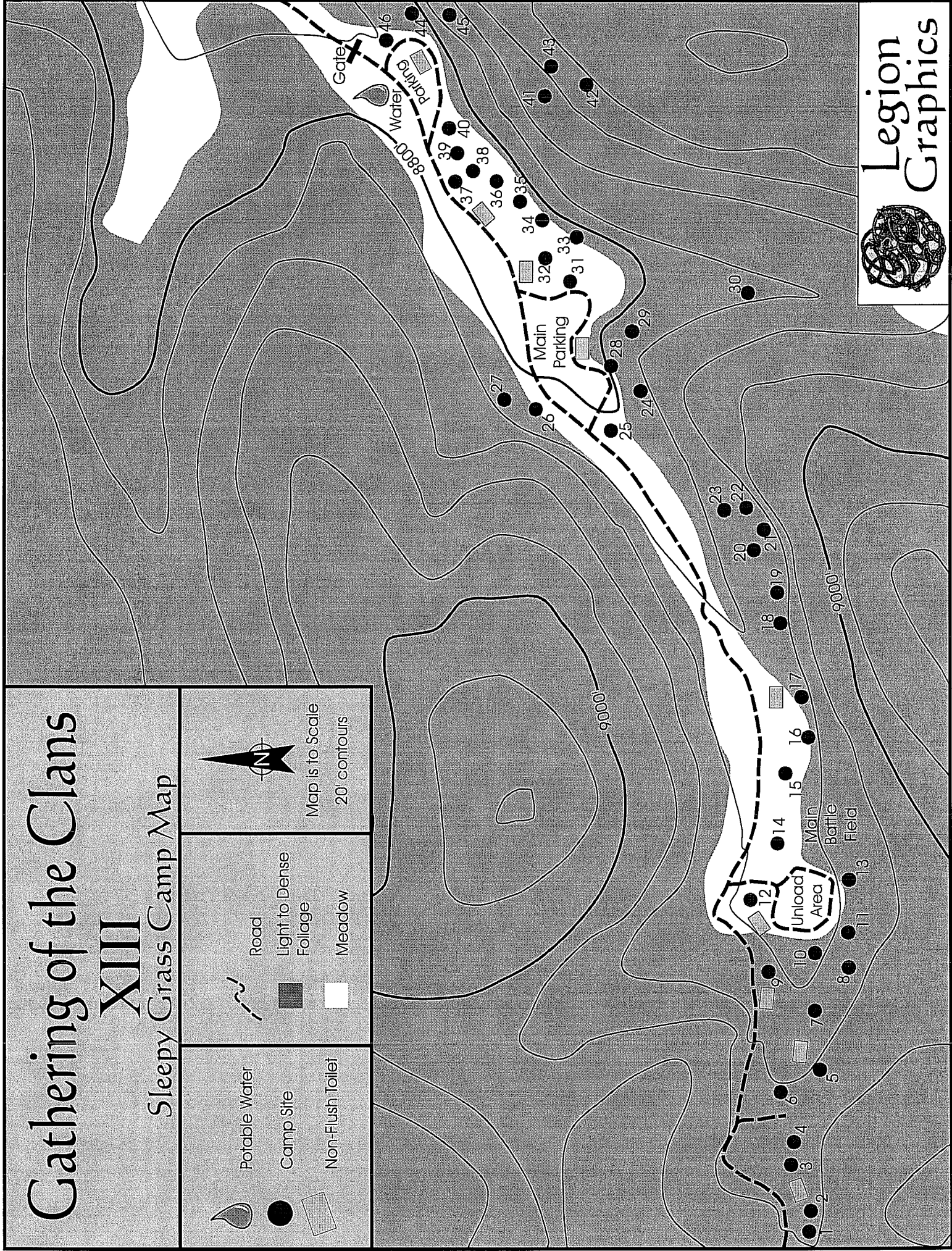
Sleepy Grass Camp Map



Map is to Scale
20' contours



Legion
Graphics



XIII

Vital Information & Stuff -

The Event Fee will be \$4.00 in advance, \$5.00 at the site. To reserve camping sites, contact Sir Terarin. Those sights that are not reserved by the time of the event will be first come first serve. The site is the Sleepygrass campgrounds (same place as every year). Please send Event Fees

to Caliban. Thank you.
Merchant's Row and town -

Town Marshall is Grand Duke Sir Gilos. Spaces will be reserved for merchants that sign up in advance, however, merchants must provide their own shelter. There is a merchant's fee (contact Gilos for exact amount and more information). Also, if merchant's will provide us with a flier or printed/written information, we will provide free advertising in future fliers and at the gate.

Time(s) ——— Event ———

Friday

12 noon — Merchant's Row/town opens

? - ? — Women's Tourney starts

twilight — Good vs. Evil vs Undead

evening — Drunken Man's tourney

Saturday

morning — General Ditch battles

? - ? — Women's Tourney

10:30 — Set Up field

12:ish- — Knights & Squires II:

2:30/3:00 Squires on Strike

3:30/4:00 — Darklords Battle

5:30/6:00

Sunday

morning — clean up battlefield

after — Plunder Tourney
court

noon — Merchant's row clean up

NOTE*** All times are AST (Antgard Standard Time) and subject to minor variations due to general Antgard time fluxes and devastating occurrences (ie. floods, earthquakes, locusts, inebriation of people involved, etc...). Also, the women's tourney does not have an exact time schedule, as yet. It should be over before noon (hopefully) on Saturday.

Description of Events

*Note- All battlegames are according to the 6th edition rules. A paper listing clarifications of various battlefield instances will be printed and distributed. Monsters will be allowed by use of the spells Transform and Reincarnate, as long as there is appropriate monster garb, and the monster is played in character. Reeves word is final on "appropriate garb".

Knights and Squires II: Squires on Strike-

sponsors- Sir Talinor and Regent Balinor

There will be two teams, The Knights and their Allies vs. the Squires and their Allies. The knights and squires form separate teams and the populace is divided evenly between the two. The objectives are as follows,

- 1) Capture the enemy's base, and
- 2) Take the Flags.

There will be ***two hay-bale forts*** (bases) built, one for each team. There will also be three flags, one for each base plus another one that will start in the center of the battlefield. Capture the enemy base to take their flag(s) and return to your base. And do this all while you are defending your own fort.

You may teleport into a base (so defenders keep on your guard), but you may not teleport flags (or with flags) as they

are game items. Fort Walls (individual hay-bales) may be destroyed by 10 shots from a weapon (all weapons, including enchantments, do only one point of damage except white-class siege weapons), three shots from a siege weapon, or three shots from destructive magic (ie call lightning, fireball, sphere of annihilation, pyrotechnics, shatter, etc.. but not killing magic ie. finger of death, curse, etc., nor holding bolts ie. entangle, iceball, etc..).

Darklord Battle -

sponsors- Sir Talinor and Regent Balinor

Two teams will be picked for a basic capture the flag battle to be held in the forest. A third, neutral (meaning independent of the other two team affiliations) team consisting of less than a dozen people (Darklords) will attack the two basic teams in generally a hit-and-run style of fighting. The Darklords will have a Black Darklord Favor that must be visible. By taking subdued prisoners or dead bodies back to the Darklord base, the Darklords may 'convert' people to their team.

Once a prisoner is taken back to the Darklord base they (the prisoner) have only two options — be converted to Darklord minions or drop out of the game. Only a Darklord may convert minions, and does so by physically touching the minion-to-be and the base at the same time. Once on the Darklord team, minions may not be changed back to "normal" by any means (ie.. they are minions forever, as their life forces have been consumed in dedication to the Darklords and may not be recalled in any fashion).

The minions should groan and moan so as to be recognizable as minions, and must reply truthfully if asked whether or not they are darklord minions. Minions may capture prisoners/bodies and take them back to the Darklord lair for conversion but minions may not do the actual conversions (ie.. a Darklord must be present at the lair to perform the conversion). The minions play the remainder of the game (after they are converted) normally as per their class, and for only the remainder of their natural lives. Minions may be resurrected or reanimated but will always return as minions.

Minions are undead and are affected by spells specifically vs. undead (except spells that return undead to "normal"). **Darklords are not undead.**

Darklords are able to regenerate when killed, but not when wounded (this simulates their usage of life forces "consumed" to keep them alive). Darklords may not regenerate from non-enchantment magic related death. The Darklords have unlimited lives and come back to life immediately upon returning to their base. The two basic teams may doubleteam against the Darklord team, after it has grown to a large size.

If the Darklord team wins (ie.. converts all players within the time allotted for the game), there will be a prize awarded to the last person left "alive and unconverted". If the Darklord team fails to convert everyone, then the game is won by the team with the flags. *****NOIE***** IF you need to leave the field for any reason during the game, or if you need to leave the game, notify a reeve.

Plunder Tourney -

sponsor- Sir Talinor

Combatants that wish to enter this tourney must donate "plunder" to the pot. Plunder is anything of reasonable value (please don't try to donate anything extremely pathetic). The plunder is collected and will go to the top 5 placings in the tourney (or possibly top 8-10, depending on the total number of entries).

The tourney itself is to be open weapon combination. It will be first round single elimination, then double elimination from second round on. It may or may not be seated, depending on the number of entries and their respective combat rankings (if there is ranking it will be simple — have you won a major tourney, and how many?).

The sign in for the tourney will open Sunday morning well before court and close when the first match starts. So sign in early.

Women's Weaponmaster Tourney -

sponsor- Sir Nevron

The times are not fully certified yet. The events starting on Friday include- Sword and Shield, Wizard Duel, and Polearms. Saturday's events include- Flail and Shield,

Ironwoman, Missile Master, and Single Sword.

Good versus Evil versus Undead -

sponsors- G.D. Sir Ivar, G.D. Sir Aramithris, and Sir Norad

This will be a twilight battle between the forces of Good, Evil, and Undead. The leaders of the respective armies will be Grand Duke Sir Ivar of the Ruthless forces of Infinite Evil (because good is dumb - Lord Darkhelmet from Spaceballs), Sir Norad of the Bloodthirsty Hordes of the Netherworld, and Grand Duke Sir Aramithris of the Radiant Defenders of Truth, Justice, and the Antgardian Way.

There may or may not be a limited number of monsters participating in this game. This is yet to be determined.

If possible, contact these people in advance to assure them of your loyalty to their forces (and possibly have a team favor made in advance).

Drunken Man's Tourney -

sponsors- Grand Duke Sir Aramithris and Sir Kaz. Contact them for more information.

*****NOTES*****

***** To avoid magic imbalances, all magic using classes will be distributed evenly between teams. Also, scrolls will be checked, so be sure not to forget them. We are also asking that all enchantment cloths (yellow or white) be a minimum 1 inch wide and fairly long so as to be clearly visible. Any enchantments not announced and/or clearly visible may be removed by the reeves (with no cost to the caster, ie..the spell is not lost, it may be recast with proper materials). And, on the subject of reeves....

We are looking for reeves for clan battlegames. To be a reeve, you must have passed a reeves test within the last six months. If you are interested in reeving, contact me, Talinor, or Balinor in Celestial Kingdom. Reeves will be given reeve favors. Also, we would like to have at least one reeve from every kingdom.

Just as important, though, we are taking \$1 donations that will be specifically used to buy the hay-bales for the two forts to

be made (That's right, adopt an Antgard brick). This is separate from the clan fee and this is not mandatory. We are doing this in hopes of being able to afford twice as many hay-bales as were at tenth year (so we can have two large, really cool forts). Anyone willing to donate \$1 (or more) will be most appreciated. Send donations to Talinor or Caliban.

Also, Volunteers for set-up, clean-up, and security would be appreciated. Thank you.

AUTOCRATS

Lord Caliban Andalsa, Head Autocrat
c/o Todd Spurgeon
11249 Warcloud
El Paso, TX 79936
(915) 593-1283

Duke Sir Talinor Darkwolf, Co-combat-autocrat

c/o Alf Enriquez
7308 Parkland
El Paso, TX 79925
(915) 779-0014 or
SBOB%UTEP.bitnet@UTHPVM.EP.UTEXAS.EDU

Baron Balinor Darkwolf, Co-combat autocrat

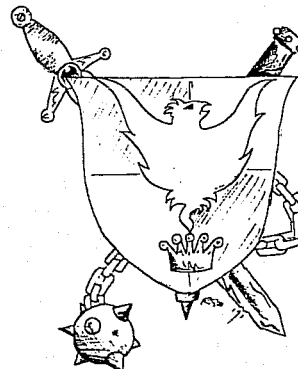
c/o Lance Hudson
10707 Lake Creek Parkway #15
Austin, TX 78750
(512) 335-3930

Duke Sir Terarin of Shadowdale, Sight Coordinator

1420 Telshor Blvd. #B-16
Las Cruces, NM 88011
(505) 521-0904 or mstrohme@nmsu.edu

Grand Duke Sir Gilos Dawnhope, Town Marshall

c/o Ben Passmore
(915) 587-6897 or
AH10%UTEP.bitnet@UTHPVM.EP.UTRAXS.EDU



CLAN XIII

The Place to get Smashed
is at the Lazy Hammer!

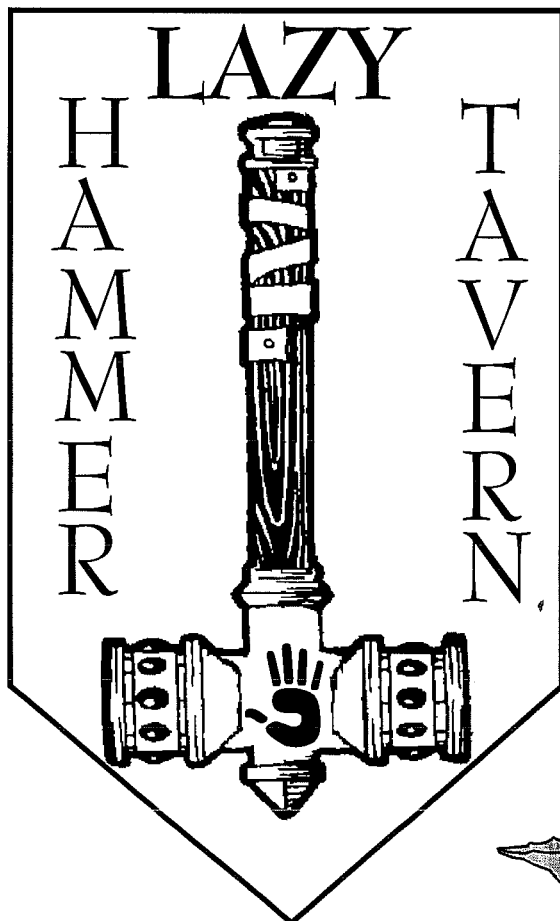
Where: Saracen Camp (Just look for the giant tent!)

Food: Pork, Venison, Beans, and Potatoes

Drink: BYOB or try some of ours

Tourneys: Drunken Man's with prizes (More?)

Games: Darts and Horseshoes



Time: After all official battlegames
Cost: \$5

Don't forget your weapons for
the role-playing at night!
Orc Hunt and Bar Pit Fights

So, Come get smashed with us!

Sponsored By



From Aramithris: And we thought Amtgard International was a political morass? Get a load of this, a world wide web internet message to Ivar from the "leader" of Dagohir (basically, the Amtgard equivalent of Amtgard, but east of the Mississippi River). P.S. —they offered the Burning Lands status under them 10 years ago— I refused.

In Service— Aramithris

Ivar,

I already have been reading the Amtgard version which is on the Web. It is more difficult with Dagorhir. An out of date version of the old Dagorhir handbook is also on the Web. We do pass it out in the Aratari (the Maryland group) along with a more up-to-date Manual of Arms (which represent the real rules we use).

Each Dagorhir group uses it's own rules locally. To give you an idea of the varieties:

- Dur Demarion - 3 levels of armor
- Pentwyvern - 2 levels
- Aratari - 1 level
- Valdemar, Pentwyvern - Front back armor
- Others - one piece armor
- Avalon - Extended magic system
- Others - No extended magic system
- Dur Demarion - Magic healing
- Aratari - Bandage healing
- Local additional weapons classes have included yellow, brown, black, white, and purple - and it seems none of these classes stand for the same thing in any two groups.

To remedy this situation at Ragnarok we have a set of National Rules which are basically the least common denominator of all these systems. The only problem is that nobody has written up the National Rules into a national version of the handbook. They exist as distribution fliers

which come out after each Ragnarok, and are not easily understood by laymen. (They assume a certain knowledge of the workings of Dagorhir). Something I want to do with the version of our handbook that is on the Web is update it to include National Rules from the Ragnarok war council.

You will find the Web version of the handbook to be very similar to the one you have from years ago. It can be found at <http://www.charm.net/~dagorhir> The Aratari manual of arms can be found there too but it is already out of date (more work too keep up on).

The best looking and most organized of the Dagorhir Handbooks comes from Dagorhir Dur-Demarion (Tenn.), if you send me your mailing address

I will try to get them to mail you a copy.

Seldon

P.S. There are those who like to build good relationships and those who would build bad relationships. Let us all work towards good relationships and ignore those who do us ill.

CROWN QUALIFICATION RESULTS

ARMOR

Plate Armor	Ivar	4.70
Lion Shin Armor	Talinor	4.00
Lion Bracers	Talinor	3.70
Leather	Axgar	3.60
Red Bracers	Talinor	3.50
Blue Bracers	Talinor	3.30

ART—FLAT

Water Color Lion	Gwynne	4.30
Phoenix Plaque	Terarin	3.90
Charcoal Skulls	Cheshire	3.70
Charcoal Warrior Woman	Cheshire	3.50
Charcoal Dragon	Raphael	3.30
Watercolor Dragon	Raphael	3.10
Knight's Belt	Ivar	3.10

ART—3-D

Stained Glass Dragon Box	Kat	4.80
Scrimshaw Drinking Horn	Gwynne	4.50
Wooden Staff w Skull	Axgar	3.75
Castle Cake	Jheni & Magiwyn	3.70
Ceramic Dragon's Head	Raphael	3.60
Harem Necklace	Ivar	3.40

BARDIC

Oratory	Jasper	3.60
Song	Jasper	3.40

CONSTRUCTION—ACTIVE

Kaleidoscope	Kat	4.50
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CONSTRUCTION—PASSIVE

Kaleidoscope	Kat	4.80
Leather Quiver	Talinor	3.80
Lion War Banner	Cheshire	3.60
Leather Poor Box	Talinor	3.30
Ceramic Slab Box	Raphael	3.20
Shackles	Terarin	3.00

COOKING—DESSERT

Cream Cake	Kat	4.60
Blueberry Cream Pie	Jasper	3.80
Lemon Meringue	Gwynne	3.80

COOKING—MAIN DISH

Chili Con Carne	Aramithris	3.60
Sausage Pie	Asmund	3.60
Beef Jerky	Ivar	3.30
Teriaki Chicken	Raphael	3.20
Shrimp & Rice	Jasper	3.10

COOKING—VINTNERS

Fruit Liquor	Ivar	3.90
Lager	Axgar	3.70
Ale	Axgar	3.10
Apple Pie Wine	Aramithris	2.90

GARB—BEST FIGHTING

Crusader Tunics	Gwynne	4.00
Stone Golem Garb	Terarin	4.00
Scout Surcoat	Terarin	3.40
White/Gold Tunic	Cheshire	3.13
Light Blue Tunic	Jheni	3.10
Green Tunic w Blk. Cross	Magiwyn	2.90
Black Tunic	Magiwyn	2.60
Multi-Blue Tunic	Jheni	1.90

GARB—BEST LOOKING

White Celtic Tunic	Gwynne	3.90
Rose/Green Skirt	Magiwyn	3.60
Purple Overdress	Magiwyn & Jheni	3.40
Rose Vest	Magiwyn	3.20
Blue/White Shirt	Jheni	2.80

GARB ACCESSORIES

Leather Knight's Belt	Gwynne	4.20
Leather Knight's Belt	Ivar	3.90
Leather Knight's Belt	Aramithris	3.80
Green/Grey Leather Pouch	Talinor	3.60
Black Leather Belt w Rivets	Raphael	3.30
Scout Sash	Terarin	3.30
Green Leather Scout Belt	Talinor	3.20
Chaos Pendant	Cheshire	3.00
Leather Monk's Belt	Talinor	3.00
Wardancer Favor	Jasper	2.90
Blue Cloth Pouch	Terarin	2.80

THE OWL

Amtgard Magic Cards	Aramithris/Ivar	4.20
Amtgard Newsletters	Aramithris/Ivar	4.00

THE ROSE

Guard Tunic Badge	Gwynne	4.50
Cover/Talons of the Phoenix	Ivar	4.50
Stained Glass Phoenix	Kat	4.40
Lion's Plaque	Terarin	3.80
Scout Banner	Terarin	3.60
Buckle/Claw Symbol	Talinor	3.40
Buckle/Lion Symbol	Talinor	3.40
Darklord Favor	Talinor	2.90
House Shadow Favor	Axgar	2.80

WEAPONS—OPEN CLASS

Quarterstaff	Talinor	3.50
Barbarian Stone Hammer	Axgar	3.50
Mace	Talinor	3.40
Throwing Daggers	Talinor	3.30
Green Flail	Aramithris	3.30
Glaive	Axgar	2.80
Glaive	Cyric	1.90

WEAPONS—SHIELDS

Lion's Head Shield	Cheshire	3.80
Claw Symbol Shield	Aramithris	3.20

WEAPONS—SWORDS

Green Sword	Raphael	3.70
Blue Sword	Terarin	3.50
Sword w Ankh Guard	Cheshire	3.40
Black Sword w Brown Guard	Aramithris	2.90
Blue Sword w Blue Wrap	Terarin	2.70
Two Short Swords	Aramithris	2.30

WRITTEN ENTRIES—COMPOSITION

Crystal Visions	Aramithris	4.00
Bad Neighbors	Aramithris	3.70
The Forest Pyre	Aramithris	3.70
The Brass Dog	Gwynne	3.60
Egil Throifison	Asmund	3.40
A Moral Tale	Gwynne	3.40
Killing Time	Cheshire	2.70
Earth	Raphael	2.30
Amtgard Horoscope	Gwynne	2.30

WRITTEN ENTRIES—FACTUAL

50 Ways to Know You've Been		
In Amtgard Too Long	Gwynne	3.70
King Arthur	Cheshire	3.60
Lazy Man's Guide to Garb	Gwynne	3.50
History of Amtgard Awards	Aramithris	3.50
Time Line	Aramithris	3.50
Hosting Deimos	Terarin	3.40
The Fletcher	Terarin	3.30
What Amtgard Is & Isn't	Gwynne	2.70

WRITTEN ENTRIES—POETRY

The Mission	Aramithris	4.00
Barbarians at the Gate	Asmund	3.90
Witch Hunting	Cheshire	3.40
Children's Games	Cheshire	3.30
Dungeon	Cheshire	3.30
Saturn	<u>BY KEATS!!!</u>	3.30
The Cutting	Aramithris	3.30
Generations	Aramithris	3.20
Fall From Grace	Ivar	2.80
Gypsy Night	Raphael	2.70
Gallahad	Gwynne	1.70

GAMING—MAGIC (revised)

Cheshire	1st	5.00
Tawnee	2nd	4.60
Aramithris	3rd	4.30
Tarador	4th	4.00

Jasper	5th	3.70
Kat	6th	3.40
Kathon	7th	3.10
Argon	8th	2.80
Q-Dink	9th	2.50
Wulfgar	10th	2.30
Otter	11th	2.20
Damien	12th	1.90
Caliban	13th	1.60
Ahira	14th	1.30
Koric	15th	1.00

GAMING—SPADES

Gwynne	5.00
Aramithris	4.72
Wulfgar	4.16
Ghee	3.88
Alethia	3.60
Cheshire	3.33
Kathon	2.77
Valeria	2.50
Otter	1.94
Caliban	1.66
Shanti	1.00

TESTS—CORPORA

Aramithris	4.35
Terarin	4.20
Ivar	3.80
Cheshire	3.75
Raphael	2.65
Kathon	2.15
Gwynne	2.10

TESTS—HERALDRY

Aramithris	5.00
Ivar	3.70
Kathon	2.50
Jasper	1.70
Terarin	1.20

TESTS—REEVES

Aramithris	4.00
Cheshire	4.00
Talinor	3.80
Raphael	3.70
Ivar	3.70
Baru	2.90
Kayrana	2.40
Axgar	2.20
Jheni	2.20
Cyric	2.20
Asmund	2.00
Kathon	1.90
Deimos	1.70
Gwynne	1.40

(2nd Test)

WAR EVENTS—SPECIFICS

Single Sword 1st Gilos, 2nd Cheshire, 3rd Axgar, 4th Kayrana

Sword & Shield 1st Cheshire, 2nd Gilos, 3rd Mogar, 4th Kayrana

Open 1st Caliban, 2nd Kayrana, 3rd Bolt, 4th Raphael,

Florentine 1st Axgar, 2nd Gilos, 3rd Caliban, 4th Cheshire

2-Man Teams 1st Cheshire/Caliban, 2nd Kayrana/Bolt, 3rd Raphael/Deimos

ARTS & SCIENCES COMPANY POINTS

Claw Legion	84 points
Golden Lions	55 points
House Torrid	14 points
Saracens	11 points
RAN	5 points
War Dancers	7 points
Star Questing Dragons	3 points

QUALIFIED FOR CROWN (N/E = Not Entered)

	Aramithris	Cheshire	Ivar	Raphael
Reeves Test	4.00	4.00	3.70	3.70
Corpora Test	4.35	3.75	3.80	2.65
Poetry	4.00	3.40	2.80	2.70
Composition	4.00	2.70	N/E	2.30
Factual	3.50	3.60	N/E	N/E
Heraldry Test	5.00	N/E	3.70	N/E
Garb Fighting	N/E	3.13	N/E	N/E
Garb Access.	3.80	3.00	3.90	3.30
Spades	4.72	3.33	N/E	N/E
Magic	4.30	5.00	N/E	N/E
Constr. Passive	N/E	3.60	N/E	3.20
The Owl	4.20	N/E	4.20	N/E
Sword Constr.	2.90	3.40	N/E	3.70
Weapons, Open	3.30	N/E	N/E	N/E
3-D Art	N/E	N/E	3.40	3.60
Main Dish	3.60	N/E	3.30	3.20
Shields	3.20	3.80	N/E	N/E
Vintners	2.90	N/E	3.90	N/E
Flat Art	N/E	3.70	3.10	3.30
The Rose	N/E	N/E	4.50	N/E
Armor	N/E	N/E	4.70	N/E

OVER ALL ARTS & SCIENCES STANDINGS

Aramithris	36 points
Gwynne	27 points
Ivar	21 points
Cheshire	16 points
Kat	14 points
Talinor	12 points
Terarin	12 points
Axgar	7 points
Jasper	7 points
Raphael	5 points
Asmund	5 points
Magiwyn	3 points
Tawnee	2 points
Wolfgar	1 point
J'heni	1 point

*Closing Cover
King Aramithris,
Princess Tawnee, 4/90*

