

Tales of the Burning Lands

Volume 2 Number 4

CLUB OFFICERS:

King Aredhel Kemenvai
Princess Consort Kalibria
Prime Minister Ahira
Champion M'Deth
Princess Defender Aramithris
Court Bard Scarhart
Court Jester Aron

GUILDMASTERS :

Anti-Paladin- M'Deth
Archers- Fedora
Assassins- Zyax
Barbarians- Aron
Bards- Scarhart
Captains- Aramithris
Carbers- Gwynne
Healers- Ariona
King's Guard- Esuom
Knights- M'Deth
Magic Users- Aegar
Monks- Wu Tao
Monsters- Ghee
Paladins- Aramithris
Reeves- Aramithris
Scouts- M'Deth
Smiths- Aramithris
Warriors- Gilos

SMITH'S GUILD

Ahira
Aramithris
Gilos
Joella
M'Deth
Nashomi
Tawnee

REEVES' GUILD

Aramithris
Aredhel
Ghee
Gilos
M'Deth
Michael
Tawnee

KING'S GUARD

Esuom
Aramithris
Hellspawn
M'Deth
Ryah
Zyax

Lists: Editorial Staff:

Scribe: Sir Lady Esuom aph' taed
Sage: Lady Ryah hap Nlys de Visclo

Staff:

Sir Joella Starwatcher
Sir Aredhel Kemenvai
Sir Aramithris

Contributors:

Squire Ahira
Lord Aron
Viscountess Andralane
Aegar
Michael of the Belt Pouch

The artist responsible for the caricatures would like to remain anonymous for making work of a controversial nature. THANK YOU!!!!!!



Aron

HISTORY

July 26

Tales of the Burning Lands, Vol. 2 #3 was published by Aramithris. King Morluk left for foreign lands and abdicated.

August 2

The first court of King Aredhel was held. There was an S.C.A Citadel Champion Tourney. Amtgard was observed by several S.C.A members.

August 9

The Princess's Defender Tourney was run by Michael. Aramithris won with Ryah finishing second.

August 18

The Quest for the Shield of Reflection was postponed. Ahira introduced a new pitched battle scenario and several bridge battles were held.

August 22-24

The only Amtgard camping trip of the summer was held. On the first day, a zombie night battle was won by Andre and Kurse. On the second day, a Round-Robin Plunder Tourney was run by Esuom. Aramithris won with M'Deth finishing second. Ariona's impromptu bridal shower was held with Gayenne, Anna Mae, Joella and various males attending since it was held in their tent. A flag battle was held later. Mass Sleep spell was completed by Elycia and Shyla, the teams left the field at the 200 count and ate lunch. Tenric was the only one to heed the spell, to no avail, as neither of the girls are chiurgens. A werewolf scenario was played that evening but was destroyed by the influx of 13 year old female werewolves and strange magical exploding glow-sticks. It will wear off in a few hours was not always true. On the final day everyone packed up before the rains descended.

August 23

Lord Ghee ran dueling for those staying in the Burning Lands. Notable was the appearance of a leper bearing a remarkable resemblance to the infamous founder of Amtgard, Peter le Grue.

Kam'Aron had the best overall record. Attendance was 16.

August 28

Rehearsal for the wedding on August 30. About 20 Amtgarders participated. The last of the 30-odd banners were collected that were to decorate the feast hall at the wedding.

August 30

M'Deth and Ariona were wed at an Amtgard-style wedding and the reception was held in the Alburn park shelter. This event recieved media coverage from the networks and the associated press who carried the news as far away as Austin. Rine-o won the wedding tourney and Nashomi placed second. Attendance was about 130 with half of those being Amtgarders. Order of the Warrior favors were passed out and the Sardakar recieved official garb and favors.

September 1

Labor Day battles were held by Glos. Seige scenarios were played. Many picnics were amused with the Amtgarder's battle antics.

September 3

The first meeting of the Tales of the Burning Lands' staff was held at Ryah's and the committee that was sponsoring Crown Qualifications attended as well.

September 6

Quest for the Shield of Reflection

a demon scenario, was run by Lady Ryah. The Shield was won by Aramithris, a weapon of choice won by Ahira, Kurse, and Andre, and a tunic by Xevious Aronsson. A ditch battle was fought after the scenario. An All Thing was held at Lady Ryah's about eleven o'clock in the evening, and the new Colleges of Arts and Sciences were announced.



The People of Amtgard

Amtgard has quite a few different types of people in, not to be confused with the many classes of Amtgard. This is a list of some of the people types that you may find on a given battle day.

1) The Old Guard.

This group can be spotted because almost all of them hate every other member of this group. Wait until you hear a yelling contest.

then look for 1) a person in good garb or holding a very light weapon. This person is most likely your Old Guard member.

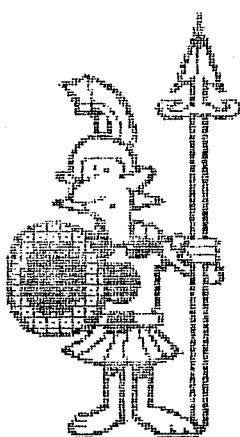
2) The Army Guys/Gals. This group is a little hard to spot at times because they overlap into many of the other types. The Guys are easy to spot, they are the males with hair under 2 inches long. The Gals are harder to spot but most of the time they are the ones running all over the park killing anything that moves.

3) The Fighting Hobbits. This group is easy to spot. Any person under 5 feet tall with a sword in its hand is a member of this group.

4) The Camp Followers. This group is the group that does not fight but sits on the side of the field and looks cute. Warning!!!! Most of them are underage in Texas.

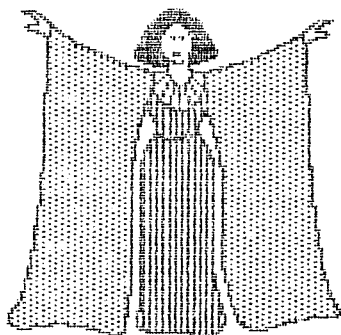
5) The Drug Warriors. This group is the one that fights like the very devil in the first game, then sort of runs out of steam in the 2nd game. They then sit on the side of the field with the camp followers and use some form of health food or herb.

6) The True Beliver. This group is the one that gets to the park before the first game, are wearing good to very good garb, have lots of good, safe weapons, and fight until they fall down from exhaustion or it is too dark to see. Warning!! Some of this herd never get tired and can see in the dark. If more than 5 of the mutant True Belivers are at the park you will hear the cry "Night Battle!" called across the field.



NOTES ON MAGIC

The Mage of Amtgard is a greatly feared person on the battle field.



This is an effect caused by not knowing any tactics for killing off the Mage. Some of the better ideas for killing mages date to the real middle ages but we can now longer burn them at the stake so we must use battle tactics.

Most of the tactics for use on Mage types will also work on Archers and Assassin.

1) All ways use more than one person in your mage hunting team unless you can make the one person immune to the major effects of the hunted person.

2) Coordinate your attacks. Attacking piecemeal will let even the worst Mage kill you at his or her pleasure.

3) Decide if you are willing to let one or more of your team "die" in the attack. Most mages will "kill" at least one of the attacking team.

4) Attack from more than one area or direction. Few people can throw a ball in two directions at once.

5) Move at a walk until the mage makes his or her attack then charge the mage and try to kill him or her in hand to hand melee.

6) If all else fails go find your Army's Mage or Archer to have a Mage/Bow duel with the target.

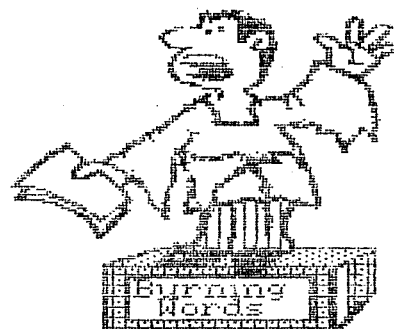
Mages and other missile weapon types are a major threat on the field. You must never ignore them and hope they will go away. You must use active work or they will make your life short and unpleasant. Good luck and good hunting.

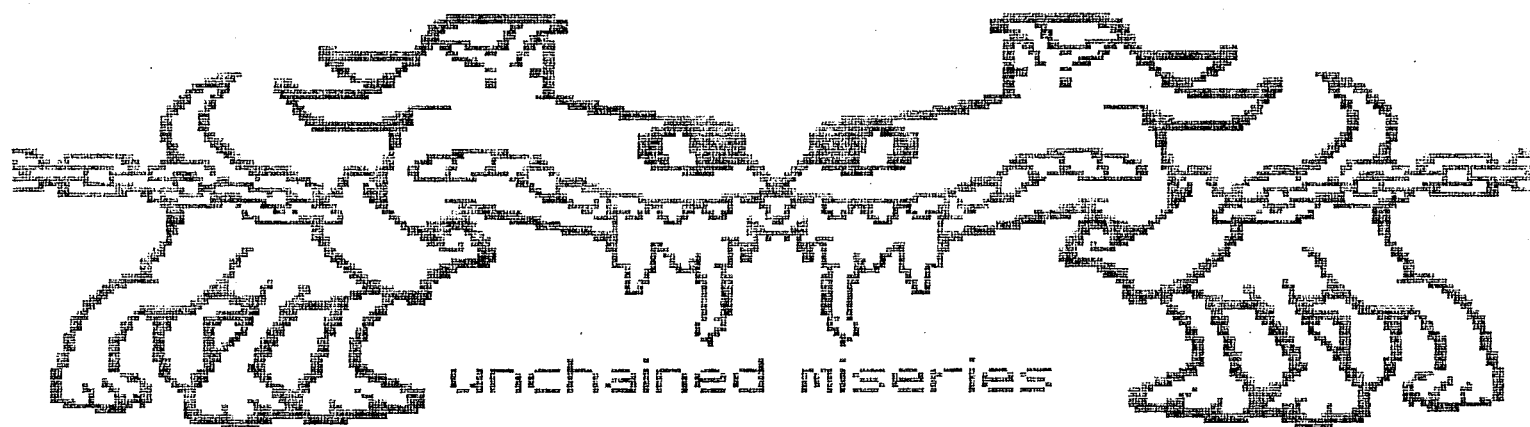
Notes of the Burning Lands

As all of you may have noticed, Tales from the Burning Lands took somewhat longer than was promised to get published.

I underestimated editing time, and getting familiar with running the corrections back thru the program.

I cordially invite any of the populace of Amtgard to submit articles, poetry, drawings, letters to the editor, editorials, etc to Tales of the Burning Lands. Please give your contributions to the newsletter to any of the editorial staff or college guildmasters one week before the newsletter is due to come out preferably sooner. The week before publication will be solely for editing and layout. The newsletter will be space-limited due to the cost of production (three cents a page to copy times fifteen pages maximum each equals forty-five cents—almost one half of one month's dues!!) Your written pieces must be legible. I will not print unsigned work. Try to use correct spelling and English. I will try to copy poetry as written, as I never understood poetry anyway, and am not about to start trying now.





unchained miseries

People whom have achieved masterhood
Anti-paladin

Sir Hellspawn Soulcrusher the Dark (22)

Archer

Wolverine Nightstalker (33)

Fedora Diane Rhogam (27)

Duke Sir Gilos Dawnhope (15)

Theodric (15)

Assassin

Theo (41)

Kountar (27)

Notar (25)

Duke Sir Nashomi the Silver Wolf (18)

Barbarian

Lord Aron Nelsson (45)

* Lord Rine-o (22)

Squire Xevious Aronsson (15)

Bard

Dutchess Sir Tawnee Darkfalcon (21)

Healer

Baronet Sir Kalibria (58)

Baroness Ariona Mixtlatl (35)

Lord Ghee, brother of Groo (33)

Baroness Sir Joella Starwatcher (32)

Baronet Shylarra of Benden (24)

Dutchess Sir Tawnee Darkfalcon (16)

Baron Sir Aramithris (14)

Smith

Baron Sir Aramithris (23)

Magic User

Dutchess Sir Tawnee Darkfalcon (57)

Aegar the Grim (35)

Duke Sir Nashomi the Silver Wolf (33)

Daimyo Yoshio Hasagawa (27)

Tennic Vilesilencer (18)

Lord Ghee, brother of Groo (17)

Baron Sir Aramithris (13)

Monk

Wu Tao Lo Han (41)

Lord Ghee, brother of Groo (23)

Duke Sir Nashomi the Silver Wolf (22)

Squire Larce the Loper (18)

Baron Sir Aramithris (18)

Herkamer Farmfellow (16)

Paladin

Dutchess Sir Tawnee Darkfalcon (28)

Baroness Sir Joella Starwatcher (25)

Reeve

Baronet Sir Kalibria (31)

Duke Sir Gilos Dawnhope (27)

Lady Sir Esuom Aph'Taed (22)

Duke Sir Nashomi the Silver Wolf (21)

Baron Sir Aramithris (17)

Gwynne (15)

Michael of the Belt Pouch (13)

Scout

Sir Zyax (63)

Duke Sir M'Deth of Benden (52)

Sir Hellspawn Soulcrusher the Dark (46)

Theodric (38)

King Aradhel Kemenva (32)

Kee (27)

Squire Kam'aron (26)

Wolverine Nightstalker (24)

Duke Sir Gilos Dawnhope (21)

Michael of the Belt Pouch (19)

Testicles (19)

Baron Sir Aramithris (18)

Baroness Sir Joella Starwatcher (15)

Bright Knight (15)

Daimyo Yoshio Hasagawa (14)

Lorn Ironwolf (14)

Squire Paladren (14)

Warrior

Viscountess Sir Andralaine the Bold (84)

Duke Sir Gilos Dawnhope (72)

Pyro (69)

Baroness Sir Joella Starwatcher (66)

Sir Rift Gorhan Tele (63)

Lady Sir Esuom Aph'Taed (52)

Lady Ryah hap Mlys de Viscio (45)

Baroness Abedon (43)

Duke Sir Nashomi the Silver Wolf (40)

Falsul the Fury (39)

Dutchess Sir Tawnee Darkfalcon (37)

King Aradhel Kemenva (32)

Baron Sir Aramithris (30)

Lord Ahira (30)

Wolverine Nightstalker (30)

Lord Ghee, brother of Groo (28)

Lord Theo (29)

Kurse (28)

Squire Andre (27)

AJax Assmasher (26)

Lord Scarhart (26)

Jorn (23)

Lord Aron Nelsson (21)

Aegar the Grim (17)

Forn Longstrider (16)

Kyton the Executioner (16)

Sir Charloc Darkstar (15)

Elycia (14)

Duke Sir M'Deth of Benden (13)

Squire Larce the Loper (13)

Garber

Baroness Sir Joella Starwatcher (21)

Dutchess Sir Tawnee Darkfalcon (19)

Statistics compiled by Lord Ahira

The Plunder Tourney

1	Sir Aramithris	8-0
2	Duke M'deth	6-2
3	Squire Larce	5-3
4	King Aredhel	5-3
5	Sir Zyax	3-5
6	Sir Rift	3-5
7	Sir Charloc	3-5
8	Lord Ahira	2-6
9	Leo	2-6

The plunder tourney was held the 23rd of August during the annual camping trip in Cloudcroft. The tourney was sponsored by Sir Lady Esum aph' taed. The winners took thier choice of plunder, including a machete, duct tape and many other useful objects, which were the entry fee for the tourney.

Michael of the Belt Pouch
Sir Lady Joella Starwatcher

OUR VERY OWN PRIME MINISTER
PRESENTS

THE BEAR FACTS



Money in treasury as of August 1, 1986
\$128.47

Prime Minister expenditures up to 8-28-86

2 newsletters \$1.94

8 rulebooks \$8.00

New folders for records \$2.30

Income from dues \$5.50

Total in treasury as of 9-2-86 \$121.73

People who have paid dues

Aegar	paid thru Dec. 86
Andralaine	Dec. 86
Aramithris	Nov. 86
Andre	Nov. 86
Chosen	Dec. 86
Don	Jan. 87
Esum	Oct. 86
Gwynne	Mar. 87
Hawk	Sep. 86
Kalli	Nov. 86
Mandriac	Oct. 86
Michael	Oct. 86
Nashomi	Oct. 86
Theodric	Sep. 86
Yoshio	Dec. 86

Prime Minister Ahira



Defender Tournament

First Round

Lord Aron vs Siegfried

Lady Ryah vs Rin-o

Sir Zyax vs Sir Rift

Squire Raxox vs Sir Aramithris

Sir Gilos vs Squire Kam'aron

Lorn vs Squire Ahira

Kurse vs Akien

Squire Xevious vs Squire Falen

Second Round

Lord Aron vs Akien

Lady Ryah vs Squire Ahira

Sir Gilos vs Sir Aramithris

Squire Xevious given the bye

Third Round

Lady Ryah vs Lord Aron

Sir Aramithris vs Squire Xevious

Final Round

Lady Ryah vs Sir Aramithris

Sir Aramithris was the final winner of the tourney. Squire Xevious should have fought Sir Zyax in the second round but Sir Zyax was rained out. Rumor has it that Sir Zyax left not due to rain but was lured from the tournament by the sweet song of a Siren from the East.

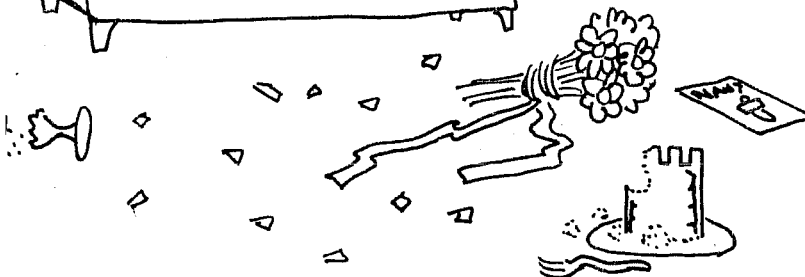
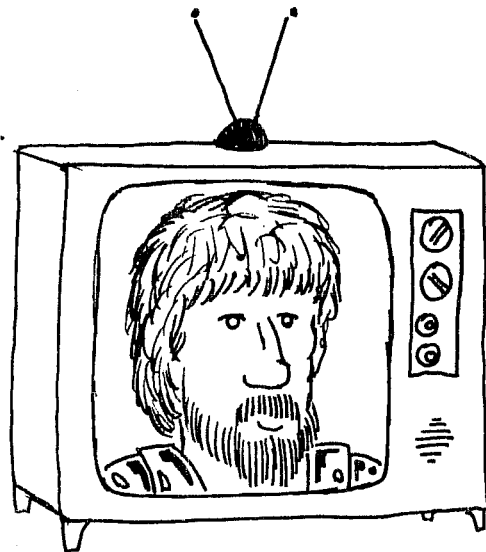


A ROYAL WEDDING

In the Year of Our Lord, 1986, in the month of August, Duke M'Deth of Benden and Baroness Ariona were married at Album Park. The ceremony was performed by her great-uncle Ray. Ariona was given away by her grandfathers Mason and Roy. The Sardakar were the male attendants who were King Aredhel, Sir Zyax, Duke Gilos, Squire Larce, Dirion and Sir Hellspawn. Aramithris, another Sardakar member, was the best man. The Lady Knights, Kalibria and Joella were the bridesmaids.

The following party was a magnificent feast. A magical liquid fountain was a centerpiece as was the castle wedding cake. The cake was cut by M'deth and Ariona with a sword. The hall where the feast was held was covered in both personal and company banners. The entertainment was medieval music and Lord Scarhart and Alay-yan performed a song newly written for the newlyweds along with the aid of a friend of Ariona's, Cindy.

Lord Aramithris and Mamasan presented Order of the Warrior belt favors to those who had earned them. The Sardakar were presented belt favors as well. Mamasan and Lady Ariona presented a belt sash to Lord Aramithris for his continual behind-the-scenes support of the club. There were two tournaments held as well; a single sword competition and two-man teams.



The Wedding Tourney

Round #1

Sir Rift vs Morbid
Sir Zyax vs Squire Ahira
Sir Lady Esuom vs Squire Camaron
Lt Sigfried vs Squire Larce
Duke Nashomi vs Lord Rin-o
Lady Ryah vs Sir Charloc

Round #2 (Losers Bracket)

Morbid vs Squire Ahira
Sir Lady Esuom vs Lt Sigfried
Lord Rin-o vs Lady Ryah

Round #2 (Winners Bracket)

Sir Rift vs Sir Zyax
Squire Camaron vs Squire Larce
Duke Nashomi vs Sir Charloc

Round #3 (2nd Winners Bracket)

Sir Rift vs Squire Larce
Sir Rift vs Sir Charloc

Round #4

Lt Sigfried vs Squire Larce
Sir Zyax vs Lord Rin-o
Duke Nashomi vs Squire Camaron
Sir Rift vs Squire Ahira

Round #5

Squire Ahira vs Lord Rin-o
Duke Nashomi vs Sir Rift

Third Place Round

Lord Rin-o vs Sir Charloc
Duke Nashomi vs Sir Charloc

Winners Round

Lord Rin-o vs Duke Nashomi

Sir Charloc took 3rd place, Duke Nashomi took 2nd place and Lord Rin-o was the final winner. Lord Rin-o received two goblets and a bottle of wine for his prize.

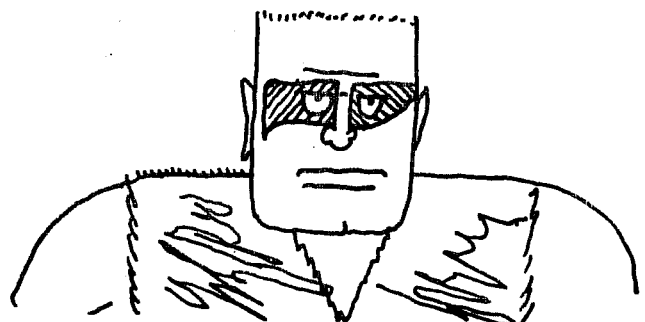
After the single sword tourney 3 two man team free-for-alls were fought.

Melee #1 Teams

Lady Ryah/Sir Charloc
Lord Rin-o/Duke Nashomi
Squire Camaron/Squire Larce
Sir Lady Esuom/Lt Sigfried
The winning team in the 1st melee was Lady Ryah and Sir Charloc. Sir Charloc was slain by the end of the melee.

Melee #2 Teams

Lady Ryah/Sir Rift
Lord Rin-o/Duke Nashomi
Squire Camaron/Squire Larce
Sir Lady Esuom/Lt Sigfried
Sir Hellspawn/Sir Zyax



The Success or Failure of this depends on the Support of the General Populace of Amtgard- DOH!

FROM DA KING

Recently the service guilds of Amtgard have undergone some changes in organization. An explanation of the new system, the guilds and their new officers follows.

The new system starts off with a general service and puts it into a college.

This college is then broken down into its most basic elements which are known as the guilds. The guilds will be headed, as before, by a guild master which has shown a natural talent or aptitude for that guild. This enables the guilds to produce a better service to the club. The guild members are any members of the populace who are interested or have a specific project they have in mind that deal with that guild. The guild will serve as their tool to achieve that goal.

The college will act as a coordinating mechanism for the guilds. For example the theatrical guild wishes to put on a production and needs props and costumes. Instead of trying to produce all that is needed by itself, the guild master makes a list of necessary items and gives it to the head of the Art College. The collegiate head then takes the list to the garbers and the engineers guild for props and sets them to the task of producing the necessary items. The theatrical guild master is then free to work in his sphere of expertise using his time in casting and directing his production.

The new guild masters as stated before are chosen for their natural abilities in a field. This office holds a great responsibility to the members of Amtgard and should be accepted or rejected by the guild master based on his/her ability to produce a service to the club and other guilds.

A list of the new guilds, guild masters and their responsibilities follows:

THE COLLEGE OF ARTS

CONVENTIONAL ART GUILD-Guild Master Aron Neilson (Len Nelson). Aron has consistently produced fine drawings in the newsletters and in his Barbarians Guild manual. He will be responsible for gathering the drawings produced by members and submitting them to the Art Colleges portfolio for each producing

member. He will also be responsible for suggesting orders for exceptional work.

GARBERS GUILD-Guild Mistress Gwynn of Benden (Kris Donnelly). Gwynn has produced many exceptional pieces of garb as well as banners, including the Claw Legion banner and the Sardakar banner. Her responsibility will be to produce, by herself or to farm out, works of garb asked for by other guilds or members in need of garb and other tasks of the like.

In the case of members needing garb, she must be provided with the material or the proper amount of money to complete the item. She will also be responsible for suggesting orders for exceptional garb produced by individual members.

HERALDRY GUILD-Guild Master Michael of the Belt Pouch (Michael Looney). Michael has been somewhat of a heraldry scholar and has heralded at the "Princess Defender" tourney. He will be responsible for acquiring all active members devices and recording them. He will also be available for any who need advice in making a personal device. In addition to this, he will also see to it that all tourneys are properly heralded.

LITERARY GUILD-Guild Mistress Fedora Rhogam of the Phelan (Terry Snoddy). Fedora has produced Crown Qualification winning poetry and writings. She will be responsible for accumulating a book of Amtgard poems, stories and other written works, to include plays, from all producing members. She will also be responsible for suggesting orders for excellence in the literary sphere.

MUSIC GUILD-Guildmaster Scarhart (Scott Jernigan). Scarhart has entertained at many events with his musical abilities. These events include Crown Feasts, bardic circles, and at M'Deth's and Ariona's wedding. He will be responsible for acquiring musical works from Amtgard members in written form or in taped form. He is also in charge of providing music for special Amtgard events such as feasts. Suggestions for orders for exceptional musical ability will also be provided by him.

THEATRICAL GUILD-Guild Master Sigfried von Herbenach (Robert Herbig). As a Drama major at UTEP, Sigfried should be qualified for the position. He will be responsible for putting on plays at special Amtgard functions as well as other dramatic productions and is to encourage

the development of good personas at weekly events.

THE COLLEGE OF SCIENCE

SAGES GUILD-Guildmistress Ryah hap Illys de Visclo (Elaine Starkey). Ryah has compiled an extensive list of Amtgard members which includes their phone numbers as well as the technical information on them including attendance and orders. This is already a giant step for the organization and the records of Amtgard. Her responsibilities are to advance the uses of computers for Amtgard and to encourage all adept computer users to do the same.

ENGINEERS GUILD-As of yet, no one has been selected to head this guild. Its function is to produce solid usable items such as props for plays at the King's throne, and to set up pavilions and tables for use at weekly events. The people in this guild are the motivated members of Amtgard who will give it its polish.

GLADITORIAL GUILD-Guildmaster Nashomi the Silverwolf (Sam Snoddy). His task is to organize fighter practices such as the ones he has already produced at Sanctuary. He will be responsible for teaching basic techniques as well as advanced techniques in fighting, and to encourage others present at the practices to do likewise.

SMITH'S GUILD-Guildmaster Aramithris has already proved his willingness to produce in this category. He has been the only guild master voted into this guild since its formation. He is responsible for the teaching of weapons and armor construction. In addition he or other willing members will produce weapons which can be purchased at cost.

The success or failure of this new system depends on the integrity of the new guild masters and the support and contributions of the general populace of Amtgard. No one can now complain

that nothing is being done at Amtgard, with such an open system as this at their disposal. All that is asked of the members of Amtgard is that they do what they do best (whatever that might be) in support of the club and what the club might eventually grow into.

Flight into Fantasy

ABANDON HERE YOUR EARTHLY CARES
AND TAKE YOUR SWORD IN HAND
FOR LOGIC HAS NO POWER HERE
AND MAGIC RULES THE LAND

DRAGONS FLY AND BANSHEES WAIL
BANDITS LOOT AND PILLAGE
MAN AND STEED MUST FIGHT AS ONE
TO SAVE THE TINY VILLAGE

BUILD THE POWER CONSUMMATE
THE BURNING SILVER FIRE
TURN THE EVIL DARK LORD'S KEEP
TO A BLAZING FUNERAL PYRE

THE HOST OF LIGHT ALL SING YOUR PRAISE
YOUR NAME MAKES EVIL QUAKE
YOU'VE MADE THE KINGDOM SAFE AGAIN
SO NOW YOU MAY AWAKE

AEGAR



Saturday Warriors

WHO ARE THESE YOUNG ONES COMING DOWN,
COMING DOWN LIKE SILVER RAIN THRU
DARKENED SKIES
WHO WILL NOT BEND WITH THE WIND OR THE
CHANGE, BUT STAND TO FIGHT THE WORLD
ALONE.

THESE ARE THE FEW, THE WARRIORS SAVED
FOR SATURDAY
TO COME THESE FEW DAYS OF THE WORLD
THESE ARE THEY ON SATURDAY.

THESE ARE THE FEW, THE WARRIORS FIGHTING
WITH THEIR MIGHT
TO WIN THE BATTLE RAGING IN THEIR HEARTS
FOR THEY ON SATURDAY

STRANGERS FROM A REALM BEYOND
WHO'VE ONLY TAKEN THESE THINGS:
THE MEMORIES OF THEIR FORMER LIFE
THE PURPOSE OF THEIR CALL

AND SOON THEY'LL KNOW OF WHY THEY'RE
HERE AND THEY THRU FANTASY ARE
AND SOON THEY'LL KNOW OF WHY THEY'RE
HERE AND THEY THRU FANTASY ARE

THESE ARE THE FEW, THE WARRIORS
SAVED FOR SATURDAY
TO COME THESE FEW DAYS OF THE WORLD
THESE ARE THEY ON SATURDAY,
SATURDAY!!

PROPOSAL TO MAKE MONARCH AN ELECTED OFFICE

- I. Crown Qualifications will be held as normal. Contestants for Crown must still qualify.
- II. On the week following qualifications, and prior to the Crown tourney, an election will be held for monarch.
 - A. Only those who qualified may run for monarch.
 - B. The following club members may vote for monarch: people up to date on their dues for the current six month period, people who have at least three months of total attendance in the previous six months, people holding any official club office (as presented in the Corpora).
 - C. A plurality vote is needed to win. A tie vote will necessitate a runoff election.
- III. The newly elected monarch may choose his or her consort. Immediately following the election will be the Crown tournament.
 - A. Only those who qualified may fight in the Crown tournament.
 - B. The monarch and the consort may not fight in the Crown tournament.
 - C. The winner of the tourney will be the Champion of the Realm.
 - D. Second place in the tourney will be the Consort's Defender.
 - E. Note that this system will allow people to enter Crown with the sole purpose of becoming champion or defender without having to try for Monarch.
- IV. After the Crown tournament the Monarch will choose seven people to be members of the King's Guard. The following people may not be members of the King's Guard: the Monarch, the consort, the champion, and the Defender.
- V. All club officers will keep their responsibilities and privileges as listed in the Corpora.
- VI. Guildmaster and Smith's Guild elections will be held as normal during this period. Results will be announced at the Crown feast.
- VII. At the Allthing on the month before the next Crown tourney (in April, 1987) the populace will vote on whether to continue the process of electing the Monarch or to revert to the system of trial by combat to choose the Monarch.

We the undersigned, support this proposal
and tender our votes at the Allthing towards
its passage:

Monarch of the Beltgarth
Guildmaster of Holarus
Sir Zafax Blackfiver
Guildmaster of HSS 955115

Sir Lady Esuom aph'tard capt. of the King's Guard
Sir Duke Gelos Dawnhope
Lord Scharant, Guildmaster
Prime Minister Ahier
Bard & minstrels
Sir Aramithris, Guildmaster of Reeves and Smiths
Sir Alredhel King of the burning lands
Sir Tawnee Darkfalcon, Duchess
LORD ARON, Guildmaster of the BARBARIANS
Sir Jella of Lewelyn Starwatcher
Sir Charles Dartstar
Gwynn, Guildmaster, Barber
Lord Tree Guildmaster of monsters
AEGAR High Guildmaster of MAGES
Viscountess Sir Andralaine Escaper of Stonehaven
Daimyo (Baron) of Jodo Wasegawa

AMTGARD CHAPTER OF THE BURNING LANDS VIII SEMI-ANNUAL CROWN ELECTION AND QUALIFICATIONS

Following is the format for the crown qualifications to be held on October 11, starting at noon. All literary entries and declarations are due on October 4th. If you have any questions, please contact Dutchess Sir Tawnee Darkfalcon.

Persons who qualify within these parameters will be eligible, but not required to be placed on the ballot for Monarch. After the monarch is elected by a majority vote, everyone else who qualified is eligible, but not required, to fight in the tourney for Champion and Princess's Defender.

You may place as many entries as you wish in each contest, but a single item may be entered in only one contest. (Example: you may enter three embroidered capes in the Most Authentic Garb contest. But you may not enter the same embroidered cape in Best Fighting Garb, Flat Art, and Most Authentic Garb.)

Entries must have been made within the last six months. That means no entries for previous Crown Qualifications. Display items are welcome and may be older.

Club oriented items may be sold to club members only, such as garb, feast gear and weapons. We may not sell to the public without an expensive permit. But people bringing items to trade and sell would be most entertaining. Those who have extra PLEASE bring garb for those who have none! Wear your badges of office and nobility and look good.

Judging shall be done on a basis of 0.0 to 4.0. A 4.0 shall be considered a perfect score, and each entry receiving this score shall receive a Rose, Dragon, or Owl, whichever is appropriate.

All of and only those items receiving a 3.0 or better score shall "place" in a contest. Thus, if six items receive a score of 3.0 or better, then first through sixth places will be given. If no entry receives 3.0 or better in a contest, then none shall place or win. This eliminates whether a contest will "make" or not, since a contest with only one entry, an excellent one, can still generate a winner, and a contest with thirty worthless entries may not. Contest first place winners will receive an order of the Owl, Rose, or Dragon, whichever is appropriate.

There will be three types of contests: The Arts, The Game, and War. Things pertaining directly to Amtgard will be classed as The Game, things of Art for its own sake will be The Arts, and contests of War shall be combative in nature. Crown contenders must enter a minimum of three contests in each category. They must achieve either an average of 2.0 or better, or a score of 3.0 or better in each category.

THE GAME

Reeves Test: MANDATORY. A general test over the rules in the handbook. Scored 1-100, each point shall count as .04%, making a 75 score equivalent to a 3.

Rose: All entries will be club oriented items, to be donated to the club after Crown Tournament. Suggested ideas: Crowns, Flags of the Realm, Battle Flags, Badges of Office, Royal Capes, Sceptres and Dishware, etc.

Weapon's Construction: All weapons to be entered into this category must be passed as legal by the Smith's Guild. A contest for originality, construction, and beauty of Amtgard weapons and shields.

Active Construction: An Amtgard related item with at least one independently moving part. Would be considered a machine by strictest definition. A wheeled wagon is Active, a sled is not. A triggered crossbow is Active, a bow is not.

Best Fighting Garb: A contest for garb which was designed for the battlefield. Bonus credit if no visible mundane apparel, example: Tennis shoes, jeans, camouflage, T-shirts, etc.

Armor Construction: All armor to be entered into this contest must be passed by the Smith's Guild. A contest for originality, construction and beauty of Amtgard armor. May be worn if contestant chooses.

Character History or Story: A story or history of your persona, not to exceed five pages in length.

Campaign Speech: In a minimum one to maximum three minute speech, explain in persona why you feel you should be elected monarch of the Burning Lands.

Factual Writing: A factual piece, five pages or less, on a period subject.

THE ARTS

Tactical Gaming: Trial by a set of tactical games.

Heraldry Test: A written test on basic heraldry.

Most Authentic Garb: May be worn by yourself or a model. Should be made by entrant, of authentic materials, by authentic means. Contestants will explain.

Most Authentic Cooking: Made by contestant using most authentic ingredients and methods possible (bonus if served on authentic dishes. Recipe must be provided).

Flat Art: Art which is not 3d. No spaceships, please.

3D Art: Art which is not flat. No spaceships, please.

Composition: A story, poem, essay, etc., five pages or less, on a period subject.

Singing: With or without accompaniment, the rendition of a period piece.

Instrumental: With or without accompaniment, the rendition of a period piece.

Dancing: With or without accompaniment, the rendition of a period piece.

Oratory: A 1-3 minute performance of a factual or dramatic nature.

Fester's **T**ournament: Humor, medieval style.

WAR

Free **F**or **A**ll

Jousting

Javelin **T**hrow

Chasm **B**attle

2-**M**an **T**eams

Iron **W**arrior **R**un

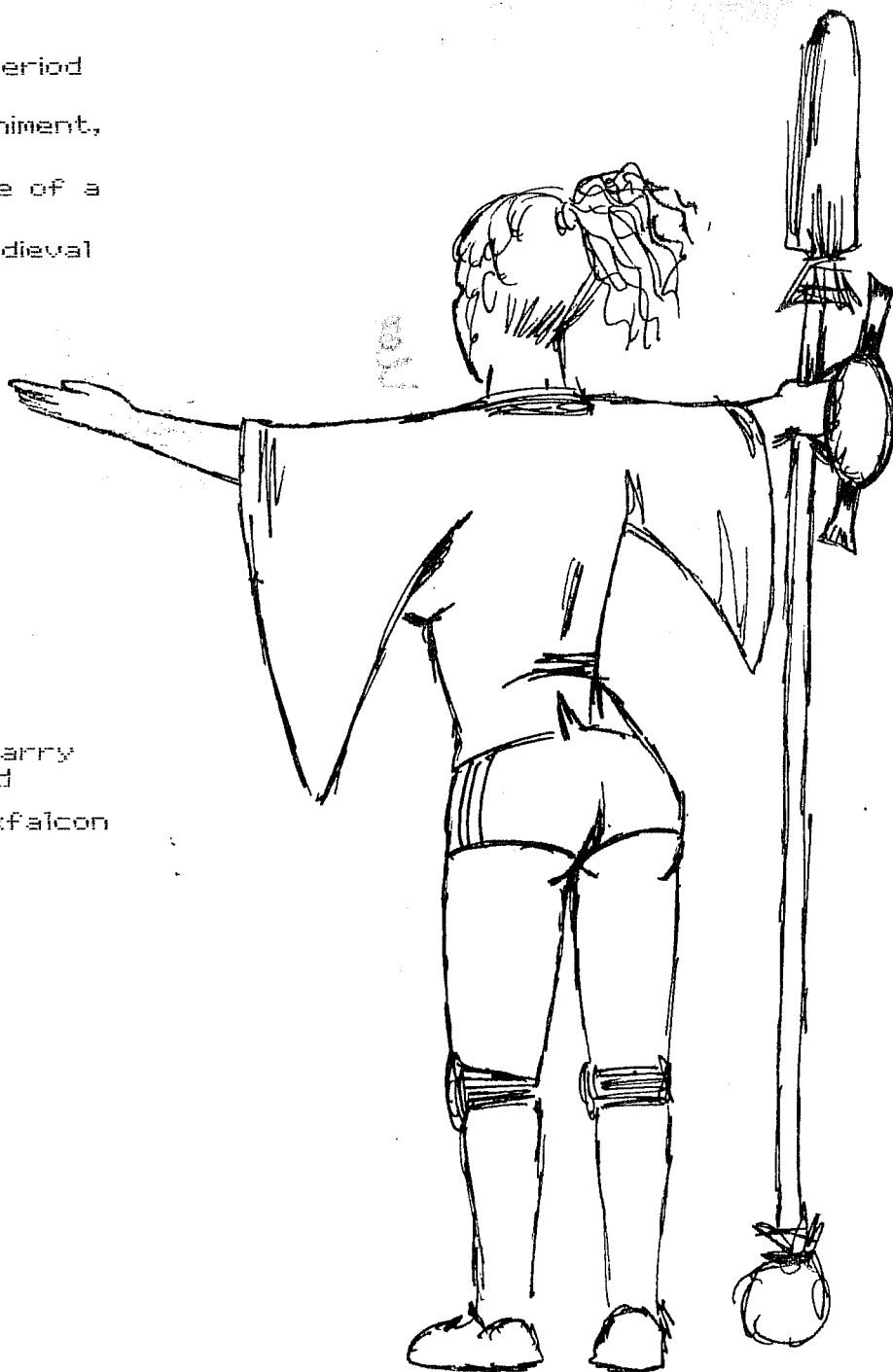
Archery **D**uel

Weapon and **P**arry

Archery **D**itch **B**attle

Magic **D**itch **B**attle: May only carry dagger, no armor, may use magic and "abilities"

Dutchess Sir Tawnee Darkfalcon



A FAIRY TALE

Once upon a time,
in a kingdom not so far away,
there was a knight
in shining armor
and a damsel
in distress.

He took up her honor,

and she his banner,

against the tempest,

he was her shield.

Against the cold of night,

she was his warmth.

Until one day,

she was nowhere to be found.

Once upon a time,

there was love...

Or was it just a fairy tale?

Sir Charloc Darkstar