



TALES  
FROM THE  
BURNING LANDS

TALES FROM THE BURNING LANDS  
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(special supplementary issue)

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# AMTGARD



Amtgard: Kingdom of the Burning Lands, incorporated as a non-profit organization, is a non-sectarian medieval and fantasy role-playing society dedicated to educational recreation simulating the aforementioned period and genre. Anyone may join, but you must be 14 or older to participate in combat. Everyone is welcome at the battle-games. Dues are \$5 per 6 month period. Though not required to participate, being up to date on club dues entitles a member to a copy of the rulebook and revision updates, the club newsletter, and a vote in the club government (the Allthing). Club funds go towards rulebooks, the newsletter, club promotions, special events, and tourney prizes.

Tales from the Burning Lands is the official newsletter of Amtgard, and is published 6 times a year. This issue is primarily devoted to the upcoming Crown Qualifications in October.

From the Smiths Guild

I. Top 25: all time Amtgard events' standings  
(includes all events ever held that yielded  
an individual winner). Key: 1st= 3 pts.,  
2nd= 2 pts., 3rd= 1 pt. (same scoring system  
as Crown Qualifications and Weaponmaster).

War Events

	1st	2nd	3rd	pts.
1- M'Deth	25	15	8	113
2- Aramithris	22	10	3	89
3- Morluk	18	12	7	85
4- Nashomi	20	7	4	78
5- Aredhel	15	10	4	69
6- Gilos	9	9	9	54
7- Deth	9	1	6	35
8- Heimdale	7	4	5	34
9- Zyax	2	8	6	28
10- Rift	6	3	1	25
11- Rine-O	5	2	6	25
12- Scarhart	4	3	6	24
13- Tawnee	6	2	1	23
14- Andre	4	3	2	20
15- Conan	3	5	0	19
16- Ahira	3	4	2	19
17- Pyro	5	0	3	18
18- Testicles	5	1	0	17
19- Ajax	2	5	1	17
20- Aegar	4	1	2	16
21- Larce	2	3	4	16
22- Pyah	2	3	3	15
23- Joella	4	1	0	14
24- Kurse	3	0	5	14
25- Esuom	3	1	0	11

Cultural Events

	1st	2nd	3rd	pts.
1- Tawnee	17	19	13	102
2- Aramithris	14	14	4	74
3- M'Deth	16	5	6	64
4- Joella	14	6	8	62
5- Scarhart	7	5	2	33
6- Aredhel	4	5	5	27
7- Heimdale	6	2	2	24
8- Gwynne	4	5	2	24
9- Shylarra	3	4	7	24
10- Esuom	3	3	6	21
11- Gilos	3	5	1	20
12- Ariona	4	3	1	19
13- Nithanalorn	5	0	1	16
14- Ajax	3	3	1	16
15- Fedora	5	0	0	15
16- Ahira	1	5	2	15
17- Wu Tao	4	1	0	14
18- Kalil	3	1	0	11
19- Aron	2	2	1	11
20- Rift	1	3	2	11
21- Alric	1	2	1	8
22- Nashomi	0	3	2	8
23- Sterling	1	2	0	7
24- Andralaine	1	1	2	7
25- Ghee	0	2	2	6

II. Amtgard duelists: (listed in or-  
der of total dueling victories).

	<u>overall record</u>			<u>1987 record</u>			<u>Major fighting</u>			<u>Titles</u>		
	<u>won</u>	<u>lost</u>	<u>per.</u>	<u>won</u>	<u>lost</u>	<u>per.</u>	<u>tournaments</u>	<u>entered</u>		<u>Weapon-</u>	<u>war-</u>	<u>sword</u>
							<u>No.</u>	<u>1st</u>	<u>2nd</u>	<u>master</u>	<u>lord</u>	<u>knight</u>
M'Deth	137	38	78.0	--	--	--	13	5	4	yes	yes	yes
Morluk	111	47	64.0	31	8	79.5	14	4	3	yes	yes	yes
Gilos	89	85	51.1	13	9	59.1	15	1	1	no	no	yes
Aramithris	80	13	86.0	21	4	84.0	8	6	2	yes	yes	yes
Aredhel	70	27	72.2	12	5	70.6	12	4	3	yes	yes	yes
Zyax	57	44	56.4	19	11	63.3	15	1	2	no	no	yes
Andre	42	25	62.7	18	9	66.7	11	1	2	no	no	no
Pyah	39	41	48.8	6	6	50.0	13	0	3	no	no	no
Nashomi	37	10	78.7	--	--	--	4	2	1	yes	yes	yes
Rine-O	37	14	72.5	--	--	--	14	2	1	no	no	no
Aegar	34	18	65.4	--	--	--	6	1	1	no	no	no
Rift	32	41	43.8	2	4	33.3	11	0	1	no	no	yes
Larce	31	15	67.4	18	8	69.2	9	1	1	no	no	no
Johann	29	14	67.4	--	--	--	3	0	1	no	no	yes
Kurse	29	24	54.7	14	14	50.0	6	0	0	no	no	no
Hellspawn	27	43	38.6	14	10	58.3	15	1	0	no	no	no
Heimdale	27	18	60.0	--	--	--	7	2	0	no	no	yes
Kam'Aron	26	29	47.3	5	5	50.0	11	1	0	no	no	no
Deth	22	9	70.3	--	--	--	2	1	0	no	yes	yes
Theo	22	13	62.8	10	10	50.0	8	0	0	no	no	no

Calendar of Events

SEPTEMBER:

5th Allthing at 3:00 p.m. to decide whether the next Monarch should be chosen by ballot or combat.

12th Open

19th Open

26th Ring of Power to be given up by Naes.

Begin strategic gaming - chess and pente (after Amtgard).

OCTOBER:

3rd A. Declarations for Crown due (to Ryah).  
B. Guildmaster elections (Ryah).  
C. Crown Qualification written entries due (to Gwynne) includes: composition, factual/informative writing, and persona histories.

9th Written entries judged at the abode of Gwynne.

10th Crown Qualifications - 10:00 a.m.

17th Crown Tourney and election - 3:00 p.m. (tourney - Guild Master of Reeve's; election - Ryah)

24th Go back to 12:00 noon sign-in time.

31st Weaponmaster Tourney - 1:00 p.m. (NEEDS A SPONSOR)

NOVEMBER:

7th No Champs Tourney 1:00 p.m. (NEEDS A SPONSOR)

17th Open

21st Company Competition (NEEDS A SPONSOR)

28th Open

DECEMBER:

5th Allthing

12th Open

19th Dagger of Penetration (Delphos)

26th X-Mas weekend game

## 10TH SEMIANNUAL CROWN QUALIFICATIONS AND TOURNEY

### ENTRIES:

1. Any club member may enter an event/contest. One does not have to be going for Monarch in order to enter Crown Qualifications. Anyone may enter as few or as many events as they desire.
2. A person may have several entries in a contest, Example - two separate drawings in the flat art contest. However, Crown contestants and their consorts must still enter the required minimum number of separate Crown contests.
3. The same entry may not be entered in more than one contest. Example - a piece of leather armor could not be entered both in the armor construcion and the best fighting garb contests.
4. Entries must have been made by the person entering them and must have been made since the last Crown Qualifications in April, 1987.

### CROWN CONTESTANTS

1. All Crown Contestants must take and pass the Reeve's test.
2. All Contestants must be up to date on their dues for the current 6-month period.
3. Contestants must have been in the club for the last 6 months dating back to the Crown Qualifications of 4/87.
4. Contestants must have attended at least 12 events in the past 6 months.
5. Contestants must have a consort.
6. Contestants must enter a minimum of 7 cultural contests. The following events do not count towards the minimum number of contests: Reeve's test, Corpora test, Place encampments.
7. Contestants and their Consorts must declare for Crown in writing to Prime Minister Ryah on or before October 3, 1987.



### CONSORTS:

1. Must qualify under the criteria listed above for Crown Contestants, Sections 1, 2, 3, and 4.

2. Must enter a minimum of 4 cultural contests not counting the Reeve's and Corpora tests and Place encampments.

#### JUDGING:

1. All events will be judged by a panel of no fewer than 10 judges (assuming enough volunteers are available). These scores will then be added and averaged.
2. Volunteers for judging will be accepted one week prior to Crown Qualifications.
3. Judges must be club members.
4. People may not judge in contests in which they are entered.

#### SCORING AND QUALIFYING:

1. Contests will be scored on a scale from 1 (low) to 5 (high) by the panel of judges.
2. Orders for entries will be awarded as per the Corpora of Kingdom laws.
3. Contestants passing the Reeve's test and entering the required minimum of 7 cultural contests will qualify for Crown, but see numbers 4 and 5 below.
4. At the end of Crown Qualifications, all arts and sciences guildmasters not running for Crown or Consort will meet, and review the contest entries of all Crown/Consort hopefuls. If a majority of these guildmasters vote that any contestant's overall quality of entries was of such low quality as not to qualify, then that person will not be allowed to try for Crown. This is subject to the appeal process listed below in number 5.
5. A prospective Crown and/or Consort candidate denied qualification by the guildmasters may appeal to the club populace. In such a case the club (active members only - see the Corpora) will vote on whether the contestant in question did or did not qualify. Note that steps 4 and 5 listed here are not necessary unless someone's overall quality of entries is questioned. Any judge, Crown/Consort contestant, or club officer may raise this issue.

#### PLACING:

1. For purposes of interest, overall standings will be computed by the traditional system of 3 points for a first place, 2 points for a second place, and 1 point for a third. Multiple ties for a place, with full point value, will be awarded. However, see number 2 below.
2. No more than 50% of the total entries of an event/contest may place. Entries in events scored on the 1 to 5 scale may always place if their averaged score is 3.75 or higher. Also, test results that equal or exceed the percentage required to "pass" may also place.

3. As mentioned before, orders will be awarded as per the Corpora. Orders awarded for quality entries are based on the following criteria: events requiring intelligence and thought - Order of the Rose, events utilizing artistic abilities - Order of the Dragon, events requiring combat and fighting skills - Order of the Warrior. Also, everyone qualifying for Crown receives one Order of the Hydra.

#### WAR EVENTS:



1. These are official Crown Qualification events; although not required contestants are encouraged to enter one or more war events.

2. War events are an acknowledgement that Amtgard is a fighting society, and are provided for the interest and enjoyment of the populace. Everyone is encouraged to enter the cultural contests. If one has no interest in such things, then people are still encouraged to participate in the war contests.

3. Judges for all events are needed and solicited. Also, volunteers are needed to run most of the war events. Speak to the Crown organizers before the day of qualifications if you want to run or judge an event.

#### THE CHOOSING OF MONARCH:

1. An allthing will be held at 3:00 p.m. on September 5, 1987 to determine whether the next Monarch will be chosen by ballot or by tourney.

2. If the vote is for the ballot method, then the Prime Minister will run an election on October 17, 1987 before the Crown tourney to determine who is Monarch. Only active members may vote and the election will be run from 3:00 to 6:00 p.m. All Crown Contestants who qualified may or may not choose to have their names placed on the ballot. High vote total will win the election. After the election a tourney would be held among the remaining Crown qualifiers to determine the Monarch's Champion. The tourney would begin at 6:30 p.m.

3. Note in the Corpora that an active club member is defined as:

- a. Having been in the club for 6 months.
- b. Up to date on dues for the current 6 month period.

4. If the Allthing's decision is for the tourney method of selection, then the Crown tourney will be held at 3:30 p.m. on October 17, 1987. Format will be either round robin or double

elimination. The winner of the tourney would be the new Monarch and the 2nd place finisher would be the Champion.

5. The Crown tourney will be fought by the honor code of Order of the Lion/Griffon.

#### CONTESTS:

##### A. Cultural Events

1. Art, Flat (2-D)
2. Art, 3-D
3. Composition
4. Construction, armor
5. Construction, passive
6. Construction, weapon and shield
7. Cooking, best tasting
8. Garb, best fighting
9. Garb, best looking
10. Instrumental
11. Persona history
12. \*Place encampments
13. The Rose
14. Singing
15. Strategic gaming
16. \*Test, Corpora
17. Test, heraldry
18. \*Test, Reeve's
19. Writing, factual/informative



\*Do not count toward Crown/Consort required minimum number of entries.

NOTE: Events listed here are a composite of the most popular events from past qualifications and suggestions gleaned from the last crown events. Additional events can be added if there is sufficient interest.

#### WAR EVENTS:

1. Archery tourney
2. Armwrestling (men's & women's)
3. Chasm battle
4. Free-for-all
5. Iron Warrior Run
6. Javelin throw
7. Jousting
8. Legwrestling (men's & women's)
9. Sword and Shield tourney
10. Two-man teams tourney
11. Tug of war
12. Weapons scramble

#### EXPLANATION OF CULTURAL EVENTS:

1. Art, flat (2-D) - Includes sketches, drawings, paintings, and any other art forms rendered on a flat medium.
2. Art, 3-D - Includes sculptures, jewelry, ceramics, and other

art forms done in 3 dimensions.

3. Composition - Five (5) pages or less. Includes poetry and short stories. Entries due October 3, 1987.

4. Construction, armor - Legal Amtgard armor judged on the basis of construction, effort, and appearance.

5. Construction, passive - Includes items not listed under other categories such as pouches, helmets, metal weapons, props, etc.

6. Construction, weapon and shield - Weapons and/or shields made to legal Amtgard specifications, will be judged on quality of construction, appearance, and originality.

7. Cooking, best tasting - Food or drink allowed. Must be a dish that could have been made in a Medieval-era society.

8. Garb, best fighting - Includes all garb made for use on the battlefield. Light armor may be worn, but see the separate armor construction category. May be worn by self or a model.

9. Garb, best looking - Includes garb for formal occasions (i.e., not for use on the battlefield). May be worn by self or a model.

10. Instrumental music - With instruments only; no vocal accompaniment.

11. Persona history - 5 pages or less. Short piece relating to a persona's origin or background. Entries due October 3, 1987.

12. Place encampments - Tent, pavillion, blankets, etc.

13. The Rose - Banners, personal favors, belt sashes, etc.

14. Singing - With or without instrumentation. May be a rendition of a period piece or of an original written by the contestant.

15. Strategic gaming - Includes chess and pente. Other games may be added. To receive credit a contestant must actually participate in two or more games.

16. Test, Corpora - A new, experimental event. A 20 question, true or false test on the Amtgard Corpora of Laws. A score of 75% or higher is required to pass. If popular enough, it will be added as a qualifying event to later Crown Qualifications.

17. Test, heraldry - A test administered on the principles of basic medieval heraldry. Credit will only be given to those passing this test with a score of 50% or more.

18. Test, Reeve's - A general test over the rules, both theory and application. Passing score is 75% or more. Crown/Consort candidates must take and pass this test. Candidates failing the test will be required to take it again until they can achieve a

passing score. All persons passing the test on their first try shall be designated members of the Reeve's Guild.

19. Writing, factual/informative - Five pages or less; includes essays, "how to" articles, historical research, etc. Entries due October 3, 1987.

IMPORTANT: All cultural contest entries must be either period (medieval era) or genre (swords and sorcery) related.

SCHEDULE OF EVENTS FOR THE CROWN QUALIFICATIONS ON OCT. 10, 1987:

10:00 a.m.	Set up and sign-in
10:30 a.m.	Begin Corpora, Heraldry, and Reeve's tests.
11:00 a.m.	Complete roster of judges for cultural events. Begin judging place encampments. <i>Begin Archery tourney.</i>
11:30 a.m.	Complete sign-in for cultural events.
12:00 p.m.	Judge best-looking garb
12:30 p.m.	Judge best-fighting garb Javelin throw
01:00 p.m.	Judge instrumental music Free-for-all
01:30 p.m.	Judge singing Jousting Complete strategic gaming
01:45 p.m.	Final set up for 02:00 p.m. events
02:00 p.m.	Judge the following events: Art - flat art & 3-D art; construction, armor; construction, passive; construction, weapon and shield; The Rose.
03:00 p.m.	Complete Corpora, Heraldry, and Reeve's tests.
03:15 p.m.	Final judging on place encampments
03:30 p.m.	Sword and Shield tourney
04:30 p.m.	Two-man teams tourney
05:30 p.m.	Scoring and averaging of contest scores. Stage other war events as desired.
06:15 p.m.	Guildmaster's approval of Crown Candidates (if necessary)
06:45 p.m.	Announcement of contest results Announcement of Crown candidates
07:15 p.m.	Closing Court and cleanup

King Aredhel Kemenva

Princess Consort Gwynne

Prime Minister Ryah

Aramithris, Scribe