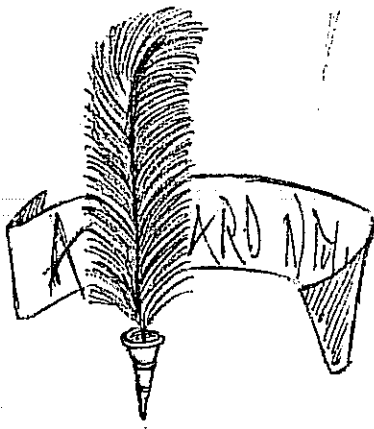


TALES
FROM THE
BURNING
LANDS



Vol. III No. 5



In explanation for the lamentable lack of manners in not soliciting from the populace articles, art work, and etc. prior to publication of this newsletter...my excuse is the lack of time prior to publication in order to get all of the data regarding Crown Qualifications, lists of awards, new guildmasters, calendar of events, and so forth to you at the earliest possible date. My sincere apologies.

Please note that for all future newsletters you can grab me at Amtgard and give me the information you want included or give me a call at 532-4869 and if your article is not 108 pages long simply dictate the information to me over the phone. I will typeset all information given to me but it will help if your handwriting is more legible than my own. Needless to say articles, art work, cartoons and suggestions are gleefully accepted and vastly appreciated. If there is something you want to see in your newsletter hit me over the head with a suitable (and legally padded) weapon until you get my attention. I would mention that there will definitely be a cut-off date/time prior to publication. Just when this will be is subject to workload and will vary somewhat from issue to issue. Your best bet if you really want to get something in print is to get it to me well in advance of the first of the month although I will do my best to accommodate last minute additions time and space permitting.

Please note that our newsletter will be published on a monthly basis during my tenure as Club Scribe. Target dates will be the first week of every month. You might want to keep this in mind if you have information you want included for publication. I plan on including such regular items as a Personals Column, From the Guildhall (guildmasters comments, info., etc.), Calendar of Events update, Tourney information, Proclamations from your various Club officers and Prime Minister, as well as anything else I can find, dredge up, solicit, bribe, or steal that's printable.

Gwynne

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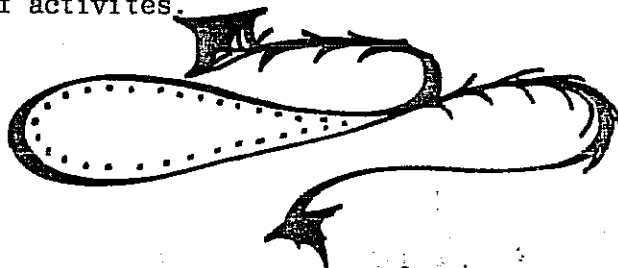
CONTRIBUTORS:

Editor	Gwynne
Art	Gwynne
Articles	Aramithris

U NTO THE POPULACE

From Aramithris, Monarch of
this Eleventh Court of
Amtgard, Kingdom of the Burn-
ing Lands, I bring you greet-
ings.

Crown Qualifications, tourney/election, and feast are past us, and Amtgard can once again focus its attentions on the more common combat-oriented activities. The Fall and Winter months are always a good time for the Club, with the cooler weather allowing for more diversity in garb and armor. This Winter should be no exception, and we have six special events and quests scheduled through the end of January, 1988. There are still open dates and anyone wishing to run a scenario or game should come forward. Early 1988 will also see an intensive period of activity for Amtgard government. Elections for the new Corporate Board of Directors and the Prime Minister will be held in January. We should also have achieved tax exemption status by this time and will be completing our first filing with the I.R.S. February will involve the traditional Amtgard trip to the S.C.A. - Estrella War in Phoenix with the S.C.A. - Grand Outlandish to follow three months later. In April is the next month of Crown and major tournies. Although not yet scheduled, late Spring and early Summer are usually full of Amtgard demonstrations and a camping trip or two. Finally, at least three suggestions have been put forth for feasts. Event wise, it looks to be a full six months of activities.



Other areas will also require our attention. The past year has seen modifications to the rules of several guilds. Rules for expanded levels to Assassins and Magic Users have been presented to the Club. Warrior bladessharp, Barbarian berserk, and Archer arrow rules have been more rigorously defined. New abilities have been added for upper level Paladins and Antipaladins. Both the Healer and Magic User guilds are utilizing new and/or modified spells while the copyrighted rulebook is still in circulation, causing a great deal of confusion. The Monster class, still in its infancy, has seen an abuse of new types introduced to the battlegames, totally upsetting play balance. There hardly is not a guild clamoring for more abilities and a bigger piece of the competitive pie. The Club went through this in early 1985 and the result you see is the hodgepodge of our current rulebook.

Many Club members are tired of the constant strife primarily caused (and I will be blunt) by high level guildmasters voting themselves more abilities. While I didn't agree with his methods or application, Nashomi had the right idea when he tried to limit the classes in the rulebook he proposed during the first reign of Aredhel. Amtgard gets more complex and unbalanced with the addition of every new rule. The effects of this acceleration of class abilities are twofold: 1). Prospective newcomers to the Club are frustrated by their inability to compete ("Sorry, you can't hit me, I just turned you into a pile of slime".), and often don't come back to Amtgard (How many of you D&D players really like running a first level monk in the same party as a seventh level Paladin armed with a sword of sharpness?); 2) The rules have become so complex and contradictory that few really know what is going on. This leads to constant abuses and bickering on the battlefield, thusly diminishing the enjoyment of the experience. I believe I am justified in saying that part of the recent popularity of fighter practice is in its simplicity -- clean, fun fighting unencumbered by a maze of restrictive and arbitrary rules.

The fact is that the Amtgard class system is evolving into an institution that rewards those with tenure, the longer you're in the Club, the more you get. That is most unfair considering the essentially competitive nature of most Amtgard activities. I really believe that personal achievements and participation in Amtgard should be reward enough. Other medieval clubs have fallen into the trap of "power grabbing". Ask Ariona, M'Deth, or Scarhart about a certain foam weapons society that they encountered in San Diego. I won't deny that selfish self-interest is typical in most social situations. What I am saying is that such attitudes are destructive and self defeating. If you are tired of arguments, confusion, and being quelled by abilities you don't understand, then perhaps you can identify with these sentiments. The rulebook needs work. Layout, typesetting, and artwork all can be improved. Also, the current rulebook includes sections no longer applicable to Amtgard. The rules on holds, foot shots, and, weapon color coding all come to mind, and there is a need to standardize and clarify several class rules. Some of the monk rules are too esoteric for easy playability, and the semi-magical abilities of the Warriors are not only totally out of conception, but almost useless. The rulebook does need to be updated and streamlined. However, a total rewrite with massive class additions would be trouble for several reasons: a) The futility of the "power grabbing" phenomenon I mentioned earlier, b) The expense and delays involved in trying to copywright a new set of rules, c) The confusion caused by drastically altering class abilities, especially with Amtgard now expanding into other cities. We need a set of rules, The Rules, something that won't be changed every six months. How then, do we go about this?

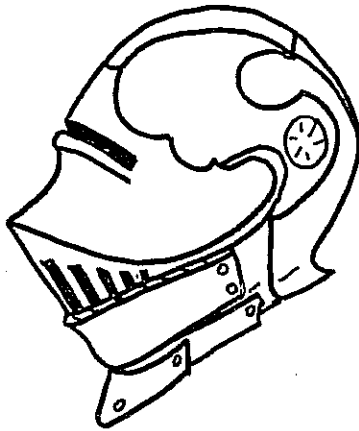
I am asking every guildmaster to confer with their guild, to then draft a copy of their class as they think it should be, then present the final draft to myself within a month of publication of this article. The Prime Minister and myself will then sit down with each guildmaster to iron out difficulties and produce a working set of rules. I propose a similar arrangement for the dispensation of the main body of the rulebook not dealing with

the classes, although the Champion would be involved rather than any guildmaster. Any guilds not responding within a month would default their jurisdiction to the Monarch and Prime Minister. I would request that guildmasters conform to the following guidelines when drafting their class rules:

- (1) Try not to stray too far from current class abilities (i.e., remember the potential copyright difficulties mentioned earlier). Try to intersperse old abilities with any new levels added.
- (2) Strive for simplicity and clarity. Look for loopholes that can be taken advantage of and correct them. Make sure the rules will work on the battlefield.
- (3) Leave the magical abilities to the Bards, Healers, and Magic Users.
- (4) Stay with rules, equipment, and garb appropriate to your class. Overlapping of abilities between classes should be discouraged. Conversely, distinct and appropriate garb should be presented for each separate guild.
- (5) Limit your class to six levels. This will not affect anyone with less than 61-73 weeks of experience. Most over this total are Warriors whom probably wouldn't mind changes in their already impotent guild. Some people might complain about not being allowed to strive for the 9th level demigod, and those same people, if they got what they wanted, would be trying to write up 15th level demigod rules two years from now. The point of this is to compile a complete rulebook that will be fair and accurate in the upcoming years. The 6th level limit is suggested to stop the acceleration of class abilities accrued while not penalizing those whom already have achieved higher levels, and to promote a basic equality of levels between all the guilds. Aside from the tenure complex that I have exposed for all its narcissistic glory, with 14 classes at 6 levels per class well, that means you could participate in Amtgard for 16 years without exhausting the possibilities.
- (6) Keep in mind play balance and interaction between the classes. List class immunities in a clear and concise manner. Example: Paladins are immune to Magic User spells only (not Bardic, Healer, or Monster magic). Especially powerful classes, such as most monsters, should be severely limited, such as use only in quests, etc.
- (7) Present your updated rules drafts in two forms: one in a short format that modifies the rulebook and which can be stapled to the current rulebook; the second copy in a longer form that will serve as a basis for an updated rulebook to be published in 3 to 4 months.
- (8) Artwork appropriate to your guild would be appreciated.

There are other important matters that merit the interest of the Club and the Crown. Including the \$89.50 donation to the Club from the Crown feast, the Club treasury as of 10/28/87 amounted to \$528.63. The bulk of this was converted to cash by Ryah just before her departure to Merides. These funds are going into a credit union where we will suffer no surcharges for extra withdrawals or a minimum balance. There has been discussion of making a distinct position for handling Club finances (a Club treasurer),

thusly relieving the Prime Minister of this burden. That would require altering the Amtgard Corpora, and there is no great hurry. We'll discuss the matter with the next full term Prime Minister and see what he or she thinks. And while on the subject of Prime Minister, I know that Theo is distributing waivers and releases to all Club members whom haven't yet filled them out. With the Club growing in size and notoriety, the obtaining of these waivers becomes increasingly important. Nobody wants to get ugly, but if you haven't filled one out (and had it signed by your parents if you are a minor), then you might soon find yourself barred from combat. Amtgard can't afford an irate parent suing over his kid's sprained little right toe. So if you are remiss in this area, then don't walk but run to Theo and get it taken care of.



Morluk, Cathan, and Avalon are working at establishing a thriving Amtgard community in Albuquerque. To that end this Crown is offering advice and help where needed. For practical and legal reasons this fledging group cannot be referred to as "the Burning Lands". Nevertheless, they will be an Amtgard group. Plan for a visit to do battle with our Northern brothers sometime within the next six months. I have a former member of Dagohir trying to recontact this Maryland-based foam weapons group. Perhaps this time they shall prove more responsive. It might be interesting to send an Amtgard member to their Great Ohio War in April. Referring to groups on a more local level.....

Congratulations

go to the Golden Lions for receiving the order of the Flame for outstanding group in the reign of Aredhel. Kudos also go to Morbid for achieving the Order of the Jovius for outstanding attitude. I thought the Crown Feast was a success, especially considering the problems we had getting it off the ground.

A.

Feast sponsor Gwynne did a very good job with precious little help. My King's Guard, in addition to receiving matching tunics and being required to fight together on occasion, will provide support when gaps in service or courtesy appear. I mention this last part in reference to the few Club members who displayed boorish tendencies at the feast. This Crown noted who applauded and who continued to talk when their comrades were recognized. Future awards will take such behaviour into account. We're still working on the Feast orders, we haven't forgotten anyone. I would also like to extend my appreciation to Esuom for procuring the feast hall, and to Sterling for doing most of the leg work. Scarhart's music was excellent. Though it may not be a Kingly prerogative, I will exercise a male prerogative in complimenting Raven and Kalibria on their feast garb. I thought they looked very nice. In fact, the overall quality of garb and feast dishes was excellent. Perhaps more potluck feasts are in order. Finally, I thank Abedon and the Claw Legion for their contributions to the photo album that was Ryah's and Elycia's farewell gift.

This reign has gotten off to a promising start. I invite all Antgardians, populace and officers, to join us in making this a memorable and enjoyable six months.

Yours in Service,

Aramithris

Aramithris, Rex



OFFICERS/GUILDMASTERS - 10/24/87 TO 04/23/88

The following is the list of all club officers and guildmasters for the reign of Aramithris 10/87 to 04/88.

COURT

King Aramithris
Princess Consort Kalibria
Champion Gilos
Prime Minister Theo*

*Pro Tem to 01/16/88

COURT OFFICIALS

Scribe - Gwynne
Princess' Defender - Larce
Bard - Scarhart
Herald - Ozy
Jester - Theo
First Lady in Waiting - Shylarra

KING'S GUARD

Zyax - (captain)
Andre
Grymlac
Kam'Aron
Naes
Theo
Xevious

PRINCESS' GUARD

Aredhel
Esuom
Hellspawn

CLASS GUILDMASTERS

Antipaladins - Hellspawn
Archers - Sterling
Assassins - Theo
Barbarians - Sigfried
Bards - Scarhart

Captains - Zyax
Healers - Raven
Knights - Aramithris
Magic Users - Tawnee
Monks - Larce

Monsters - Morbid
Paladins - Aredhel
Reeves - Esuom
Scouts - Naes
Warriors - Gilos

COLLEGES OF ARTS AND SCIENCES

ARTS GUILDMASTERS

Art - Tawnee
Drama - Sigfried
Garb - Abdeon
Literature - Gwynne
Minstrels - Scarhart

SCIENCES GUILDMASTERS

Engineers - Sterling
Gladiators - M'Deth
Heraldry - Joella
Sages - Kam'Aron
Smiths - Aramithris

POSITIONS OF MERIT

Master of the Dragon	Nithanalorn
Master of the Dragon	Scarhart
Master of the Dragon	Aramithris
Order of the Jovious	Morbid
Order of the Flame	Golden Lions

ORDERS AWARDED FOR THE CROWN FEAST

Lions: Gwynne, Sterling, Esuom
Dragons: Theo, Argon, Talinor, Balinor, MaryEllen,
Silverbolt
Roses: MaryEllen, Abedon, Cathan, Scarhart

CROWN QUALIFICATIONS - Scores for all entries

COMPOSITION:

1st	Aredhel	The Ascent of Crimson Hill	5.00
2nd	Scarhart	Roman Dream	4.40
3rd	Caliope	Silverwood	4.33
	Gwynne	A Dragon's Tale	4.17
	Aramithris	Simile	4.17
	Gilos	I, Gilos	4.17
	Caliope	Casual Storm	4.17
	Scarhart	My Love, My Fall	4.00
	Ozy	An Essay on Humanity	3.83
	Ryah	Feast	3.80
	Aramithris	Fields of Fire	3.67
	Caliope	Fantasy Forest	3.67
	Ozy	The Price	3.67
	Scarhart	Dreams Alone	3.60
	Fedora	Alenna	3.50
	Wolverine	A Warrior's Epitaph	3.50
	Wolverine	The Rose	3.50
	Tawnee	Bard	3.50
	Ozy	Untitled	3.50
	Tawnee	Whitewolf	3.33
	Tawnee	Paladin, Antipaladin	3.33
	Aramithris	Wish You Were Here	3.17
	Ozy	To _____	3.17
	Ozy	Query	3.17
	Ozy	Ode	3.17
	Delphos	Song of the Golden Lions	3.00
	Wolverine	All by Myself	3.00
	Joella	My True Knight	3.00
	Aramithris	Tremble The Night	3.00
	Esuom	Hell Could Be	3.00
	Tawnee	Closet	3.00
	Ozy	Untitled	2.83

FACIUAL WRITING:

1st	Gwynne	The Pavilion	4.67
1st	Aramithris	Battlefield Tactics	4.67
2nd	Aramithris	A History of Amtgard Awards	4.33
3rd	Joella	A Brief Look at Heraldry	3.67
	Gilos	The Aeneid as Political Epic	3.58
	Tawnee	Personas in Gaming	3.00
	Tawnee	Amtgard Awards, An Eyewitness Perspective	3.00
	Aredhel	By the Hammer	2.83

PERSONA HISTORY:

1st	Aramithris	History of the Esperin	3.83
	Tawnee	Ballad of Destruction	3.58

ART, FLAT:

1st	Tawnee	Spellcaster (drawing)	4.6
1st	Kam'Aron	Dragon (drawing)	4.6
2nd	Rift	Metal etching	4.5
3rd	Aramithris	Photo album	4.4
	Kam'Aron	Axe (drawing)	4.2
	Tawnee	Talon at Dawn (drawing)	4.2
	Kam'Aron	Ship (drawing)	4.0
	Tawnee	Ravenwing (drawing)	4.0
	Rift	Leatherwork	4.0
	Esuom	Rat Wizard (drawing)	3.8
	Gilos	Grail (drawing)	3.4
	Tawnee	Love scene (drawing)	3.4
	Esuom	Kalibria and mushroom (drawing)	3.2
	Esuom	Kalibria over mushroom (drawing)	3.0
	Xevious	Protest against magic (drawing)	2.8
	Tawnee	Spock (drawing)	2.4
	Tawnee	Kirk (drawing)	2.25
	Ozy	Mask (drawing)	2.2
	Tawnee	Khan (drawing)	2.2
	Ozy	Vampire (drawing)	2.0
	Tawnee	Patch (drawing)	2.0
	Ozy	One-Eye (drawing)	1.6
	Sharla	Dragon against J.W. (drawing)	1.0

ART, 3-D:

1st	Gwynne	Rose Pillow	4.6
2nd	Nithanalorn/ Tawnee	Foam/leather helm	4.4
3rd	Esuom	Silver bracelet	4.2
	Esuom	Silver ring	4.0
	Tawnee	Leather belt	3.6
	Esuom	Wood sculpture	3.6
	Aredhel	Aluminum torque	2.2

CONSTRUCTION, ARMOR:

1st	Nithanalorn	Dragon leather vest	5.0
2nd	Ozy	Studded mutant armor	3.8
3rd	Rift	Metal knees	3.6
	Zor	Leather armor	3.2
	Aramithris	Studded leather	2.8
	Ozy	Belt	2.6

CONSTRUCTION, PASSIVE:

1st	Sterling #	Thrones	5.0
2nd	Kalibria	Headpiece	4.6
3rd	Aredhel	Box	3.8
	Aramithris	Leather pouch	3.6
	Tawnee	Stand and pole	3.2
	Sterling #	Belt	3.2
	Argon	Scabbards	3.0
	Rift	Scabbard	3.0
	Rift	Helm	2.8
	Gilos	Scabbard	2.4

CONSTRUCTION, WEAPON AND SHIELD:

1st	Tawnee	Bow	4.6
2nd	Gwynne	Shield	4.4
3rd	Zor	Swords	3.8
	Aramithris	Madu	3.4
	Theo	Shield	3.4
	Ozy	Shield	3.0
	Theo	Spears	3.0
	Gilos	Sword	3.0
	Rakasta	Flail	2.8

COOKING, BEST TASTING:

1st	Tawnee	Sauerbrauten	4.43
1st	Sterling #	Ribs	4.43
2nd	Kalibria	Chicken with wine	4.14
	Abedon	Scones	3.00
	Honto	Caldillo	3.00
	Rift	Cookies	2.42

GARB, BEST FIGHTING:

1st	Tawnee	Gilo's garb	4.00
2nd	Esuom	Garb	3.33
3rd	Gilos	Tunic	3.33
3rd	Morbid	Wraith garb	3.17
	Aredhel	Barbarian garb	3.00
	Argon	Assassin garb	2.00
	Ozy	Mutant magic garb	1.67
	Rakasta	Studded garb	1.50

GARB, BEST LOOKING:

1st	Gwynne	White court dress (worn by Raven)	4.6
1st	Kalibria	Dancer's garb	4.6
2nd	Esuom	Feast garb	3.6
3rd	Shylarra	Feast garb	3.4
	Abedon	Blue court garb	3.0
	Xevious	Barbarian garb	3.0
	Xennon	Garb	2.4
	Theo	Cloak	2.4

INSTUMENTAL MUSIC:

1st	Scarhart	Clarinet solo	3.6
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PLACE ENCAMPMENTS:

1st	Gwynne and Sterling #	Claw Pavilion	4.6
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THE ROSE:

1st	Gwynne	Sterling's personal banner	5.00
2nd	Gwynne	Aramithris' personal banner	4.75
3rd	Joella	Plunder favor	4.50
	Theo, Gwynne,		
	and Ryah	Golden Lion's banner	4.25
	Tawnee	Banner for Gilos	4.00
	Kalibria	Favor	3.00
	Esuom	Isacar favor	3.00
	Zyax	Corsair banner	3.00

SINGING:

1st	Scarhart	Song of a Forgotten God	5.0
1st	Scarhart	Silverwood	5.0
2nd	Scarhart	Liverpool Judies	4.8
3rd	Zor	Drink to me only with Thine Eyes	4.4
	Theo	Solitude	4.2
	Elycia	On Horseback	3.4
	Elycia	Dreams	3.4
	Tawnee	"Magician" "A Lament"	3.0

HERALDRY TEST:

1st	Aramithris	101%
2nd	Ozy	87%
3rd	Tawnee	79%
	Shylarra	74%
	Kalibria	32%

CORPORA TEST:

1st	Gwynne	85%
2nd	Abedon	80%
3rd	Tawnee	75%
3rd	Gilos	75%
	Esuom	65%
	Shylarra	55%
	Rakasta	40%

REEVE'S TEST:

1st	Aramithris	100%
2nd	Ahira	94%
3rd	Tawnee	87%
	Theo	81%
	Ozy	81%
	Shylarra	81%
	Kalibria	77%
	Rift	74%
	Gwynne	68%
	Esuom	68%
	Abedon	55%
	Scarhart	48%

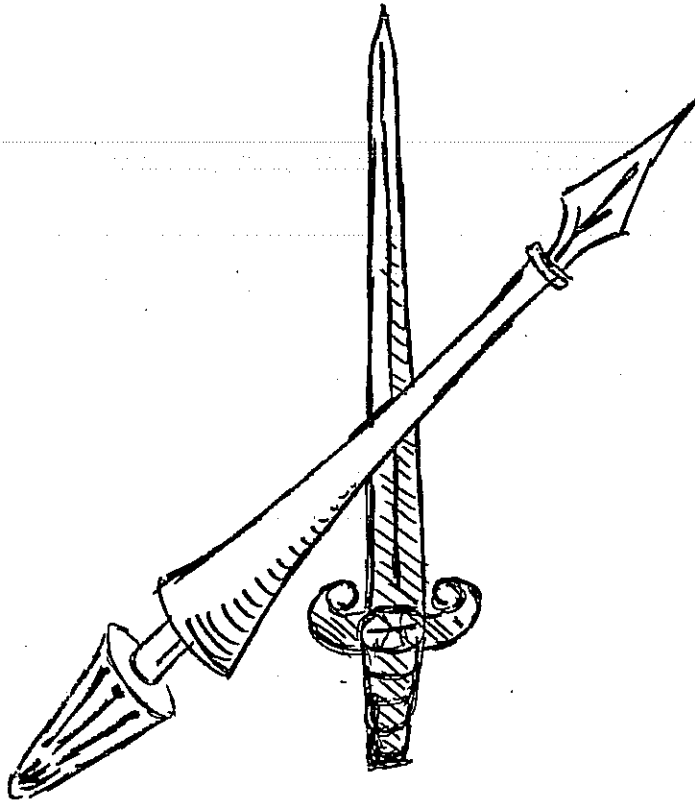


CHESS TOURNEY:

1st	Aramithris	4 - 0
2nd	Ahira	2 - 1
3rd	Scarhart	2 - 1
	Zor	1 - 1
	Ozy	1 - 1
	Zyax	1 - 1
	Doom	1 - 1 - 1
	Morrigan	0 - 1 - 1
	Argon	0 - 1
	Rakasta	0 - 1
	Xevious	0 - 1
	Gilos	0 - 1
	Kromwell	0 - 1
	Aredhel	0 - 1

PENIE:

1st	Anneka	4.33
2nd	Aramithris	4.20
3rd	Scarhart	4.00
	Aredhel	3.80
	Shylarra	3.00
	Ryah	1.80
	Ghee	1.67
	Xevious	
	Theo	

TWO MAN TEAMS:

1st	Aramithris/Zyax	5 - 0
2nd	Kam'Aron/Xevious	4 - 2
3rd	Ahira/Ajax	2 - 2
	Zor/Pyro	1 - 2
	Argon/Talinor	1 - 2
	Grymlac/Lorn	1 - 2
	Hezakah/Rakasta	0 - 2
	Caspin/Honto	0 - 2

ARCHERY TOURNEY:

1st	Sterling #	47
2nd	Ozy	44
3rd	Talinor	35
	Ahira	33
	Argon	27
	Esuom	24
	Balinor	20
	Rakasta	11

SWORD AND SHIELD:

1st	Zyax	6 - 0
2nd	Andre	5 - 2
3rd	Xevious	3 - 3
	Hezakah	2 - 2
	Ahira	1 - 1

	Grymlac	1 - 2
	Zor	1 - 2
	Lorn	0 - 2
	Honto	0 - 2
	Caspin	0 - 2

ARMWRESTLING, MEN'S:

1st	Ozy
2nd	Zyax
3rd	Theo
	Ahira
	Zor
	Argon
	Balinor
	Xevious

LEGWRESTLING, MEN'S:

1st	Ozy
2nd	Grymlac
	Balinor
	Talinor
	Xevious

ARMWRESTLING, WOMEN'S:

1st Esuom
 2nd Kalibria
 Ramona
 Sharla

LEGWRESTLING, WOMEN'S:

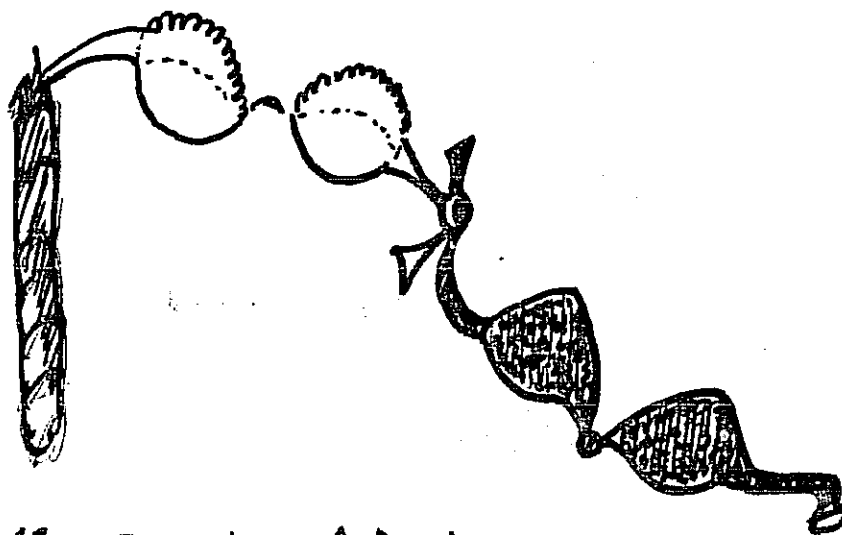
1st Esuom
 Ramona
 Sharla

OVERALL RESULTS:

(49 people competed, 28 people placed, 17 people judged)

	1st	2nd	3rd	Total Points	Cultural	War
1) Aramithris	6	2	1	23	20	3
2) Gwynne	6	2	0	22	22	0
3) Tawnee	4	1	3	17	17	0
4) Scarhart	3	2	2	15	15	0
5) Sterling #	4	0	0	12	9	3
6) Ozy	2	3	0	12	4	8
7) Esuom	2	2	1	11	5	6
8) Kalibria	1	3	0	9	7	2
9) Zyax	2	1	0	8	0	8
10) Kam'Aron	1	1	0	5	3	2

New Weapon System



"The Flail of Distraction"
 (must be legally padded)

12.

CALENDAR OF EVENTS - 1987-1988

(All battlegames start at 1:00 p.m. unless otherwise noted)
(Sponsor's names in Caps)

November

- 7th - No Champs Tourney - ARAMITHRIS
- 14th - Contest for the Shield of Reflection - GILOS
- 21st - Company Battles (One More Time.....)
- 28th - Open

December

- 5th - Monarch's court and Allthing (12:00 noon)
Royal Guard's battle
- 12th - Open
- 19th - Contest for Odin's Hammer - XEVIUS
- 26th - Christmas weekend game - Wombat Master Tourney
ARAMITHRIS

January

- 2nd - Board of Directors election
- 9th - Quest - M'DEIH
- 16th - Prime Minister election
- 23rd - Archery tourney - STERLING #
- 30th - Contest for the Sword of Flame - TAWNEE

February

- 6th - Open
- 13th - S.C.A. Estrella Wars
- 20th - Open
- 27th - Contest for the Ring of Power

March

- 5th - Monarch's court and Allthing
- 12th - Open
- 19th - Open
- 26th - Contest for the Dagger of Penetration

April

- 2nd - Guildmaster elections
- 9th - Crown Qualifications (10:00 a.m.)
- 16th - Crown Election and Tourney
- 23rd - Crown Coronation Feast (7:30 p.m.)
- 30th - Weaponmaster Tourney

May

- 7th - No Champs Tourney
- 14th - Go back to 3:00 p.m. sign-in time
- 21st - Tentative Date - S.C.A. Grand Outlandish
- 28th - Contest for the Homestone

NOTE: Theo and Ariona have both suggested ideas for Winter or Spring Feasts, and these events may be added later. Dates and times of all events are subject to change.

CLUB HISTORY UPDATE

- 07/11 Hot weather, listless battlegames. Allthing to discuss proposed additions to the Magic User's class.
- 07/18 Small Amtgard due to many people being out of town. Tales from the Burning Lands Volume 3, #3 published.
- 07/25 Ryah elected Prime Minister over two other candidates. Sterling's Amtgard archery prize tourney won by Naes with Aramithris second. Results of a 3 question quiz yield the Sword of Flame to Tawnee and the Dagger of Penetration to Delphos. The return of Kalibria. Larce departs on a great journey. A good day of fighting. Ryah became a Baroness.
- 08/01 Flag and seige battles. 20 years war and "belts" versus "non-belts" ditch battles. 3-man teams melees (8 teams) won by Xevious, Grymlac, and Aramithris. Free-for-all won by Aramithris.
- 08/08 Late start for night battles. A very fun zombie game in a driving rainstorm. Morluk and Angus were the last survivors. Tales from the Burning Lands, Vol. 3, #4 published.
- 08/09 Graduation party at the abode of Zyax.
- 08/15 Publication of The Amtgard Book by Aramithris. Large attendance with several people running around and beating on each other. The Claw Mundane Corps gave high marks to Raven's garb. Flag and ditch battles. Claw farewell party to Joella, Aragoth, and Kobli.
- 08/22 Small turnout due to various other period events. Flag battles in a constant drizzle.
- 08/28 Balanced and fun flag battles with a good attendance. The return of several club members. Publication of the proposed new rules for the Magic User Guild.
- 09/05 Fun if somewhat one-sided flag battles. Scheduled Allthing delayed a week.
- 09/12 Longest bridge seige battle on record; flag battles. The club voted 34 to 23 for election rather than trial by combat to choose the next monarch. Goodby feast for Nithanalorn. He was made a Lord.
- 09/19 Two very unbalanced flag battles. Poor turnout that night at the Amtgard "Consume" Championship.
- 09/23 Fighter practice at Ponder Park.
- 09/26 Single sword tourney with M'Deth 1st, Larce 2nd, and Zyax 3rd. Flag battle and 3-man team battles won by Aramithris, Theo, and Zyax.
- 10/01 Fighter practice at Ponder Park.
- 10/03 Flag battles. Guildmaster elections and start of the chess tournament. A birthday party with kegs at the desert ruins of "Pompeii" that night. Quests for the Dagger and Homestone won by Kam'Aron, Argon, and Aramithris. Larce was made a Baronet.
- 10/07 Fighter practice and continuation of the chess and Pente tournaments.
- 10/09 Crown Qualification written entries judged at the abode of Gwynne and Sterling.
- 10/10 Crown Qualifications run by the Claw Legion. Aramithris scored the most points with Gwynne second, and Tawnee third. Twenty eight different people placed in at least one event. Publication of the Scribe #2 by

- Fedora. Party at Pompeii that night.
- 10/14 Fighter practice at Ponder Park organized, as usual, by Theo. Chasm battles between bushes enlivened battles in cool weather.
- 10/17 Rainstorms delay the Weaponmaster tourney. Flag battles, three man team battle won by Kurse, Naes, and Aredhel. Declarations for Prime Minister. Election for Monarch, with Aramithris being elected by a 32 - 15 margin over Gilos. Goodby party for Ryah and Elycia at Jeannie's and Kim's residence.
- 10/21 Low turnout at fighter practice. Last minute preparations for everyone's feast garb.
- 10/24 Company battles between the Claw Legion, Golden Lions, and Corsairs. Gilos became Champion of the Land by winning the Champions tourney. Theo was elected interim Prime Minister. Crown feast of King Aramithris. Kalibria was the Royal Consort. New favors were passed out for all elected and appointed Guilds and the royal Guardsmen. Larce de Loeper was appointed Princess' Defender and was knighted as a Knight of the Sword. Farewell gifts presented to Ryah and Elycia. Aredhel became a Duke, Gwynne a Countess, and Andre a Defender. Ryah was elevated to Viscountess. Sterling was made a Lord and Elycia was made a Lady. The feast was a pot-luck affair with 9 bottles of wine awarded to Theo for best dish. The Golden Lions received the Order of the Flame. Feast ballads were performed by Scarhart.
- 10/25 Cleanup at the feast site. Many thanks to feast sponsors Gwynne, Sterling, and Esuom. Many more thanks to the faithful seven of the clean up crew - Ozy, Barbara, Aramithris, Scarhart, Sterling, Esuom, and Gwynne.
- 10/28 Fighter practices at separate locations in East and Northeast El Paso.
- 10/31 Weaponmaster Tourney VIII won by Aramithris with Aredhel 2nd and Gilos 3rd. Attendance was mixed due to the time change, the new Court, Ryah's departure, the poor weather, the holiday, etc. Tawnee won a garb contest at Rita's. Halloween costume parties that night at the abodes of Caliope and Cosmo. An article about Amtgard appeared in the Eastwood Highschool newsletter.

WEAPONMASTER TOURNAMENT VIII RESULTS
(Overall standings out of 26 entrants)

1st	Aramithris	24 points, won 15/ lost 3
2nd	Aredhel	20 points, won 13/ lost 5
3rd	Gilos	18 points, won 12/ lost 4
4th	Zyax	17 points, won 12/ lost 6
5th	M'Deth	9 points, won 6/ lost 4
6th	Theo	9 points, won 7/ lost 5
7th	Hellspawn	8 points, won 6/ lost 4
8th	Xevious	8 points, won 7/ lost 7

STANDINGS PER EVENT (# OF ENTRIES IN PARANTHESES)

<u>SWORD & SHIELD (17)</u>	<u>SINGLE SWORD (21)</u>	<u>MORNINGSTAR/SHIELD (18)</u>
1. Aramithris	1. M'Deth	1. Aramithris
2. Aredhel	2. Aredhel	2. Aredhel
3. Zyax	3. Theo	3. Theo
4. Gilos	4. Xevious	4. Zyax
5. Xevious	5. Rift	5. Hellspawn
6. Argon	6. Zyax	6. Gilos
7. Hellspawn	7. Aramithris	7. Xevious
8. Naes	8. Gilos	8. Kurse

<u>SPEAR (17)</u>	<u>TWO MAN TEAMS (10 TEAMS)</u>
1. Gilos	1. Aramithris and Gilos
2. Zyax	2. Hellspawn and Zyax
3. Aredhel	3. Grymlac and Xevious
4. Aramithris	4. M'Deth and Theo
5. Hellspawn	5. Aredhel and Naes
6. Kam'Aron	
7. M'Deth	
8. Xevious	

COMPANY POINTS:

1. Claw Legion	55 points
2. Corsairs	40 points
3. Far Travellers	18 points
4. Golden Lions	10 points
5. Starquesting	
Dragons	1 point

ORDERS AND WHY AWARDED

<u>OZY</u> -	One Rose for running tourney
<u>HELLSPAWN</u> -	One Griffon for chivalry when dueling
<u>MARIKA</u> -	One warrior for good first tourney effort
<u>ARIONA</u> -	One Rose for putting names on favors
<u>JOELLA</u> -	One Dragon for making favors
<u>ARAMITHRIS</u> -	One automatic Warrior for winning tourney
<u>XEVIOUS</u> -	One Warrior for two man teams
<u>GRYMLAC</u> -	One Warrior for two man teams

16,

A plea

Guildmasters,

Artists,

Poets,

Bards,

(Warriors, Assassins, Barbarians,

Healers, Archers, Monsters and
*etc)

We need your input for the newsletter.

Give your material to Gwynne at
Amtgard or call her at 532-4869.

* includes Magic Users also.