



TALES

FROM THE

BURNING

LANDS

VOLUME IV, NO 1 JANUARY, 1988

Contributors:

Aramithris Rex

Joella, Guildmaster of Heralds

Gwynne, Scribe

- Anonymous - (The Mad Rhymster)

Sigfried, Guildmaster of Barbarians and
Guildmaster of Drama

Sterling #, Guildmaster of Engineers
Guildmaster of Archers

Ryah

Art:

Gwynne

Joella

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

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

.....EDITORIAL.....

Gentle Readers:

I had hoped to have for you some detailed information on the S.C.A. Estrella Wars but, alas, only generalities thus far available. Rumor has it that:

Dates - 12th, 13th, 14th, 15th of February

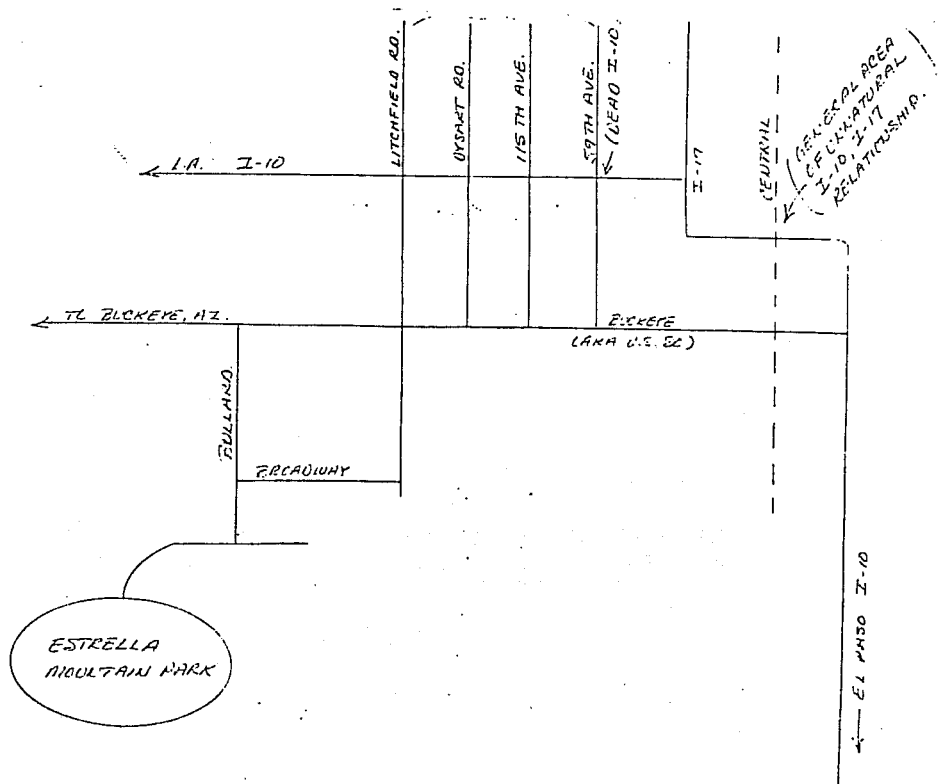
Preregistration for members - \$12.50. (Cannot yet get definition of what "pre" means when attached to "registration" and no word on gate prices for members, nonmembers not to mention preregistration for nonmembers.)

We are told via the modern medieval grapevine that there will be:

- A. Hot showers (details - none)
- B. Expanded merchants area (details - none)
- C. Archery and chess tournaments (details - none)
- D. Tavern - (no details really necessary)

I will do my best to search and seek out further and more concise data and put out a special edition containing same as soon as possible. (We do, at least, know how to get there - map below.)

Gwynne



R.

UPDATED CALENDAR OF EVENTS - 1988

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

January

- 2nd - Board of Directors election
- Armor check and evaluation
- 9th - Quest/Tourney - M'DETH
- Declarations due for Prime Minister election.
- 16th - Prime Minister election
- 23rd - Archery tourney - STERLING # / Midwinter Feast
THEO
- 30th - Contest for the Sword of Flame - TAWNEE

February

- 6th - Open
- 13th - S.C.A. Estrella Wars (Actual date 02/12/87)
- 20th - Open
- 27th - Contest for the Ring of Power

March

- 5th - Monarch's court and Allthing
- 12th - Darklord Game - ARAMITHRIS
- 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

- FROM THE ARCHIVES OF THE MAD RHYMSTER -

I'll explain that knight under yon tree
With the wine glass perched on one knee.
The name is Sir Gwynne
Who's sword prowess is thin
Thus never, ever fights in a melee!

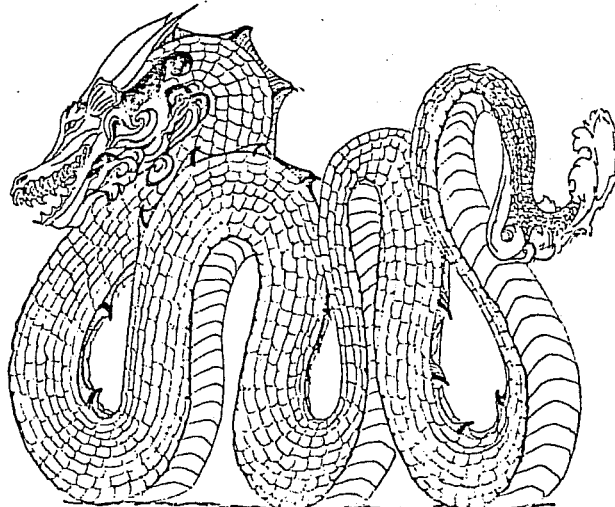
I'll tell you a tale of Sir Zyx, a knight
Who was known far and wide for his battlefield might.
But when under the covers
He confused all his lovers
As he was more deft with his left than his right.

HISTORY UPDATE

- 11/28 King's Guard and Princess' Guard appear in matching tunics and engage the rest of the club in four hours of glorious combat. A wild party that evening.
- 12/02 Small turnout at Arlington Park for fighter and throwing weapon practice.
- 12/05 Darklord scenario and flag battles. Publication of Tales from the Burning Lands, Vol. 3, #6. Amtgard blown away in the windstorms. Rakasta and Argon present a Lion's plaque to Theo.
- 12/06 Organizational meeting of the Golden Lions.
- 12/09 Fighter practice in two locales.
- 12/12 Flag and ditch battles. The return of Joella is celebrated. Masters chosen for the fighting guilds. Party that night at Caliope's house.
- 12/16 Fighter practice at the Winter Wastelands of Ponder Park attended by the "Fearless Five" of Talinor, Xevious, Zor, Grymlac, and Aramithris. Though no wizards were present, all five appeared to be suffering from the effects of iceballs.
- 12/19 Cool day with small attendance and excellent, fun battles. Seige battles, ditch battles, flag battles. Three man team battles won by Argon, Grymlac, and Aramithris. Monster battle won by the King's Guard team. Morbid was a mummy, and inflicted a horrible death upon Aredhel. Unfortunately his death was not avenged. Party at Robin's house.
- 12/23 First Semiannual Pompeii Single Sword Bash Tourney won by Aredhel.

HONORS AWARDED BY ARAMITHRIS, REX IN DECEMBER

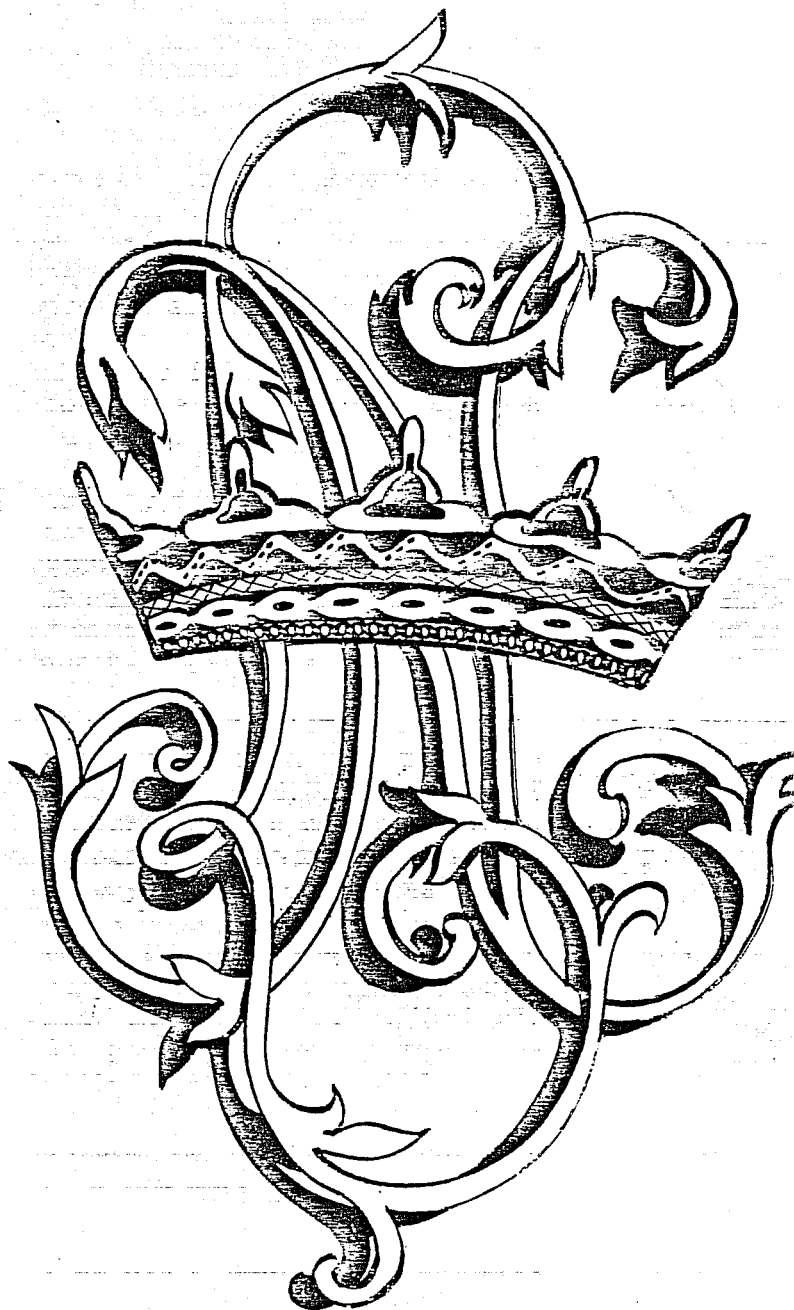
Sharla	1 Warrior for stealing the flags.
Naes	1 Lion for writing the Druid rules.
Argon	1 Dragon for painting the Lion plaque.
Rakasta	1 Owl for making the Lion plaque.
Honto	1 Owl for work at Pompeii.
Gwynne	2 Garber credits for the King's Guard tunics.
Raven	1 Lion for contributions to her class.
Morbid	1 Lion for work on the Monster class.
Grymlac	1 Warrior for sword and shield fighting.
Gwynne	1 Smith credit for newsletters.
Argon	1 Warrior for three man teams.



MOLE COURTESY OF ARAGOTH — REPRODUCTION BY GWYNNE '77

From Aramithris, Rex unto the
Populace, I bring you greet-
ings.

My letter to the populace this month deals with a subject in which a majority of Amtgarders have a vested interest, and that is the subject of honors. Amtgard has no equivalent to the S.C.A. award of arms, the Amtgard title of Lord being a higher award. Our Corpora does provide for Masterhood in the service orders and guilds, but there is little provision made for those striving week by week in their fighting guilds. I have taken steps to alleviate this by making the Amtgard combat title of Master a more meaningful honor. It states in the rules that masterhood is granted to a person at three months experience by agreement of the Monarch, Prime Minister, and Class Guildmaster. This has never been the case in practice, and the title of Master has been rendered almost obsolete. I am taking steps to remedy this situation and make Masterhood a title that reflects excellence - only the very best in a guild should bear the prefix of "Master". As per the rules, I have consulted with the guildmasters and Prime Minister as to whom should be recognized as the best in their guilds. In the interest of fair play to those whom have been or were in the club for a long while, I also spoke with all former Monarchs and Prime Ministers for their choices and opinions. Candidates, which included everyone with 12 plus weeks of experience in a class, needed a majority vote by either the current officers of and/or the former officers to be awarded Masterhood. All those voting based their decisions on the following criteria:



MASTERHOOD

1. Awarded to the outstanding members of each guild.
2. By vote of the Monarch, Prime Minister, and Guildmasters.
3. Candidate must have 12 plus weeks experience in the guild.
4. Basis for awarding Masterhood:
 - A. Good play and persona.
 - B. Thorough knowledge of class rules and concept.
 - C. Own quality garb and equipment.
 - D. Outstanding portrayal of the class.
5. A person may be reconsidered for Masterhood once every six months, though once a Master, always a Master.
6. This does not affect experience and is independent of levels gained.
7. Masters are entitled to wear on their garb a slash or stripe of their guild's color. If this stripe is inset on a belt or sash of the same color, then it may be delineated by black or white borders.

This more comprehensive masterhood system will be a revision in the soon to be updated Corpora of Amtgard Laws. Let me stress point #6 - this is independent of levels gained. No one need fear losing their class abilities. If you're disappointed with the listings, then I would suggest that you could make a more favorable impression on your guildmasters, etc. Perhaps you could make some positive strides in your garb or equipment, or even in your understanding of the rules. Any improvement is a benefit to Amtgard, and thus a positive effect on us all. Without further ado then, here are the Masters of Amtgard, those voted in as the best in their respective guilds:

THE MASTERS OF AMTGARD - FIGHTING GUILDS

(Represents 36% of all those eligible to be considered)

<u>Antipaladins</u>	<u>Archers</u>	<u>Assassins</u>	<u>Barbarians</u>	<u>Bards</u>
Hellspawn	Fedora	Delphos	Aron	_____
M'Deth	Sterling	Deth	Avalon	
Morluk	Wolverine	Kam'Aron	Bearhunter	
Ryah	Aredhel	Morbid	Oz	
Zyax		Nashomi	Sigfried	
		Theo	Xevious	
			Rine-O	
<u>Healers</u>	<u>Wizards</u>	<u>Monks</u>	<u>Monsters</u>	<u>Paladins</u>
Ariona	Aegar	Aramithris	Morbid	Aramithris
Joella	Aramithris	Larce		Aredhel
Kalibria	Nashomi	Wu Tao		Heimdale
Raven	Pyro			Joella
	Silverbolt			Tawnee
	Tawnee			
	Nithanalorn			

Scouts	Warriors			
Heimdale	Ajax	Esuom	Kurse	Pyro
M'Deth	Andre	Gilos	Larce	Rift
Naes	Akien	Grymlac	Marcus	Ryah
Zyax	Aramithris	Grimbold	M'Deth	Thanos
	Aredhel	Harnsaure	Morluk	Theo
	Aragoth	Joella	Nashomi	Shrimp
	Conan	Johann		

Lately there has been yet another resurgency by those pushing for knighthood, especially with so many people achieving Masterhood in various of the service guilds and orders. Much to the disappointment of some, there has not been a large influx of new knights. Perhaps I can help explain this phenomenon. Of the four types of knighthood, three are available to the general populace. The fourth, Knighthood of the Crown, is primarily reserved for former monarchs. The other three forms of knighthood recognize the peak of excellence in the following areas: Knighthood of the Flame - service to the club, Knighthood of the Serpent - achievements in the arts and sciences, Knighthood of the Sword - fighting and combat. Suggested criteria for knighthood are listed in the Corpora, although the final decision lies with the reigning monarch. Different people have varying perceptions on what a knight should be, although most probably recognize that gaining ten orders or credits of the same type is not an automatic mandate to achieve the title. As to just what a knight is, that is hard to say. I can offer some general observations:

1. Knights are a step above Masters of the guilds and orders.
2. They usually are considered to be a peer by the majority of the other knights in the club. Knights are seldom unpopular.
3. Knights have a distinct identity, have been in Amtgard for quite a while, and are widely acknowledged and known for their achievements.
4. Once belted, they continue to excel in their field. Most knights seek their position, but few politic for it. Also note that a knight's second or third belt is usually easier to gain than their first one.
5. Approximately one of every two or three squires becomes a knight. A potential knight must make his or her own place, rather than being perceived as an adjunct to someone else already belted.
6. Personalities will vary, but knights are always confident and productive in their area(s) of endeavor. However, a positive personality doesn't hurt. Monarchs, are after all, human. Pressing them rarely achieves results.

Excluding Knights of the Crown, I have compiled a list of all belts received since the inception of the four orders of knighthood in 1985. Perhaps a perusal of these knights and their achievements will help give the populace a grasp on what it takes to be a knight. This is hardly a listing of all Amtgard knights, but does include all belts (Crown excepted) awarded in the last two years. Listings include name and type of knighthood, which belt was received (first, second, etc.), and the monarch who knighted the person. Below this are achievements of that person

which are applicable to the belt they wear. The listings are not comprehensive, but rather, examples of each knight's achievements.

Joella - Knight of the Flame (3rd belt) by Heimdale
Positions held: Prime Minister, Scribe, Champion
Service Titles: Master Garber, Master Smith, Master Reeve,
Master of the Rose
Orders: Lions - 7, Roses - 15, Zodiacs - 4, Smith Credits -
12
Sponsored: 2 Crown Qualifications, 2 Crown Feasts

Ryah - Knight of the Flame (1st belt) by Aramithris
Positions held: Prime Minister (twice) Guildmaster of Sages
(twice)
Service Titles: Corsair Lieutenant, Order of the Phoenix
Orders: Lions - 3, Hydra - 1, Roses - 8, Zodiac - 1, Smith
Credits - 8
Sponsored: Shield Quest, Crown Feast, Club Elections
Other Service: Computerized the club records, 4 newsletters

Gwynne - Knight of the Serpent (1st belt) by Aramithris
Positions held: Princess Consort, Guildmaster of Garbers
(twice), Guildmaster of Literature
Arts Titles: Master Garber, Master of the Dragon
Orders: Dragons - 31, Hydra - 1, Owl - 1, Flame - 1, Garber
Credits - 33
Examples: 2 Garber Guild publications, Monarch's and
Consort's cloaks, King's Guard tunics, Claw Legion fighting
and feast garb, about 15 banners and flags, numerous artwork
for newsletters, has won 10 cultural events.

Ariona - Knight of the Serpent (1st belt) by Aramithris
Positions held: Princess Consort, Order of the Jovious
Arts Titles: Master Garber, Master of the Dragon
Orders: Dragons - 18, Flame - 1, Hydra - 1, Garber Credits
- 23
Examples: Food at 2 feasts, wedding tunics and pants, Sar-
dakar shirts, articles on garb making, Corsair and Claw bi-
colored tunics, has won 4 cultural events.

M'Deth - Knight of the Serpent (3rd belt) by Aramithris
Positions held: Guildmaster of Gladiators, Champion (twice)
Sciences Titles: Master of the Owl, Claw Centurion
Orders: Owls - 14, Dragons - 5, Flame - 1, Hydras - 3
Examples: 3 full sets of S.C.A. legal armor, studded
leather, leather armor, chainmail, multiple weapons, crowns,
has won 6 construction contests at Crown Qualifications.

Johann - Knight of the Sword (1st belt) by Morluk
Tournaments: 1st place Quarterstaff Tourney, won two smal-
ler tourneys
Orders: Warriors - 5, Griffins - 1
Weapons Ratings: 3 X B, 1 X A
% of duels won: 68%
Other: Prince and then King of the Outlands

Zyax - Knight of the Sword (1st belt) by Morluk
Tournaments: 1st place in 10th qualification Sword/Shield
Tourney, won a dueling for orders rotation #5, several 2nd
and 3rd place tourney finishes.
Orders: Warriors - 8, Griffon - 3
Weapons ratings: 3 X C, 1 X A
% of duels won: 61%
Other: Corsair Captain, King's Guard Captain, Sardakar

Aredhel - Knight of the Sword (1st belt) by Morluk
Tournaments: 1st place - Weaponmaster IV, 1st place -
Weaponmaster VI, 2nd place - Weaponmaster VIII, 1st place -
1987 Plunder Tourney
Orders: Warriors - 14, Griffins - 2
Weapons ratings: 2 X C, 3 X B, 3 X A
% of duels won: 71%
Other: Warlord, Defender, Sardakar

Larce - Knight of the Sword (1st belt) by Aredhel
Tournaments: 1st and 2nd place in two 1987 Single Sword
tournaments, 3rd place - 1986 Plunder Tourney, 3rd place -
Weaponmaster VII
Orders: Warriors - 8, Griffins - 1
% of duels won: 69%
Other: Sardakar, Guildmaster of Monks

Aramithris - Knight of the Sword (2nd belt) by M'Deth
Tournaments: 1st place - Weaponmaster VII, 1st place -
Weaponmaster VIII, 1st place - 1986 Plunder Tourney, 1st
place - Mourner's Tourney
Orders: Warriors - 18, Griffins - 4
% of duels won: 85%
Other: Warlord, Sardakar, Captain of the Claw

Gilos - Knight of the Sword (3rd belt) by Aramithris
Tournaments: 3rd place in 3 different Weaponmaster Tourna-
ments, won 2nd Crown Tourney, 1st place - most recent
Champion's Tourney
Orders: Warriors - 9, Griffins - 3
Weapons ratings: 3 X C, 4 X B
% of duels won: 55%
Other: Captain of the Far Travelers, Sardakar, Guildmaster
of Warriors

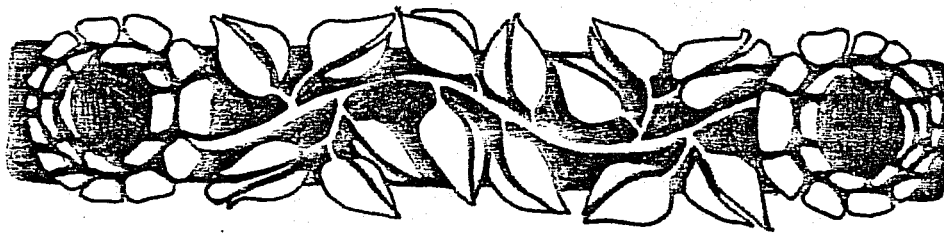
I hope this article has been a help to those readers seeking a
more thorough understanding of the Amtgard system of awards and
honors.

Yours in Service,

Aramithris, Rex

Aramithris, Rex





Excluding projects originated by the Crown, the following ideas and business' have been brought to the Monarch's attention in the past 2 months:

Ahira	Wants to crack down on people not wearing garb appropriate to their class. Had his own ideas for the Healers.
Aredhel	Put forth a suggestion to create a position between knights and squires (man at arms). Trying to get tunics made for the Sardakar.
All-Ki	Suggested that Amtgard buy insurance and become a profit oriented group.
Argon	Requested a new position of King's assassin be established.
Delphos	May start a group of his own in Dallas.
Esuom	Wants another \$25 from club funds for feast expenses.
Ghee	Brought up his own ideas for the new Wizard, Healer, and Monk rules.
Gwynne and Abedon	Making inexpensive tunics to be sold to club members at cost.
Kam'Aron	Write up Rules of Order for Amtgard Allthings. Plans to transfer the paper records to another computer system.
M'Deth	Wanted a weapon's check. Trying to establish a gladiatorial games with appropriate awards within this guild.
Moriuk	Requested additional info for the Albuquerque Amtgard group.
Morbid	Levels and Masterhood for various monster types.
Naes	Introduced rules for a new Druid Class.
Scarhart	With Caliope and Trilidar proposed composing music for feasts and seeking contributions from others.
Tawnee	Organized an art guild meeting to establish workshops.
Theo	Suggested an armor check. Making sure everyone has signed a waiver. Planning the Midwinter Feast.
Sterling	Suggested an Archery Guild check of all bows and arrows.
Lorn	Volunteered to transfer the club records to Commodore compatible software.
Sigfried	Forming his own household.
Tamora	Ideas for several parties.



The following have either expressed interest in or have been mentioned as possible candidates for a title (primarily one of the following positions: Knighthood, Lord, Warlord).....

Xevious

Grymlac

Zyax

Sterling #

Scarhart

Shamorak

Theo

.....HONOR ROLE.....

This is a rather general category based on several intangibles listing the people who have impressed me the most for their dedication and enthusiasm for Amtgard in the past month.

Gwynne

M'Deth

Raven

Abedon

Theo

Grymlac

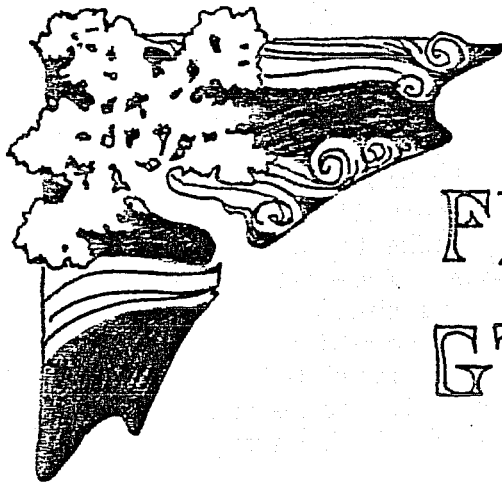
Naes

Those listed above have received an order (or will soon) for their efforts. If there is enough interest this column will be continued in future newsletters. Your feedback is appreciated.

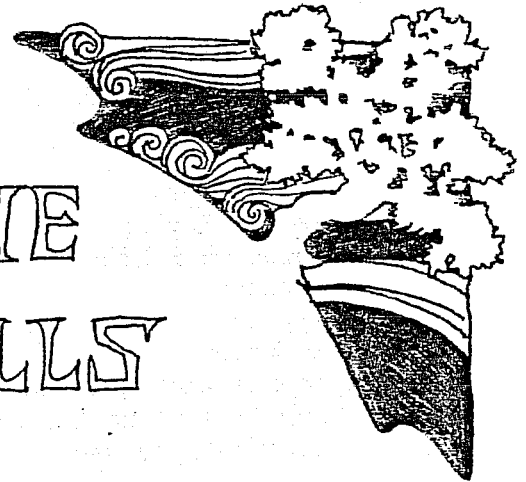
Aramithris, Rex

Aramithris, Rex





FROM THE GUILD HALLS



BARBARIAN GUILD

My Dear Civilized Friends:

I want to thank all of you for your support in getting me the Guildmastership. I want to say that I know I have been told many times and in many ways that this office is not an easy one and I will try to fill the long empty shoes left by Aron. I have found out that the fall of my former company and comrad was directly attributed to his not carrying through on his word (not keeping promises). I will say only this... "I will do all in my power to keep this guild going". If anyone has any questions about this guild please talk to me first. That is what I'm here for.

Many thanks again for your support.

SIEGFRIED

GUILDMASTER OF THE BARBARIANS

FROM THE THEATER:

CAST CALL



I need:

Jugglers, Musicians, Actors, Actresses, Playwrights,
Poets, Bards, Costumers, Techies
for the best extravaganze this Kingdom has ever seen. Talk to
Ziggy either on the field or at Caliope's House.

DATE OF PERFORMANCE - CROWN FEAST

Theater Guild

RESPONSE FROM GARBERS GUILD TO THE ABOVE:



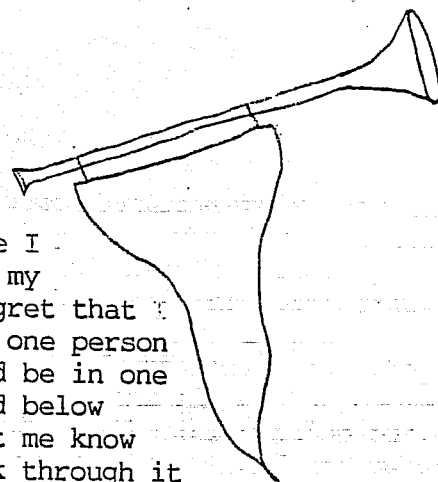
To the most Honorable Guildmaster of Drama,

"You have the complete support of the Garbers Guild....
Please let us know what you need and how we can be of help"

Guildmaster Abedon, Baroness Joella, and Lady Gwynne

From the Heralds Guild . . .

As you were informed by Aramithris, Rex at his Crown Feast, I was doing some work for my office while I was in England. I have added a few heraldry books to my personal library as well as some history books. I regret that I cannot lend out any of the book but since more than one person may need information out of the same book, they should be in one location, i.e. my library. If any of the books listed below sound like ones you might like information out of, let me know and I'll bring the book out to Amtgard and we can look through it for what you want.



If anyone has a device and/or a persona history developed, please see me to make sure I have a copy of it. I am trying to compile a book of all known devices and persona. If you need help, I am more than willing to get with you to help with any problems or dilemmas in such areas.

Here is a list of my personal library. If any of the books interest you, talk to me.

When Was Wales?

Wales, Land of My Fathers

In Search of the Dark Ages

Women in Anglo-Saxon Times

The Celts

Scotland Through the Ages

Irish Family Names

Scottish Clans and Tartans



From the Book of Kells

Yours in service,

Toella

SPECIAL NOTICE FROM THE ENGINEERING GUILD....

Reference Estrella, I will be taking an 8' covered trailer to Estrella. For the modest fee of \$7.50 I will transport your equipment to and from Phoenix. I'll leave a.m. on the 11th and return p.m. on the 16th. This may be a good deal for those of you with passenger cars as I will transport your heavier gear and you can take a couple more paying passengers.

NOTE: By equipment, I mean a reasonable amount, i.e., tents, armor, boxes of garb, etc. If someone means to take a full, collapsible wood castle that's fine too but I may have to charge more than \$7.50.

Offer is limited to probably 4 to 5 people (3 to 4 if collapsible castles involved). Get in touch with me at the park or call 532-4869. Loading time and place will be announced.

Sterling H
Sterling#

.....FROM THE SMITHS GUILD.....

Weapons check 12/87: These weapons were checked in December. Weapons listed as (small) or (hard) will be removed if there are complaints. Items that failed are listed along with the reason they didn't pass. Weapons are listed under their owners name; if a different person built the weapon, his name is listed after the weapon. If your battlefield equipment was not checked during this period, then see the Champion and Guildmaster of Smiths immediately.

Silverbolt
Dagger - OK
Magic Bolts - OK
Flail - OK

Sterling #
3 arrows - OK
1 wooden arrow
NO - needs tape
Bow - OK

Argon
2 black swords - OK
2 new daggers - OK
(hard)
2 old daggers (Naes)
NO - need larger
points

Falsul
Spear (Rine-O)
NO - needs to
be capped

Rakasta
4 arrows - OK
Flail - OK
Bow - OK
Javelin - OK
Lightning Bolts - OK

Honto
Sword - OK (hard)
7 daggers - OK
(small points)
Naginata - OK (hard)

M'Deth
Shield - OK
Green Sword - OK
Morningstar - OK
Blue Sword - NO
(repad)

Delphos
Shield - OK
Black Sword - OK
7 daggers - OK

Caspin
Sword - OK
Bracer - OK (hard)

Orange Sword (Aramithris) - OK

Raydn
Quarterstaff
(Sterling) - OK

OZ
Shortsword - OK
Slashing Spear
(hard) mark
blue tape.
Handaxe - OK
non throwing
2 Handed Sword
(Sterling) OK

Wolverine
Axe - OK (slashing
only)
Flail - OK
Black longsword - NO
(needs capping)
Blue Sword (Thanos)
OK

Morbid
Shield - OK

Ghee
Sword (Lorn)
OK
Shield - OK

Aredhel
Flail - OK
Blue Short
Sword
(Aramithris)
OK

Hezikiah
Dk. Blue Sword - OK
Blue Sword - OK
Flail - OK enlarge
pommel

Andre
Brown Sword (Ahira)
OK (hard)
Dagger - OK (hard)
Shield - OK

Kurse
Flail (Ahira) - NO
tape at top and on
pommel with foam.

Ahira
Madu - OK
Blue/Red Shield
OK
Four field
shield - OK

Caliope
Sword (Zor) OK - but only usable by her

Xevious
Flail - OK

Aramithris
Shield - OK
Maroon flail - OK
Grey/Black flail - OK
White/Silver flail - OK
Blue Shortsword - OK
Cream Shortsword - OK
Green Shortsword - OK
Yellow Shortsword - OK
Black Shortsword - OK (hard)
Brown Sword - OK
Tan Sword - OK
Black Sword - OK
4 Shuriken - OK (hard, small points)
Throwing Axe - OK (hard)
Fireballs - OK
Lightning Bolts - OK
Madu - OK
Black/Silver shortsword - OK (hard point)
Silver sword - OK
Maroon dagger - OK
Green Flail - OK

Greenfinger
Dagger - OK
Shield - OK
Magic Bolts - OK
Cream Dagger - (Aramithris) OK

Sigfried
Sword - OK but
retape pommel
Axe - OK (hard)
hacking only

Larce
Defender shield (Gwynne) - OK

Talinor
Two handed Axe - OK (add
ensolite)

Grymlac
Sword - OK
Flail - OK
Shield - OK

Raven
Shield of Reflection
(Gilos) - OK
Flail (Ahira) - OK

Ramona
Quarterstaff - NO
repad one end
Flail - OK (hard)
only usable by her

Zyax
Javelin - NO
needs capping
Shield - OK
Dark Blue Sword
(Aramithris)
OK

Zor
Longsword - OK (hard)
Shortsword - OK

Theo
Black Sword - OK
Blue Sword - OK

Hellspawn
Sword - OK (hard)

Shamorak
Sword - OK marginal
Shortsword - OK
Shield - OK

Tanis
Dagger - OK
Shortsword - NO, needs to be capped

.....FROM THE ENGINEERING GUILD.....

The Engineering Guild realizes that due to considerations of finances, portability, and storage there is a definite limit as to the projects this guild can attempt. Engineering Guild has several grand projects on paper! There is a perfectly designed, authentic, but only reasonably portable and storable pavillion that will comfortably seat 20 people. Also on paper is an extremely nice bath house. We've even gone so far as to design a workable siege weapon that is amazingly authentic. In short all kinds of good ideas for Amtgard have been thought of, designed, etc. but with the limitations outlined above they are liable to remain on the drafting board for the immediate future.

This guild would welcome ideas on financially reasonable, portable, and storable projects for Amtgard. We're thinking of adopting the motto of "If you can describe it - we can build it for you". ENGINEERING GUILD NEEDS YOUR IDEAS!!!!

Stirling LP

REMINDER FROM THE ARCHERS GUILD

January 23rd is our next archery event. It is open to any person willing to try their skill. Targets will be from 20, 25, and 30 yards. No score for a head shot - other scoring as marked on the targets. Four arrows from each distance - three times plus one speed round. We have the following items in the prize "bucket" but additional donations gladly accepted.

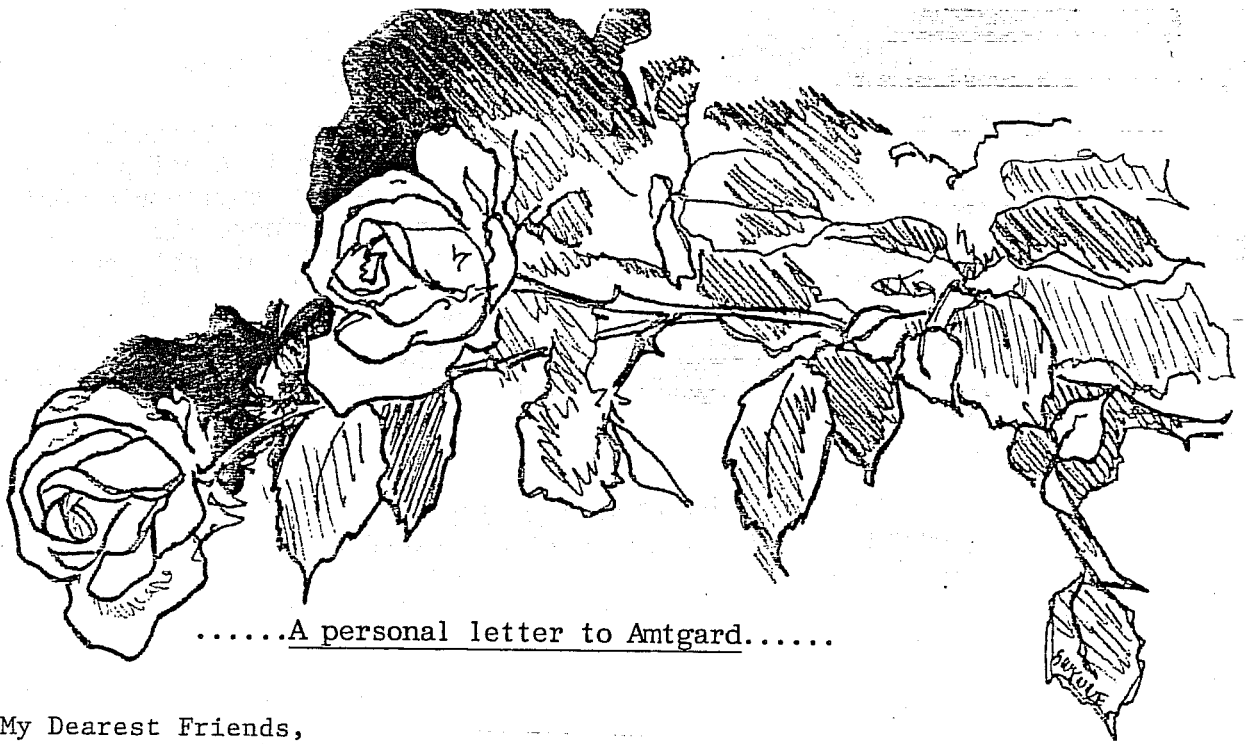
Prizes to date are.....

- 1 piece of foam
- 1 large mug
- 1 good leather strap
- 2 pounds of leather pieces
- 3 Amtgard legal arrows
- 1 large candle
- 3 shafts (aluminum) plus fletching.
- 1 56" bowstring
- 1 hack and slash sword
- 1 silver serving dish
- 1 bi-color tunic

If you have a lust for any of the above prizes and want to compete or if you would like to donate additional prizes please contact me at the park or at 532-4869.

Stirling LP

P.S. Don't forget, there is going to be an archery event at Estrella.



.....A personal letter to Amtgard.....

My Dearest Friends,

Warmest greetings to you, beloved missed ones. Even though the Meridias sun warms by body, it is thoughts of all of you that fights the chill of my soul.

By the graciousness of the Countess Gwynne, I have received newsletters from the Kingdom. It warms my heart to read and think of you all.

Whatever hospitality and love I have, it was returned to me a hundredfold. You have all given me much more than I can describe, or had ever imagined that one person would receive in a lifetime.

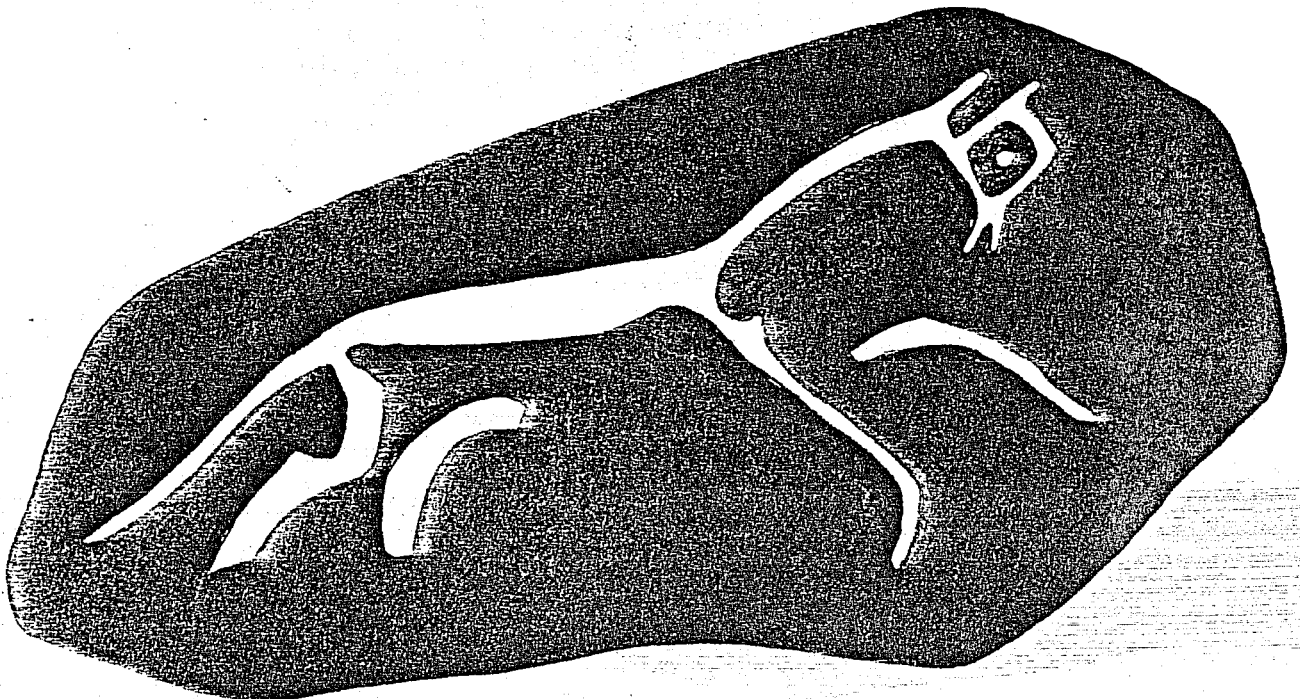
Even though I think of you all very often, it is not often that I take pen to hand to write letters. Once ink and paper and stamps are to hand it seems as all thought leaves my brain.

Elycia and I had found S.C.A. here about a week after we arrived. We are now members of the Shire of Phoenix's Glade. The Shire members are welcoming, and I do not have the feelings of an old, established, exclusive society as I did in the Barony. The first meeting we went to was a revel after the Renaissance Fair where we found them. There was spaghetti, wine, mead, music, belly-dancing, and recalled to me a normal night at my house. The next day, one of the Shire members called me and was worried that Krissy and I would be scared off. HA!

Having experienced some of the negative vibes and misunderstandings between the Citadel and Amtgard, I delicately mentioned Amtgard. To my surprise, there was immediate interest. Weekend before last we had fighter practice at my house, and I brought out shield and flail. Enthusiastic response! I have promised to make swords, daggers, polearms, etc, and give classes on same. Admittedly, I made another flail quickly and had great fun. The S.C.A. fighters had fun too even though I killed them all. After the demonstration of flail and shield, I was convinced -- yes, it's true -- to put on S.C.A. armor. I am not as sore as I imagined, but there is a nicely forming bone bruise on my hip.

Even though it is a tad further drive to Ryah's keep than it used to be, you are one and all welcome here if you are ever near. Just take I-10 east about 1400 miles to the Crestview exit (about 45 miles past Pensacola), take a right (south) on 85 to Niceville (about 18 miles), go to the stoplight and take a left (Florida 20), then take a right at Redwood (The Bait Shop, a Shell station is on the corner), then take a left on 27th and the Keep is down about a half a block on the right, just across from the Niceville Fire Station #2. 1716 27th Street, Niceville, FL. 32578 (904) 678-9249. Children, pets, and letters welcome.

*all my love,
Ryah*



SO YOU THINK YOU MIGHT WANT TO RUN FOR PRIME MINISTER?

To those of you who have perhaps entertained the laudable notion of running for P.M. of Amtgard may I suggest a close perusal of the following letter from Ryah to Pro Tem P.M. Theo. Not only is it enlightening and instructive but (to this reader) more than just a bit on the terrifying side.

CONCLUSION: If you want to be Prime Minister you really have to want to be Prime Minister (as well as have the patience of a saint, the constitution of a bull elephant, the organizational abilities of a sage, and an unlimited fund of good humor).

To all you brave aspirants to this position I say - "Two orders of the Warrior for bravery and good luck to you".

Gwynne, Editor

To the Prime Minister Pro-Tem from Her Excellency, Baroness Sir Amaryah hap Illys de Visclo, on departing from the Burning Lands and of necessity, the Office of the Prime Minister.

Greetings:

In order to make the transition less painful, I thought that I should leave a few instructions and insights on how I have been entering data into the records. There are, of course, several types of records that the Prime Minister keeps; those of the finances of the Kingdom, those that reflect the information about the members, and all other records that come into being about the Kingdom.

The Prime Minister comes into possession of all paperwork that is ever generated about or for Amtgard. These are easy. Just stick them into the records box in the appropriate category. The PM is charged with keeping record copies of things like newsletters, crown declarations, smith, garber, scribe, etc. publications, new articles on the club. There is a part on the Member Information Sheet (MIS) to record credit for publications that you will need to record also.

The MIS-paper copy. This sheet was made by Aramithris when he was Prime Minister after Abedon's abdication for personal reasons. It contains a great deal of information and is the primary reference for individual credit and information. Enter everything in pencil or be prepared to use a lot of white-out. It is partially duplicated by the computer records, but I was never smart enough to get all of the information on it onto one data file. There is simply too much information on the MIS for my poor computer to handle. The MIS is a wealth of information on each club member. The MIS is divided into ten sections, each dealing with a specific facet of information.

Section 1: Mundane information. The number in the top

right corner is the last month that the person attended Amtgard. I started this entry in order to separate active from inactive. When I first put the books into the computer all MIS were in one book. You can see how onerous this became as Amtgard has 514 active and inactive members as of this writing. Of that number, 409 of these people have not attended the club with the last 3 months. I simply got tired of looking through 514 pages for one name. So I figure that if someone hasn't troubled themselves to come out in three months I shouldn't go to the trouble of turning past their page every week. There are a few exceptions to this rule. I put a MIS inactive before the three month period if I know for sure that the person has left town (for instance, when M'Deth and Ariona left). I leave a MIS in active if I know that they are just visiting but still put in the entry (example of this are Talon and Doom). I leave a MIS active if the person is in town, still interested in Amtgard, but has to work (Joe Cook and Nashomi). The main point of deciding whether a MIS is active or inactive is how much work it is going to cost you. When a MIS becomes inactive, I add the year to the month, and stick it in the black notebook. You do not have to follow this or keep it up. I have just found it to be easier. NAME: The MIS are arranged alphabetically by mundane last name. BIRTHDATE: To determine eligibility to fight and who can buy beer. Persons under 18 should have parental consent to play so the club does not get sued. We simply don't have the funds to get sued for medical bills. If the parents sign a consent form, they are much less likely to even think about suing. No guarantee but every little bit helps. JOINED: The month and date the person first signed in. For those who enjoy statistics. ADDRESS: To keep in touch, and for killer games. CITY/STATE: We do have records on some people who live outside El Paso. So this is handy. PHONE: To try to get hold of people when we have an unscheduled game, politicing, juicy rumors, or a party going on and need (a) beer drinkers or (b) pitch-ins for beer.

Section 2: Persona information: PERSONA: The current name that the person is going by. This is definitely subject to change and is why the MIS is not alphabetized by persona name. HOMELAND: Most people haven't the slightest idea when their persona came from but some have worked on their character and developed this. RACE: Same as homeland. But we do have one half-orc among the dwarves, elves, drows, and humans. AFFILIATION: Which Company the persona is with. Definitely a pencil entry. AKA: The (generally) multitude of names and spellings that a persona has styled itself as throughout the years. PERSONAL SYMBOL/PERSONAL COLORS: Same as homeland. OTHERS: Information that fits nowhere else.

Section 3: Attendance: This is the section that most everyone is most interested in. How many times that they have signed into a certain class for class credit. You notice that the entry looks like this + . The part before the + is a whole number, and the part after is for lines and slashes. This is important as 11 before the + is eleven, and 11 after the + is two. I had to go back and correct records after I messed that up. What a bother. Smith and Garber credits are given to you by the guildmaster. Others you take off the sign-in. The blanks after Warrior are for those people who sign in as

Mundane, Wench, Pirate, Waterbearer, Decoration, etc. Those are up to you to decide how to credit and what to call it. Not actually classes but "whatever". However, you must determine whether someone signing in as a wench is playing a monster or is actually just Decoration. There will be times when people sign in and don't mark a class. I search my memory and try to recall what they were doing and then give them credit for that class. If I have no earthly idea, I generally give them credit for the class that they have been signing in for lately. This does not work in Tawnee's case as she's different every week. It does, however, work for most of the club. I also go through the active membership list and sign in people who didn't get around to signing in. You have the trust of the membership so don't let likes or dislikes enter into this. Very difficult to be impartial after four headshots but try. You will, of course, not remember everyone who didn't sign in but that's not your fault. Use your own discretion about those who didn't sign in and claim credit for past weeks. Most are honest about being there, but Anyway you are the final determination. This also includes those who show up for 15 minutes, sans garb, sans weapons, stand around, and sign in as a scout. I just note the details on the reverse of the sign-in sheet and give them a mundane credit. Also be aware that people mismark the sign-in accidentally (such as the person who always plays healer and has mistakenly marked Anti-paladin). In such cases, you as PM, simply credit them for the correct class.

Section 4: Club Positions: TITLES OF NOBILITY. These are granted by the king, and lists all titles that the persona has been awarded. GUILDMASTER: Entry only if the person is a current guildmaster - Arts and Sciences guild or class guild. GOVERNMENT OFFICES: Entry only if the person is currently holding a government office; such as king, consort, prime minister, or court. OTHER TITLES: Sardakar, King's or Princess' Guard, Reeve's Guild (passed crown qualification reeve test this reign), etc. Current membership. POSITIONS FORMERLY HELD: Former positions and the number of times they have held them. (i.e., King (x2)).

Section 5: Awards. Awards given by the reigning monarch or consort to the persona. Same counting system as that of the class credits.

Section 6: Weapon Classifications: AA = win 12 duels in a row, A = Win 6 duels in a row, B = Win a tourney, C = Finish 2nd or 3rd in a tourney. The classification can be raised, but is never lowered. This section is particularly helpful in seeding tournament fighting if one is not familiar with certain fighters.

Section 7: Dueling Records. Same counting system as that of the class credits. These reflect all tournament fighting, without regard to the type of weapon used.

Section 8: Events. This is a listing by name of the event of events won by the persona. It includes major quests and tourneys but has not so far included crown qualifications events probably for the lack of space. You may want to keep a record of

crown qualification events won or placed in but these have traditionally been recorded only in the club newsletter.

Section 9: Sponsor. A record of those events that the persona has personally set up and run such as Weaponmaster or quests or Amtgard demonstrations or Feasts.

Section 10: Publications. A list of publications that the persona has either edited or authored. These are major works such as the newsletter, the Amtgard Book, the Scribe, and the Garber's publication - not individual poetry or stories.

MIS - Computer copy. This is actually an abbreviated version of the paper copy. These are generally the most sought after data from the records for personal information and data correlation.

AMTGARD: The persona's current use name listed first, and the aka's listed in parenthesis.

MUNDANE: Last name first. The persona's various names along with the mundane name makes it a lot easier to find those people who signatures have perhaps four readable letters, and those persons who sign in only with their persona names. When you first take over the sign-in yell, scream, jump up and down, beg on bended knee, whatever it takes to try to get them to write their mundane names so you can read them as the paper copy MIS is ordered by mundane. Saves time. If all the above doesn't work, announce in a well-chilled voice (0 degrees kelvin works quite nicely), "I can no read your name, you no get class credit." They'll slide back to their old bad habits in no time, but hopefully by that time, you have begun to associate mundane with persona and unreadable scrawl with illiterate.

PHONE/ADDRESS: Same as MIS except that out of town address also includes city/state/zip if known.

AFFILIATION: Yes, I know it's misspelled. Tough! This includes Company, King's Guard, Sardakar, that sort of alignment.

LAST ATTENDANCE: Month and year. Handy for purging the inactive.

REMARKS: 1st entry is date joined. Next is titles of nobility. Then knight or squirehood. Then whatever else.

AWARDS: C = Claw, D = Dragon, F = Flame, G = Griffin, H = Hydra, J = Jovious, L = Lion, Masque = Masque, O = Owl, R = Rose, Walker = Walker of the Middle, W = Warrior, M = Maniple, P = Phoenix. The number after the letter is the number of those awards. The awards are listed in the same order as the MIS paper copy.

CLASS CREDIT: The number of credits is listed first. The date following the number is the last time the class was played. I started putting in the date, because every guildmaster election people want to know if they can vote for the class, and have they signed in for the class in the last six months. It is also helpful when you list out the members of the class for those who are voting to see when the last date their candidate signed in for the class. Where there is no date following the class credit number I haven't gone back that far in the records to see when the person played the class but it's been at least six months ago.

THE SIGN-IN SHEET: If you run low on these and have forgotten or not had time to get the copies, you can make copies at the library in the park for ten cents a copy. Make sure that you always have at least one blank, or you're going to have to make one up again. Lately we have been using at least three sign-in sheets per week. I use the comments on the game section to record dues paid, award credit, or whatever. That way I don't have to count on my faulty memory and the people know that their dues paid have been written down. I put any comments about the sign-in itself on the back, such as class crediting, and what someone's name is in my handwriting. That way the paper remembers for me and I don't have to burn out brain cells figuring out why I did what. Before I start to do the class credit, I type everyone's mundane name (ATTENDANCE file), and have the computer alphabetize the names. Then I don't have to flip back and forth through the MIS, although I have to flip back and forth through the sign-in (three pages versus 105 pages of flipping). I check off the names as I enter the info into the paper and the computer copy, and enter and then go back and double check that I didn't miss anyone. It is also handy for those people who want to check for themselves that they signed in for the past three years, and they can check on each sheet alphabetically and don't have to search every sign-in sheet for their name. They often want you to do this for them, but just snort at them and hand them the three or four years of sign-ins. Two guildmaster elections, and one "I'm certain that I've signed in 12 times in the last 6 months" consort qualification for Shylarra, Aredhel's then love, and some other consort type, forced me into my current way of recording attendance. I would advise that you keep my method or devise one of your own lest you spend hours going through illegible writing. Makes for a tremendous headache.

FINANCES:

First of all, let me say that I hate handling money. I also dislike spending club money. I admit that I procrastinated in putting the Club funds in a bank account and consequently Morluk conveniently "found" \$185.00 and had a great time spending it. Steady job or not, it is hard to replace that kind of money. PUT IT IN A BANK. The older the Club becomes, the more money we have. We have not spent much of the funds since I have been PM...just mostly on copying costs. Our income has definitely exceeded the outgo. The club funds are health right now, something over \$400.00, but unwise dispersing of funds (such as a private hot dog party for a few close friends) would be as disastrous as enemy Sardakar in your rear ranks.

Number 1 Rule: Keep all receipts and organize them by month. Write on the receipt what it was for and who spent the money. Write on the last week's sign-in where you got the receipt.

Number 2 Rule: Write down all money you get in on the bottom of the sign-in sheet as soon as you get it. If possible have the person who is giving you the money watch you write it down.

I keep 6 files on finance. Perhaps you can combine all into one file but I find this way easier for my feeble mind.