

TALES FROM THE BURNING LANDS....



AMIGARD, KINGDOM OF THE BURNING LANDS
VOL.IV, Number 5 - April, 1988

Contributors:

Aramithris, Rex
Kalibria, Princess Consort
Joella, Prime Minister
Gwynne, Court Scribe
Dutchess Tawnee Darkfalcon

Art:

Gwynne
Joella

Amigocon Information

Courtesy of Dachs

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

COURT

King Aramithris
Princess Consort Kalibria
Champion Gilos
Prime Minister Joella

COURT OFFICIALS

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

CORPORATE OFFICERS

Board of Directors: Aramithris, Theo, Gilos
M'Deth, Abedon

Treasurer: Gwynne Membership Officer: Aramithris

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

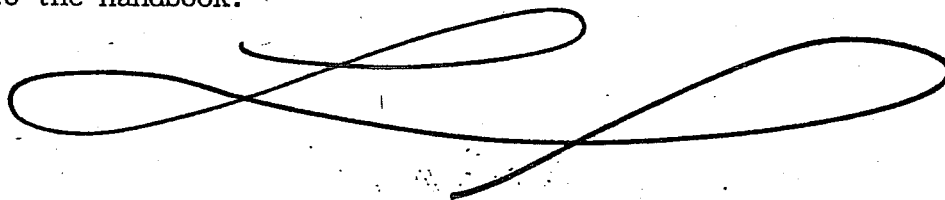
Art - Tawnee
Drama - Sigfried
Garb - Abdeon
Literature - Gwynne
Minstrels - Scarhart

SCIENCES GUILDMASTERS

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

From Aramithris, Rex, unto the Populace. I bring you greetings.

This is the 6th and last of a series of letters I initiated upon entering my second reign as monarch some five months ago. It is both ironic and appropriate that this last missive should begin where that first letter ended. I speak, of course, about the new handbook of rules. Our previous rulebook, which I also edited, was published in mid 1986. It was not drastically different from the 1984 rulebook presented by then King Nashomi. The chief departure from previous rulebooks was in the methods applied. For the first time guildmasters were approached and asked to submit their recommendations for class rules. My reasons for inviting guildmaster participation were threefold: 1) to encourage active political participation by more club members, thusly providing a bulwark against the power play excesses of the past, 2) to make the position of guildmaster into a more responsible one, and 3) to provide a viable alternative to another proposed rulebook (sponsored by the Wandering Unicorns) that would have reduced all classes to only 3 levels and also would have given the Unicorns a permanent two-thirds majority vote over all club policies from then on. We were at the Estrella Wars at the time of this proposal and missed the hastily called "Allthing" that proposed that state of affairs. My thanks to Gilos for standing up to that nonsense. Upon my return the battle was joined and the "good" fight fought. I immediately went to the guildmasters and out of that strife came the 4th edition handbook. It was flawed and incomplete, but it represented a break with the past where the few dictated to the many. This new approach was not without its problems. There were guildmasters who decided to emulate past performances and do some power grabbing of their own. This led to a spate of unpleasant and inconclusive Allthings. I vividly recall one guildmaster, who shall remain unnamed, stubbornly insisting on passing the newest demigod like abilities for their class, and then, when turned down at the Allthing, refusing to act on the changes that were pass at that Allthing. That was the first and not the last attempt by class guildmasters to legislate their "dream class" into the handbook.



This current handbook has its seeds of inspiration in another such power grabbing effort some nine months ago. The guildmaster in question was the same person, but the guild was different. Though I could have stopped it, I abstained from the scheduled Allthing. My reasoning was that I couldn't spend all my time putting out fires, and I was interested in seeing if people would stand up and defend themselves from being screwed. Incredibly, the measure passed (by something like a 12 to 10 margin) and Amtgard now officially has a class with the largest number of available spells, with 9+ levels, with extra spell points at higher levels, with the ability to wear armor, with enchantments that made them totally immune to everyone else's

magic, with at least two spells that automatically killed everyone else, with the ability to turn into a magic-using monster with unlimited lives; the list goes on. I kid you not. People, with smiles on their faces, voted to inflict this indignity upon themselves and the club. Never had I been more discouraged about the future and the nature of my service (Is this really worth it?).

After some soul searching I decided to run for monarch some 3 months later. I couldn't let the new "demigod" abomination stand, and yet endeavoring to eliminate it would be a tremendous struggle. By this time we needed a new rulebook to incorporate all the changes already in play, and some areas of class balance needed to be addressed, so I hit upon the idea of a long overdue rulebook revision to make something that would last for a while (A stable rulebook does help engender a stable Amtgard). Also, I could help incorporate those awful demigod rules (the class also to remain unnamed) in a manner to bring them more in line with the realities of the other Amtgard guilds. I informed the club of my intentions and gave the guildmasters the green light (Talk to your guilds and write up your guild the way it should be. You can have what you want as long as it doesn't impair game balance or playability".) One elected monarch, 15 elected guildmasters, and almost 5 months of hard work yielded the new handbook.

This new 5th edition handbook is a major step forward. It is organized and streamlined, the guilds are roughly equivalent, all rules are covered, and there are sections on weapons construction, garb, and game etiquette. It looks nice and will do Amtgard credit when we pass out and sell handbooks at the conventions and demos come early May. It is not perfect, and the guilds are not written the way I would do them, but that was the whole point - to let each guild's elected representative present the guild in the manner he or she perceived it. My role has been that of administrator, coordinator, peacemaker, confidante, and editor. Of course there was the usual amount of politics, but the rules are remarkably free of bias and B.S. Most of the guildmasters were conscientious, hard working, and a real pleasure to work with; it's good to know that people care. Then again there are those petty, would be tyrants who don't want the workload or the responsibility, but insisted that their 2¢ be written into the rules. Their complaints and suggestions have been considered, and I've generally stood back and let the guildmasters deal with these toads, lending support only where necessary. It is a good rulebook, and no major problems have yet come up, but it has to be given a chance. Some people are already crying "Allthing", their salivating at the prospect of digging into the creative efforts of others painfully evident. Some of the guildmasters are even assailing each other's guilds. Enough I say.



We made do with a flawed and incomplete rulebook for almost two years. The problems that arose and their solutions are included in this handbook. Errors and problems will appear in time, and has always been the case, we will deal with them. It requires a full monarch's reign to initiate such a major project. This handbook will stand or fall in the test of time, and people tearing either at it or at each other are not doing anyone, themselves included, any favors.

But enough of this. Amtgard goes forward, and crown qualifications is upon us. Two sets of fliers have already been distributed, and dates and times of events are listed below. Rumor has it that Oz and Scarhart are sponsoring crown qualification. In any event, I will probably forego my usual myriad of entries in order to help in the organizing, judging, and scoring.

CROWN QUALIFICATIONS - DATES/TIMES OF EVENTS

April 2

1. Declarations for Crown due
2. Factual writing, composition, and poetry entries turned in to Gwynne
3. Pente tournament begins
4. Chess tournament continues

April 8

1. Written entries judged at the abode of Gwynne and Sterling #

April 9

CROWN QUALIFICATION EVENTS

10:30 a.m.	Begin Corpora, Heraldry, Reeve's tests
11:00	Begin judging place encampments
12:00 noon	Best looking garb
12:30 p.m.	Best fighting garb
1:00	Instrumental music
1:30	Singing
2:00	Begin judging: 2-D art, 3-D art, Armor construction, Weapon and Shield construction, The Rose (Banners and Favors)
3:00	Complete tests

NOTE: War events will be staged all throughout the day.

The calendar of events through June is included elsewhere in this newsletter. The election for monarch will be between 1:00 and 4:00 p.m. on April 16, 1988. To be eligible to vote you must be an active member (6 or more sign-in attendances in the past six months). The Crown Feast is on April 23 and seating arrangements are limited. Hopefully there will be a flier included in this newsletter. In any event, reservations are being taken by Princess Consort Kalibria and Prime Minister Joella.

Believe it or not, I'd originally planned to write about the high and low points of this reign. Perhaps not. One other item of business, this split site idea of fighter practice has only hurt. I'm going to recommend to the next monarch that we permanently move the Wednesday practices to Ponder Park. Best wishes and good luck to the next monarch. May your patience and fortitude remain strong.

Yours in Service,

Aramithris

Aramithris, Rex

CALENDAR OF EVENTS

April

- 2nd - Declarations for Crown due to Joella
Written entries due to Gwynne
Guildmaster elections - Joella
Pente begins
Chess continued
Newsletter due (rules finalized)
- 6th Fighter practice
- 8th Judge written entries at Gwynne's
- 9th Crown Qualifications 10:00 a.m. (Oz/Scarhart)
- 13th Fighter practice
- 16th Crown election and tourney (Aramithris)
- 20th Fighter practice
- 23rd Company battles (?)
Crown Coronation Feast 7:30 p.m. (Kalibria)
- 27th Fighter practice (Ponder Park)
- 29th Amigocon III
- 30th Open

May

- 1st Amtgard demo at Amigocon 12:00 noon (Dachs)
- 4th Fighter practice
- 7th Weaponmaster tourney - (Aramithris)
- 11th Fighter practice (Ponder Park)
- 14th Go back to 3:00 p.m. start time
- 21st Sword of Flame (Tawnee)
- 27th through 30th - S.C.A. Grand Outlandish

June

- 4th No Champs tourney (Aramithris)
- 11th Open
- 18th Open
- 25th Camping trip with Plunder Tourney & Corsair Feast

QUASI EDITORIAL, REPORT ON ESTRELLA

AND

SPECIAL, PERSONAL THANKS TO THE FOLLOWING PERSONS:

Aramithris, Rex

And Musketeers,

#1. Joella Starwatcher

#2. Scarhart, and his Lady.....

#3. Jackie the Indomitable

#4. Ozy Mandeus (aka Ozy Stockbreaker)

First thanks go to our Monarch who, rightfully discerning that your club scribe had more on her plate than she could easily consume what with Estrella (preparations, attendance, and recovery) not to mention electing to move her residence to the new location of 1308 North Oregon, quietly and gallantly went ahead with the typing and layout of the March newsletter thus sparing said scribe certain and total mental and moral collapse.

Second expression of profound gratitude is tendered to the four musketeers who with no sense of personal gain (other than beer and pizza) made the aforementioned relocation of domicile relatively painless and much more fun than moving has any right to be.

Now that I have gotten the important personals on paper let me drop a few words about Estrella, 1988. Please note that The Mad Rhymester was at Estrella though accoutered in a disguise so profound, and so clever that this writer doubts anyone recognized him. His work was so inspired, so comprehensive, (and so raunchy) I promptly decided that the report on Estrella 1988 would best be put in his words alone hence the following:

To reach Estrella was Esuom's bent
And she valiantly pursued this intent
But an 18 wheel truck
On her gear ran amok
Bent and rent there went the tent.

We saw very little of Tawnee
When we did she looked haggard and scrawny
Said she, "I don't give a fudge,
For being a drudge"
I'll not cook again for the royalty.

From a lady he desired her fair flower.
So Rift decided to shower.
But so cold the first dunk
His *appurtenance shrunk
And gave new meaning to deflower power.

*ap.pur.te.nance (e pur't'n ans) 1. anything that
appertains; a thing added to a more important thing;
adjunct 2. (pl.) apparatus or equipment; accessories

All the night he did wander quite stewed
And at dawn was most loud and most lewd
We now think the name Ozy
A good synonym of scuzzy
(Or muzzy, or fuzzy, even crude).

M'Deth got a whack on the finger (the middle)
Ruined his career as a singer (with fiddle)
He said, "What the hell,
I still please my wife well
As I don't use middle finger" (to diddle).

Rumor has it the mighty Ajax
Was hit in the knee with an Ax.
Me thinks with his history
Of soul rending repertory
He really just knelt on some tacks.

For his first SCA battle foray
Gilos, in the midst of the fray,
Was heard to exclaim
In the midst of his pain
"You mean these fools do this all day?"

When asking the location of his injury
Aredhel replied "there's no mystery,
But I consider it crass,
To speak of one's ass
Especially in such refined company".

When selecting camp sites at events,
Gwynne's choice of where go the tents,
Totally sucks
The Claw camps with the ducks,
And the gophers, the snails, and serpents.

Lament over Abedon most fair,
Who spent the event washing hair.
If she'd learn to party,
There's a welcome most hearty
For the only civilized Corsair.

Broadswords, polearms, even the longbow
Mighty Aramithris from these got not one blow
But it turns out His Nibs
Received two broken ribs
By being struck by a well armored elbow!

Sterling # with a gleam in his eye
With his bow made the arrows to fly
His nose now out of joint
Missed first place by one point
"Wait till next year was his parting cry".

A ROSTER OF THE FAITHFUL ATTENDEES

Abedon	Marika
*Alric of the Emerald Isle	M'Deth
*Andralaine	*Morluk
Aramithris	Ozy Mandeus
Aredhel	Raven
Argon	Rift
Ariona	Scarhart
Ajax	Shylarra
Esuom	Sterling #
Gilos	Tawnee
Gwynne	Theo
Joella	
Kalibria	
Kurse	
Larce	
*Lonewolf	

*Indicates individuals who though no longer residents of The Burning Lands are nonetheless not only with us in spirit but produces actual bodily presence at Estrella.

I'll bet some of you didn't even know there was such a thing as a Literary Guild at Amtgard. Not only is the guild alive and well but will shortly begin to flourish just prior to the crown qualifications. As Guildmistress of Literature I spend most of the crown half year mucking about with the newsletter which is certainly interesting but the excitement comes during crown qualifications.

Most of you are aware that there are several types of literary contests for crown, i.e., factual writing, composition (includes persona histories), and poetry/free verse. Last crown saw more literary entries than ever before and it would give both myself and my guild great pleasure to see even more entries this crown.

Please do not hesitate to enter these contests just because your name is not William Shakespear or Ray Bradbury..... our motto is "If you can think you can write".

One literary category that has had less than an overwhelming amount of entries is the short story (less than 5,000 words). This is a fun category and if you start now you can surely crank out up to 5,000 words on any subject you wish ... factual, fantasy, humor, drama, etc. As a matter of fact, how about a play? No one has ever, to my knowledge, entered a play in written composition before.

I would like to pass on a couple of pointers to those of you hopefully about to be inspired by the Muse, to wit: Literary entries for this Spring's crown qualifications will be more stringently judged than in the past.

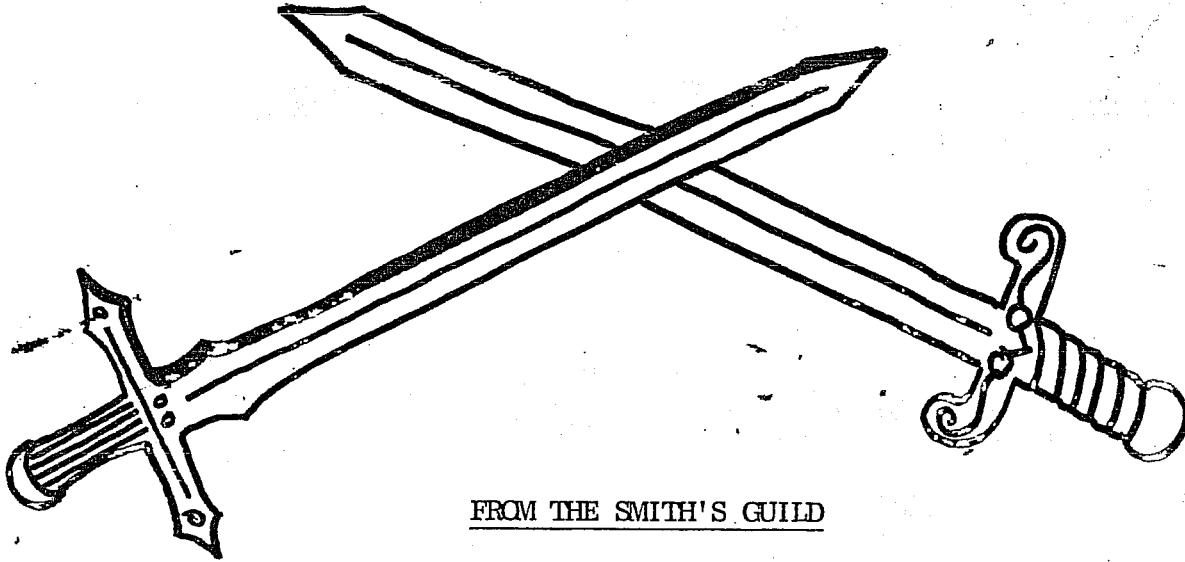
Entries will be given better consideration if they are typed and if they contain no typographical or grammatical errors. Illustrations are not encouraged unless they are germane to the subject matter, i.e., a how-to paper to which such illustrations are necessary, etc. All entrants are most urgently requested to not sign their names to their work.

The Guild is also seeking a representative panel of judges from all the companies of Amtgard and independents to judge all written entries. Note that if you enter these contests you cannot judge. Those wishing to assist in this judging please give me your names and phone numbers. Judging will be a my (new) abode at 1308 North Oregon prior to the date of crown qualifications and more information and details will be forthcoming.

NOTE: Judging is of course hard, painstaking, exhausting work so there will of course be munchies and libations to help you brave, courageous souls make it through several hours of non-stop reading.

Also a thought, this crown qualifications will have a theme chosen by our current royal consort Kalibria. What do you think of a literary category for crown relating to this theme? Give it some thought and give me some feedback.

Gwynne, Guildmistress of
Literature



FROM THE SMITH'S GUILD

ARMOR EVALUATION - MARCH, 1988

- NOTES:
1. Armor is rated as per the criteria set down in the handbook.
 2. Armor was evaluated for the following in decreasing order of importance:
 - Weight
 - Appearance
 - Materials
 - Construction
 - Comparison to other sets of armor
 - Class applicability
 3. 1/32 inch nagahide, even when doubled, was rated one level lower than 1/16 inch leather.
 4. Even minimal armor, such as doubled furs, is rated at one point. In order to leave room for expansion, no armor was given the maximum value of 6. Stacked armor halves the value of the lower rated piece (rounded down).
 5. The evaluation does not include the ability of 6th level warriors to raise their armor by plus one point in value.
 6. Mixed armor was averaged whenever possible.
 7. Listings are by who usually uses the armor, not necessarily who made it. Leggings, moccasins, and vests are usually not armor.
 8. All pieces evaluated were either presented to the Crown for inspection or were taken from a list. This evaluation listing can serve as a basis for comparison, but if your armor has not been rated, then see to it.

Ajax
Chain - 4pt
Plate - 5pt

Ahira
Padded Plates-3pt
Plate-4pt

Andre
Studded Nagahide - 1pt
Aluminum Plate - 4pt

Arum
Scalemail - 3pt
Reinforced Leather-3pt
Studded Leather - 2pt
Quilted - 1pt
Steel Legs - 4pt
Leather Kneepads - 1pt
Jeweled Kidney Belt - 1pt

Aredhel
Aluminum Plate 4pt
Steel Legs - 5pt

Argon
Studded Leather
Armbands -2pt
Leather - 1pt
Dagger Sheath
-1pt

Aron
Studded Leather Kidney Belt-2pts
Studded Leather Armbands-3pts

Balilnor
Studded Leather Armbands -2pts

Ghee
Scalemail-2pt

Gilos
Reinforced Padded-2pt
Aluminum Legs-3pt

Esuom
Double Weaved Leather-2pt

Hellspawn
Studded Leather Armbands-2pts

Kurse
Studded Nagahide-1pt

M'Deth
Reinforced Leather-3pt
Leather Kidney Belt-1pt
Cage-3pt
Studded Leather-2pt
Leather-1pt
Copper Chain-3pt
Gambeson-1pt
Aluminum Legs-3pt

Larce
Aluminum and Leather-3pt
Leather Reinforced Legs-3pt

Morbid
Studded Nagahide-1pt

Morluk
Leather & Plates-3pt

Naes
Studded
Nagahide-1pt

Nashomi
Thick Leather-2pt
Reinforced Leather-3pt
Metal/Leather Legs-3pt

Pyro
Studded Nagahide-1pt

Oz
Studded Leather
Armbands-2pt
Studded Leather
Kidney Belt-2pt

Rakasta
Ringed Leather-1pt

Rift
Quilted-1pt
(Iron)Steel
Plates-5pt

Taron
Reinforced Leather-3pt
Reinforced Legs-3pt

Tawnee
Dragon Leather-2pt

Theo
Studded Leather-2pt

Zor
Studded Leather-2pt

Zucaron
Plastic/Metal Legs-2pt
Reinforced Leather-3pt

Zyax
Metal/Leather Shin-guards-2pt



EPSCFFA



EL PASO SCIENCE FICTION AND
FANTASY ALLIANCE
P.O. BOX 3177, EL PASO TX 79923

AMIGOCON 3

April 29 - May 1, 1988
El Paso, Texas

Location: Amigocon 3, a science fiction and fantasy convention, will be held April 29 - May 1, 1988 at the Holiday Inn-Sunland Park, El Paso, Texas, conveniently located on El Paso's west side, immediately off Exit 13 of Interstate 10.

Cost: Memberships to Amigocon are \$12.00 for the entire weekend if purchased before April 22, 1988. After that date, a weekend membership will be \$15.00. Purchase of a weekend membership includes admission to the reception on Friday evening, April 29 (see Special Activities).

One-day memberships at \$7.50 are also available for Saturday and Sunday, April 30 and May 1. Additional tickets for the reception will be available for \$2.50 to purchasers of one-day memberships.

Guests: Our Author Guest of Honor this year is George Alec Effinger, author of the critically acclaimed novel When Gravity Fails. Our Special Guest Author is Walter Jon Williams, author of Hardwired and a contributor to the "Wild Cards" series.

Our Artist Guest of Honor is Brad Foster, creator of Mechthings, who won the Hugo award for Best Fan Artist at the 1987 World Science Fiction Convention. Our Special Guest Artist is Mel White, artist for Duncan and Mallory.

Accommodations: The Holiday Inn-Sunland Park has offered a special rate for those attending Amigocon 3. Both single and double rooms will be \$45.00 a night. To make reservations, call the Holiday Inn-Sunland Park at (915) 833-2900 or toll-free 1-800-HOLIDAY. Be sure to tell them that you're with Amigocon.

Special Activities: The convention will begin Friday evening, April 29, with a wine and cheese reception for our Guests. The Art Show will be open for the reception, and prizes for the artists announced. The reception is included in a three-day membership, or separate tickets can be purchased for \$2.50 with a one-day membership.

An art show will be on display all during the convention. Artwork may be purchased by silent bid or at live auction. Prizes will be awarded for best amateur and professional artwork. *Artists should write ASAP to see if space is available in the art show.*

A masquerade will be held Saturday evening. Any costumes related to science-fiction or fantasy are encouraged. Prizes will be awarded.

Other convention activities include talks and workshops led by our Guest Authors and Artists, films, role-playing games, a dealer's room, autograph sessions, and more!

Amigocon is sponsored by the El Paso Science Fiction and Fantasy Alliance.

EVENTS (HIGHLIGHTS)

FRIDAY

7:30 p.m. ^{wine-and-cheese} Opening Reception
9:00 p.m. Con Suite opens

SATURDAY

11 a.m. Panel on Comics and Graphic Novels
Geo. Alec Effinger, Brad Foster, Mel White

Noon SCA Demo

1 p.m. Walter Jon Williams Reading

2 p.m. Mel White Slideshow

3 p.m. Trivia Contest

4:30 p.m. Movie: Jay Duncan hosts
Dr. Jekyll and Mr. Hyde (1932), with Fredric March,
only movie to win an actor an
Oscar for playing a monster.

7:00 p.m. Masquerade - prizes for best costumes

8:00 p.m. Art Auction

11:00 p.m. Panel: Writing Sleaze for Fun and Profit

Midnite Movie: Dr. Otto and the Terror of the Gloom Beam

SUNDAY

10 a.m. Panel: So You Want to Make a Living (professional writers & artists
Brad Foster, George Alec Effinger, Walter Jon Williams, Thorarinn Gunnarsson)

11 a.m. An Hour with Brad Foster (Artist Guest of Honor - Hugo Award Winner)

Noon Reading: George Alec Effinger

1 p.m. **AMTGARD DEMO**

2 p.m. General Auction

4 p.m. Demonstration: Movie Magic and Special Effects Make-Up
Jay Duncan, Terry Gibson (Just for Fun) and others

~~PLUS~~ MOVIES, READERS' THEATER, AUTOGRAPHINGS, MORE!

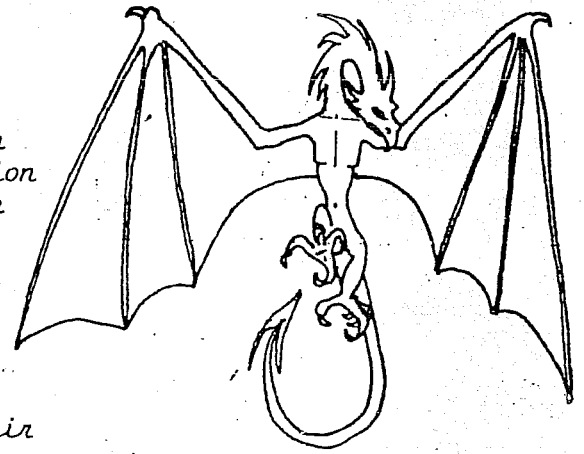
GAMING ROOM OPEN ALL DAY AND NIGHT SATURDAY-SUNDAY
WITH PRIZES DONATED BY GAMING COMPANIES.

NOTE:

Three of our Guest Authors (George Alec Effinger, Walter Jon Williams, Thorarinn Gunnarsson) will sign books at Waldenbooks at
D. Scott Center Friday, April 29 2 p.m.

His Majesty, King Aramithris
and the populace of the Burning Lands:

I bring you greetings from Nithanalorn. His sojourn in foreign lands has borne fruit in the form of the creation of an Amtgard Duchy in Austin. This Duchy has eighteen regular members. They are governed by an elected Duke and Chancellor. They are a subject land of the Kingdom of the Burning Lands. If and when they feel they have a candidate worthy of knighthood, they will send a letter to the King of the Burning Lands describing qualifications and accomplishments, requesting knighthood for the candidate. They hold their elections in January and July, and I believe they hold an Arts and Sciences competition at that time. Their club is formed around the concept of a single Amtgard Kingdom, with a number of outlying subject Duchies, as I understand. When their Duchy, or any other, becomes strong enough, a war would be declared and fought. The winner would then be the Kingdom, the loser, a Duchy. If any of this information turns out to be incorrect, forgive me. Communication by speaking glass is inconvenient at best.



Most of us are aware of the controversy surrounding Avalon's return from the Amtgard group in Albuquerque. It is my feeling that an Allthing should be called to discuss and determine a policy of foreign affairs for the club as a whole. Prior to this all known Amtgard spur clubs should be contacted, and correct information regarding attendance, governance, and attitude toward the parent group obtained for presentation at the Allthing.

Wouldn't it be fantastic if, when visiting or moving to other cities, we could participate in Amtgard there? If a simple letter of introduction would allow you to carry your credits and honors with you? For this to be possible, we must offer the same opportunity to Amtgard members in other cities.

Nithanalorn, and with luck, other members of the Austin Amtgard will be coming for a visit in the next several months. It is my hope that they will be greeted warmly, with open arms and minds. Let us not become like other groups and clubs, so close minded that we discourage new membership and creative innovation. Our organization is too young to stunt our growth for fear of change.

I am looking forward to the day when six hundred fighters are on the field, contesting for whatever people make war about. I'll be playing a wizard. Just imagine, "Doomsday one, Doomsday two..." Utterly glorious!

At your service,

Duchess Sir Jandee Dark Falcon



The Princess Consort Kalibria
invites the good people of Antgard
to the
Eleventh Crown Feast

on
April 23 at 7:30 pm, the location is pending

The fees for the feast are \$8 advance and
\$10 at the door.

There is a limit of 60 so get your reservations
BYOB and plate, utensils and candles

For more information contact Kalibria at
542-4287 after 5 pm

Make reservations with Kalibria or Joella

Menu

Appetizers

Cheese
bread
Korons
stuffed mushrooms
fruit

Main Dish

ham
poultry

Side Dishes

salads
finger vegetables
Hotoni (soup)

Dessert

There will be a pot luck contest, each
dish should serve 6-8

