

Tales from the



Burning Lands

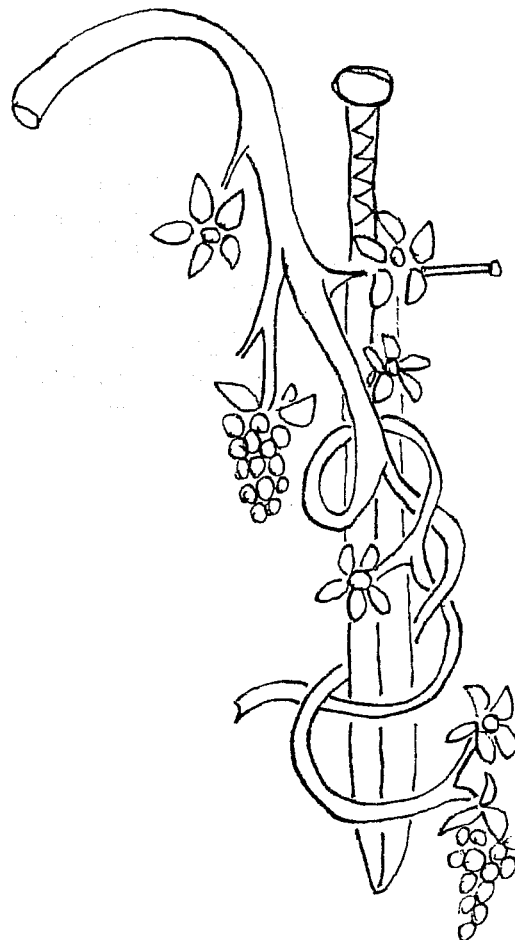
Tales from the Burning Lands
Vol. 4, No. 9 - November 1988

Editor - Ariona
Cover art - M'Deth



Amtgard, Kingdom of the Burning Lands (Inc.) is a non-profit, non-sectarian group dedicated to studying and recreating the more positive elements of the medieval history and fantasy literature genres. Tales from the Burning Lands is the official newsletter of Amtgard, Kingdom of the Burning Lands (cc). Opinions expressed within are the authors' own and do not necessarily convey official Amtgard policies. T.F.B.L. is published at least once every two months. This issue was set down in the sixth year of Amtgard, by Ariona, scribe of the Kingdom in the reign of King Gilos II.

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From the Scribe

Unto the populace, I bring you greetings.

With the changing of Amtgard's Monarchs comes a changing of the scribe. This is my first time in this position. I have enjoyed this opportunity greatly. I plan to publish a newsletter at least every other month and I hope to have the opportunity to publish a few "special editions".

I know that this is a common plea, but let me reiterate... Tales from the Burning Lands is a forum for Amtgard's populace, if you have anything you wish to contribute, please get in touch with me. You can reach me all day at 1-505-437-9619 (ask for Kathleen). I know this is long distance but you can also find me at Amtgard or leave your contribution with Aramithris.

Yours in service,

Ariona



BURNING LANDS

Royal Court and Positions

King Gilos Dawnhope	Master of Reeves Aramithris
Princess Consort Tawnee Darkfalcon	Weaponmaster Larce
Prime Minister Kalibria	Court Jester Ajax
Champion Ahira	Overlord of the King's
1st Lady-in-Waiting Marika	Armies Aramithris
Scribe Ariona	Royal Corps of Engineers
Princess' Defender Raven	Sterling, Esuom, M'Deth

Class Guildmasters

Antipaladins- Hellspawn	Captains- Aramithris	Monsters- Naes
Archers- Naes	Druids- Talinor	Paladins- Aramithris
Assassins- Theo	Healers- Raven	Scouts- Naes
Barbarians-Xevious	Knights- Tawnee	Warriors- Grymlac
Bards- Gandar	Monks- Nashomi	Wizards- Tawnee

Arts and Sciences Guildmasters

Art- Gwynne	Gladiators- Zyax	Literature- Marika
Drama- Theo	Herbs/Vintners- Ariona	Smiths- Aramithris
Garbers- Ahira	Heraldry- Joella	Minstrels- Ajax

Guard Units

King's

Captain- Aredhel	Raxx
Grymlac	Nashomi
Talinor	
Argon	

Princess'

Captain Ariona
Marika
Abedon

Reeves' Guild

Aramithris	Argon	Ariona	Raven
Talinor	Gilos	Zyax	Ozy
Ahira	Joella	Theo	Marika
Tawnee	M'Deth	Shylarra	Esuom

Board of Directors

Abedon, Aramithris, Gilos, Kalibria, M'Deth, Theo

UNTO THE POPULACE

Greetings. Having been king approaching a month I can say honestly that things are going well. This isn't to say perfectly but certainly acceptably.

Weaponmaster went very well and I congratulate Larce not just on an excellent win but a chivalrous one. He fought and acted as one should. Indeed most of the fighters fought with honor. Altogether an excellent tournament.

The Arts and Sciences College has also managed to hammer together a package for weekly play. It may not have been exactly as some would have had it but it is functional. Whether or not it is successful remains to be seen. More on this subject should appear in the newsletter shortly.

As I write this we prepare to journey to Barad-Duin. On this trip we will try to acquire details on the upcoming Emerald Hills coronation and discuss a wide variety of issues. One of these is the upcoming inter-kingdom Olympiad. This event is going to take place the first or second weekend in March. (The date to be decided on this trip.) This event is going to require an enormous effort on the part of this kingdom. It will also provide an excellent opportunity for the Burning Lands to show the other groups how good we really are. This isn't meant to sound pompous or provocative but instead confident. I will be printing a

short flyer on available positions, needed help, and events within the month.

Another point brought to my attention is the purported need for All-Things. Thus far Honto, Elizabeth and Argon have all appealed to me for regular All-Things. I am largely opposed to this idea. The reasons are: 1) The club is way too large to hope to have such a meeting and accomplish anything, 2) it is a simple matter for any relatively skilled rabble-rouser to control these type of events (I know. I've done it.), 3) the idea of All-Things is one which is needed when non-democratic means (i.e. fighting) are used to select the king but when the monarch is selected by vote it is less needed.

This isn't to say I am against participation of the populace in club government. Instead I prefer to work with small groups on specific problems. Examples include the recent knight's meetings and work with those proposing an artisans guild. If any group is interested in a meeting they may present it to me.

In closing I am still very happy I was made king which I suppose is a good sign. If any member of the populace has any problems or questions I encourage you to call me at home (532-1118) or at Tawnee's home (565-3659). In case you didn't know just ask for Ben.

Gilos, Rex

CALENDER OF EVENTS 1988-1989

December

- 1 Demo at Highland Presbyterian Church -
7:45 p.m.
- 2 Board of Directors meeting
- 3 Monarch's Court
Battlegame
- 7 Fighter practice
- 10 open
- 17 Emerald Hills Monarch Coronation (tentative)
- 24 open
publication date: Arts and Sciences magazine
(Aramithris)
- 31 open
Talons of the Phoenix II published by
Barad-Duin
Claw Legion gather (tentative)

January

- 7 Board of Directors election (Aramithris)
Sword of Flame (Gilos)
- 14 Declarations for prime minister due
(Kalibria)
- 14 S.C.A. Citadel Twelfth Night Feast
- 21 Prime Minister election (Kalibria)
battlegame
- 28 Shield of Reflection (Aramithris)
tentative publication date for newsletter
Midwinter Feast (tentative)

February

- 4 Monarch's Court
battlegame
- 11 Ducal selection in Barad-Duin (tentative)
- 18 S.C.A. Estrella Wars
- 25 Ring of Power (Raven)
tentative publication date of Arts and
Sciences magazine (Marika, Aramithris)

March

- 4 Vote to choose method of Monarch selection
battlegame
- 8 Fighter practice
- 10-12 Amtgard Interkingdom Olympiad (tentative date)
- 15 Fighter practice
- 18 open
- 25 Relic Quest (Naes)
start Crown Strategic gaming tournies (Ahira)
tentative publication date for newsletter
- 29 Fighter practice

April

- 1 Monarch's Court
Declarations for Crown due
Guildmaster elections (run by Prime Minister)
Crown written entries due (Marika)
- 5 Fighter practice
- 7 Crown written entries judged (hosted by
Marika)
- 8 Crown Qualifications - 10:00 a.m.
- 12 Fighter Practice
- 15 Crown election and tourney (Aramithris and
Gilos)
complete Qualification tournies
battlegame
- 19 Fighter practice
- 21-23 Amigocon IV (Dachs)
- 26 Fighter practice
- 29 Battlegame
Crown Coronation Feast - 7:30 p.m. (Tawnee)

May

- 3 Fighter practice
- 6 open
- 10 Fighter practice
- 13 Weaponmaster Tournament
- 17 Fighter practice
- 20 Return to 3:00 p.m. start time
Homestone game
- 26-29 S.C.A. Grand Outlandish

History Update
compiled by Aramithris



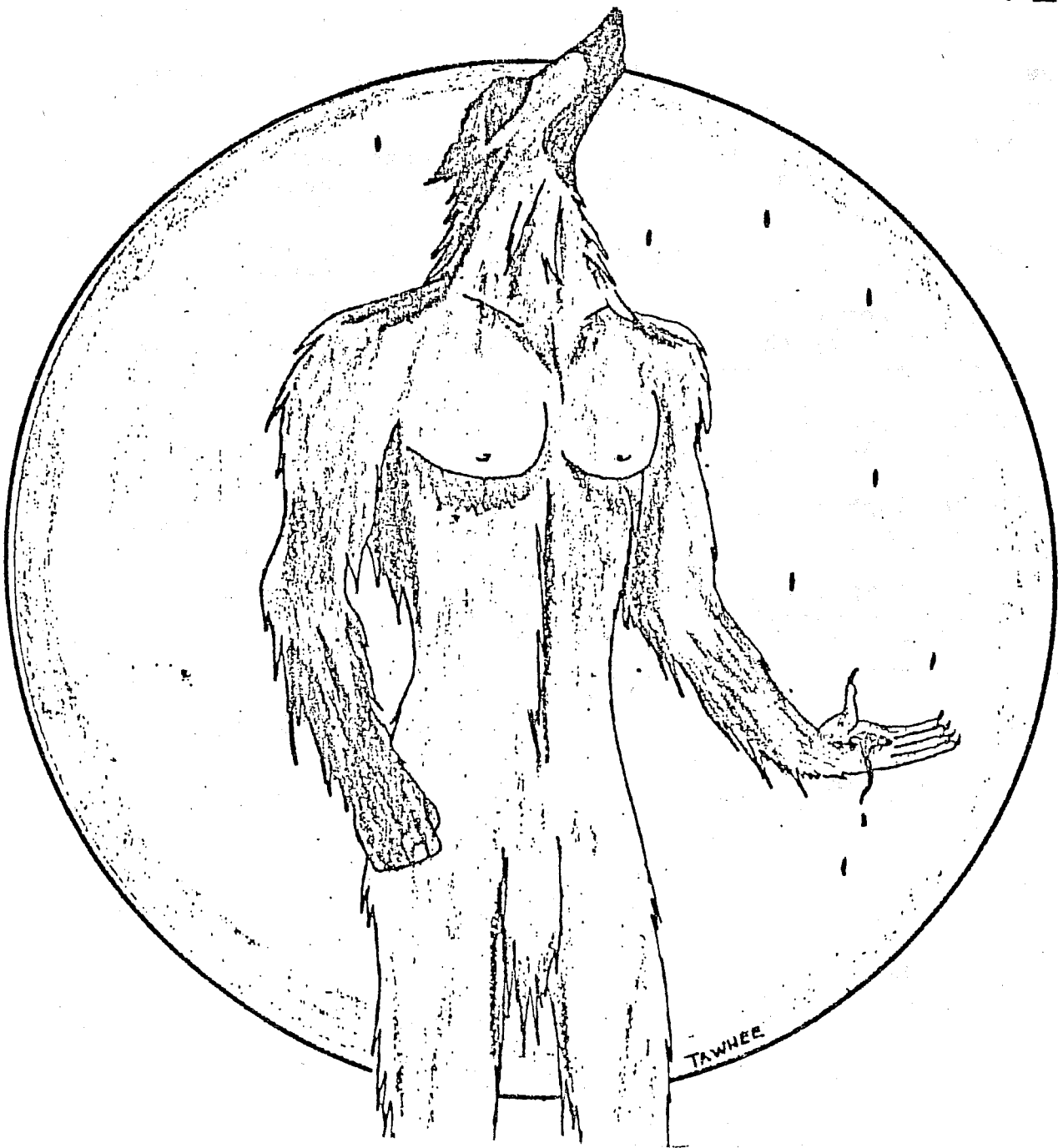
- 8/2 The State of Texas issues the Burning Lands an exemption from state franchise and sales taxes.
- 8/6 Small attendance; flag and ditch battles. Start casting ballots for the Crown Selection process. A History of Amtgard from the day one published by Aramithris.
- 8/5-9 Discussions with Barad-Duin and the Emerald Hills about the war and coronation in September.
- 8/10 A very small fighter practice.
- 8/13 Lots of new people; flag battles in humid weather. Announcement by King M'Deth that all classes must have correct garb by the following week. A night party at Pompeii.
- 8/20 Grymlac, Naes and Talinor were made lords by King M'Deth. Club voted to make next Crown Selection process and election. Mobile, flag and ditch battles.
- 8/27 Aramithris pays yet second again for the Crown Feast, losing out to Theo. Seige battle with the Club against the Sardakar. Raven was awarded the Ring of Power. Slave scenario with Aramithris first and Marika second. Kentho was the best slave. Talons of the Phoenix, the interkingdom Amtgard newsletter, was published.
- 8/31 Tales from the Burning Lands, Vol.4 No.8 published by Aramithris. A small fighter practice. Persona sheets (for a directory) from Barad-Duin passed out.
- 9/3 Amtgard buttons demonstrated by Nashomi. Practice battles for the war; flag battles. Money collected for the feast, newsletters and the Amtgard Book. A lot of viewers despite the rain. The return of Hellspawn after his close brush with the Grim Reaper.
- 9/9 Barad-Duin coronation at Austin. The first night involved arrival and set-up, partying and spontaneous ditch battles.
- 9/10 Many large battles highlighted by the Burning Lands'

victory over the Emerald Hills in the Battle of the Kingdoms. A long court and feast that night, with the introduction of two new baronies. Back in the Burning Lands there was a battlegame. with about 30 participants.

- 9/11 A company officers versus all others battlegame and a small closing court.
- 9/12 The last of the Burning Landers depart for home. Attendance at this event may have approached 100.
- 9/14 Burning Lands letter regarding rules and legal unity mailed to six other groups. A tiny fighter practice.
- 9/17 Four Team Company Battles. No clear winner, though the Claw/Dragon team tended to dominate. Ditch battles. Report to the Board of Directors distributed by the Membership officer.
- 9/21 Fighter practice almost entirely rained out.
- 9/24 Battlegame with very large attendance. Beginning of the chess tournament. Party that night at Pompeii.
- 9/28 A small fighter practice. Multiple preparations for Crown. The Amtgard Book II released early.
- 9/30 Beginning of the "Letter War" with Barad-Duin.
- 10/1 Flag battles and bridge battles. Zyax, M'Deth, Theo and Gilos declared for Crown. M'Deth took Naes as his Squire. Continuation of the chess tourney. A new barbarian suppression technique exhibited by Aramithris on Xevious.
- 10/4 Fighter practice for new fighters organized by Ahira.
- 10/5 A very good fighter practice (with 2-man team melees) at Ponder Park.
- 10/7 Judging of Crown Qualifications written entries at the home of Aramithris, followed by a run for pizza.
- 10/8 Crown Qualifications held at Memorial Park. Tawnee scored the most Cultural points with Aramithris second. Quality additions to the Qualifications included required notecards explaining each entry and buttons for first to third places in each event. Ten

individuals qualified overall. Guildmaster elections were held.

- 10/12 Persona Quiz won by Joella. Argon acknowledged as a master assassin. Fighter practice, cooking for the Crown Feast.
- 10/15 Pre-election football game. Crown Election won by Gilos with 26 votes. Two-man teams and chess tourney from Crown Qualifications completed. Champion tourney won by Ahira. Gilos and Aramithris reach one full year (52 weeks) reeving.
- 10/16 First video review of a tournament. Small Amigo Air Show Demo.
- 10/19 Fighter practice then an Amtgard video get together at Zyax's place.
- 10/22 Flag battles with good attendance from Barad-Duin and the Emerald Hills. Twelfth Crown Coronation Feast of the Burning Lands that evening. Gilos Dawnhope was crowned King with Tawnee Darkfalcon as his Princess Consort. M'Deth became a Grand Duke and Abedon a countess. Theo received the title of Defender and Argon the title of Lord. Feast sign-in attendance was 83.
- 10/26 Fighter practice and viewing of the Crown Feast tape.
- 10/28 A Knights of the Flame meeting yields only one viable near term candidate.
- 10/29 Weaponmaster X won by Larce with Zyax and Kurse tied for second. Several of the newer "whip" swords failed the weapons check.
- 11/2 Almost non-existent fighter practice.
- 11/3 Artisans meeting to determine workshops and credits format.
- 11/4 Knights of the Sword meeting.
- 11/5 King's armies versus the world ditch, seige and flag battles. Single sword ditch battles. Theo and Elizabeth depart for new lands. Aredhel becomes the new captain of the King's Guard. Amtgard movies shown at Marika's.
- 11/10 Knights of the Serpent meeting.



In this issue of Tales from the Burning Lands, we bring you the first installment of "Monster of the Month". These are new monster classes being introduced to the club by Naes.

WEREWOLF

Armor: 2 points

Attacks: 2 claws (short swords)
Equal to Red weapons due to strength

Natural Abilities: 1) Tracking as Scout
2) Fierce Fighters (Beserk 2/Game)
3) Anyone killed 3 times by the werewolf, will become one and serve the original werewolf's team. See Vampire for more.

Vulnerabilities: Only harmed by magical weapons.
Any other will not affect the werewolf. Magic Bladesharp will only cause normal (1 Point) damage. All other magic will work against the werewolf as normal.

Description: The werewolf, a member of the lycanthrope family, are humans/humanoids, that can assume animal form. All werewolves suffer from the disease "lycanthrope", so a simple heal spell will cure them as they will for zombies. The most common form is a bipedal wolf-man.

Lives: 3



Crown Qualifications

Overall Cultural Standings

	<u>1st</u>	<u>2nd</u>	<u>3rd</u>	<u>pts.</u>		<u>1st</u>	<u>2nd</u>	<u>3rd</u>	<u>pts.</u>
Tawnee	7	3	2	29	Zyax	0	2	0	4
Aramithris	4	4	1	21	M'Deth	0	1	2	4
Gwynne	3	1	0	11	Esuom	0	1	1	3
Joella	2	2	1	11	Nashomi	0	2	2	3
Ahira	2	0	4	10	Talinor	0	1	0	2
Ariona	1	2	2	9	Shylarra	0	1	0	2
Marika	1	2	1	8	Abedon	0	1	0	2
Gilos	2	0	1	7	Raven	0	1	0	2
Sterling	1	2	0	7	Tamera	0	1	0	2
Drake	1	1	1	6	Raxx	0	0	1	1
Theo	1	1	0	5	Argon	0	0	1	1

Competitors with 5 or more entries

	<u>Events</u>	<u>Entries</u>	<u>Average Score</u>
Tawnee	11	18	4.05
Ahira	11	11	3.72
Joella	9	10	3.79
M'Deth	9	9	3.57
Argon	9	9	3.16
Aramithris	8	12	3.99
Gwynne	8	11	3.85
Zyax	8	8	3.33
Theo	8	8	3.46
Raven	8	8	3.29
Gilos	8	8	3.66
Marika	7	10	3.49
Ariona	7	8	3.83
Esuom	5	7	3.51
Drake	5	6	3.48

Detailed Results of Crown Qualifications

Armor Construction

Drake	Studded leather	3.8
Zyax	Leather	3.6
Ahira	Leather	3.2
Theo	Leather	3.2

Composition (Prose writing)

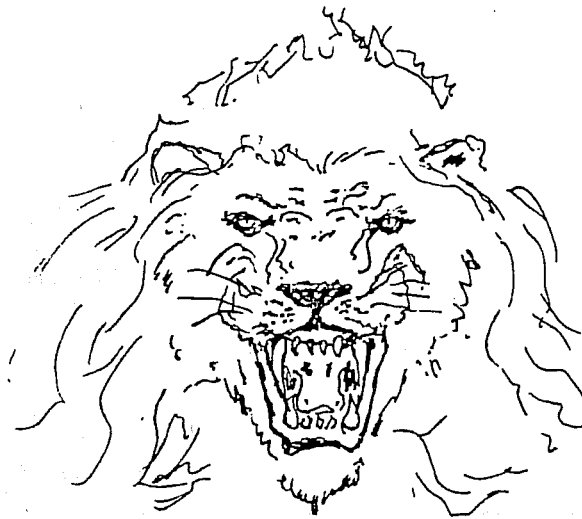
Aramithris	Amtgard Totems	4.4
Aramithris/Tawnee	Defying the Night	4.4
Gwynne	untitled	4.2
Joella	The Source of Magic	3.8
Scarhart	Austin Event	3.4
M'Deth	untitled	3.2

Cooking

Joella	Peach Sorbet	4.7
Tamera	Teriyaki Shish-ka-bob	4.3
Ariona	Gyngerbrede	3.9
M'Deth	Pasties	3.9
Marika	Sausage and sauerkraut	3.4
Raven	Scones	3.3
Zyax	Steak	3.3

Corpora Test


Ariona	87.5
Ahira	87.5
Shylarra	85.0
Gwynne	77.5
Argon	70.0
Ozy	65.0



Factual/Informative Writing

Tawnee	Sewing 101	4.0
Gilos	Letter to Derydlus	4.0
Ariona	An Amtgard Herbal	3.8
Aramithris	Knighthood	3.8
Aramithris	Ancient/Medieval Armies	3.8
M'Deth	Dallas Coronation	3.4

Flat Art



Gwynne	Dragon with Globe	4.6
Ariona	Crochet	4.4
Raxx	Axe thing	4.2
Esuom	Metal etching	4.2
Gwynne	3 horses	4.0
Ariona	Doilies	3.8
Aramithris	Phoenix	3.8
Gilos	Burning Lands Map	3.8
Gwynne	Crying woman	3.8
Tawnee	Sekhir	3.6
Joella	King with cat	3.6
Tawnee	Storn	3.4
Raven	Dragon	3.4
Zyax	Phoenix favor	2.8
Argon	Fighting dragons	2.2

Garb, Best Fighting

Gwynne	Celtic tunic (M'Deth)	4.6
Joella	Celtic garb	4.0
Nashomi	Swamp thing	4.0
Tawnee	Archer garb (Ariona)	3.6
Raven	Corsair tabard	3.4
Gilos	Feast tunic	3.4
Ahira	Guard tunic	3.0
Tawnee	Green dress (Kalibria)	3.0
Nashomi	Padded jacket (Caspin)	2.8
Esuom	Tunic	2.8
Argon	Tunic	1.4

Garb, Best looking

Tawnee	Night Flight	4.9
Tawnee	Harlequin (Ariona)	4.6
Ahira	Feast garb	4.1
Nashomi	Kimono (Kalibria)	4.1
Mary Ellen	Ball gown (Marika)	3.9
Mary Ellen	Belly dancing (Tamera)	3.7
Otter	Tunic	3.4
Marika	Cloak (Esuom)	2.7

Heraldry Test

Aramithris	85.5
Gwynne	60.0
Raven	58.5

Passive Construction

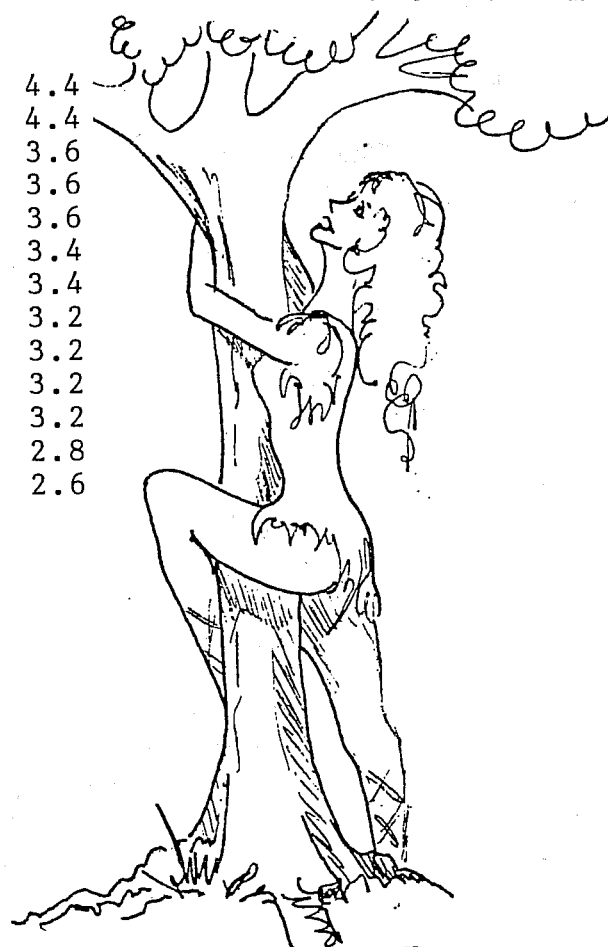
Sterling	Feast table	4.4
Tawnee	Claw stuff	4.4
M'Deth	Catapult	3.6
Sterling	Backboard	3.6
Raven	Pin cushion	3.6
Ahira	Chain	3.4
Ariona	Essential oils	3.4
Zyax	Armor pieces	3.2
Argon	Belt	3.2
Gilos	Pillow	3.2
Kanthon	Hand blown glasses	3.2
Theo	Squire's belt	2.8
Kanthon	Jewelry	2.6

Performing Arts

Theo	Juggling	4.0
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Place Encampments

Isacar	3.4
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**CAN THE SITUATION BETWEEN A
DRYAD & HER TREE EVER DEVELOP
INTO A MEANINGFUL RELATIONSHIP?**

Poetry

Marika	The Wall	4.4
Tawnee	Mirror	4.4
Gwynne	"This Song"	4.4
Tawnee	Truth	3.6
Marika	The Voice	3.6
Aramithris	Tarnished Knight	3.6
Marika	Your Eyes	3.6
Aramithris	Ageless...Timeless	3.4
Marika	The Iceberg	3.4
Aramithris	Toll of the Gate	3.2
Joella	Who am I?	3.2
Gwynne	Freedom Lament	3.2
Ahira	Lord of the Grey Castle	3.0
M'Deth	A Political Animal	3.0
Joella	Fire in the Hills	2.6

The Rose

Tawnee	Company banner	4.6
Abedon	Thumper favor	4.2
Gilos	Company banner	4.0
Joella	Game flags	3.8
Argon	Favor	3.6
Tamera	Favor	3.6
Marika	Cobra banner	3.6
Esuom	Banner	3.2
Ahira	Favor	3.0
Raven	Personal banner	3.0
Zyax	Belt	2.8

Reeves' Test

Aramithris	99.0	Theo	84.5
Talinor	96.0	Shylarra	80.5
Ahira	95.5	Raven	77.5
Tawnee	93.5	Ozy	76.5
Argon	93.5	Marika	75.0
Joella	90.0	Esuom	75.0
M'Deth	86.5	Balinor	72.0
Ariona	86.0	Caspin	71.0
Zyax	85.0	Gwynne	65.5
		Drake	65.0



Singing

Tawnee	4.6
Theo	4.2
Zor	3.2

Strategic Gaming

Chess (22 entries)

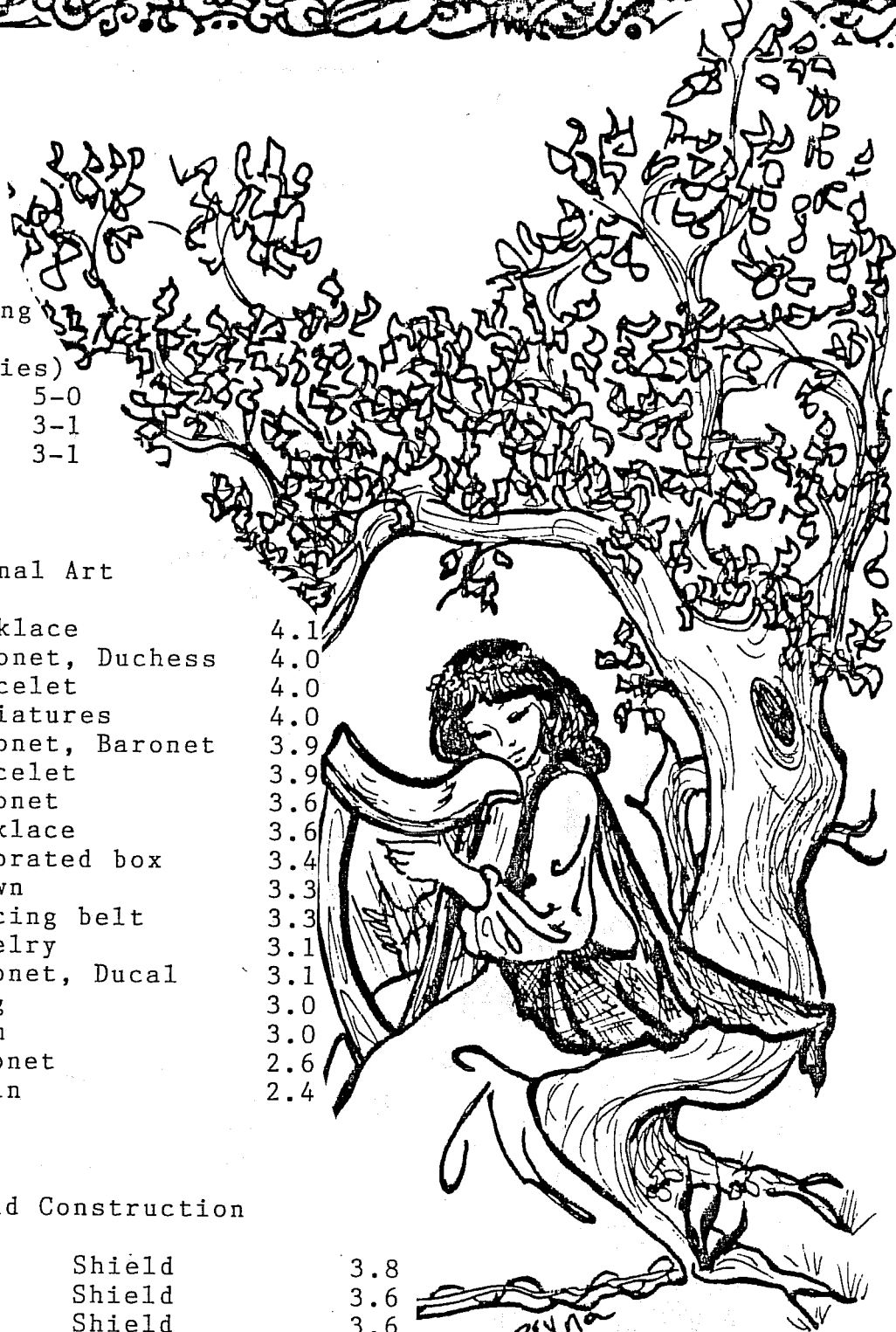
Ahira	5-0
Aramithris	3-1
M'Deth	3-1

Three Dimensional Art

Joella	Necklace	4.1
Tawnee	Coronet, Duchess	4.0
Esuom	Bracelet	4.0
Drake	Miniatures	4.0
Tawnee	Coronet, Baronet	3.9
Marika	Bracelet	3.9
Ahira	Coronet	3.6
Esuom	Necklace	3.6
Gwynne	Decorated box	3.4
M'Deth	Crown	3.3
Tamera	Dancing belt	3.3
Kanthon	Jewelry	3.1
Tawnee	Coronet, Ducal	3.1
Esuom	Ring	3.0
Theo	Helm	3.0
Argon	Coronet	2.6
Ahira	Chain	2.4

Weapon or Shield Construction

Gilos	Shield	3.8
Joella/Sterling	Shield	3.6
Zyax	Shield	3.6
Ahira	Sword	3.4
Aramithris	Sword	3.4
Drake	Shield	3.4
Argon	Sword	3.4
M'Deth	Hooked sword	3.2
Larce	Naginata	3.0
Raven	Flail	2.8
Ariona/M'Deth	Mace	2.6
Drake	Dagger	2.6
Theo	Shield	2.4



War Events

Javelin Throw (14 entries)

1st- Raxx
2nd- Nashomi
3rd- M'Deth

Sword and Shield Tourney (20 entries)

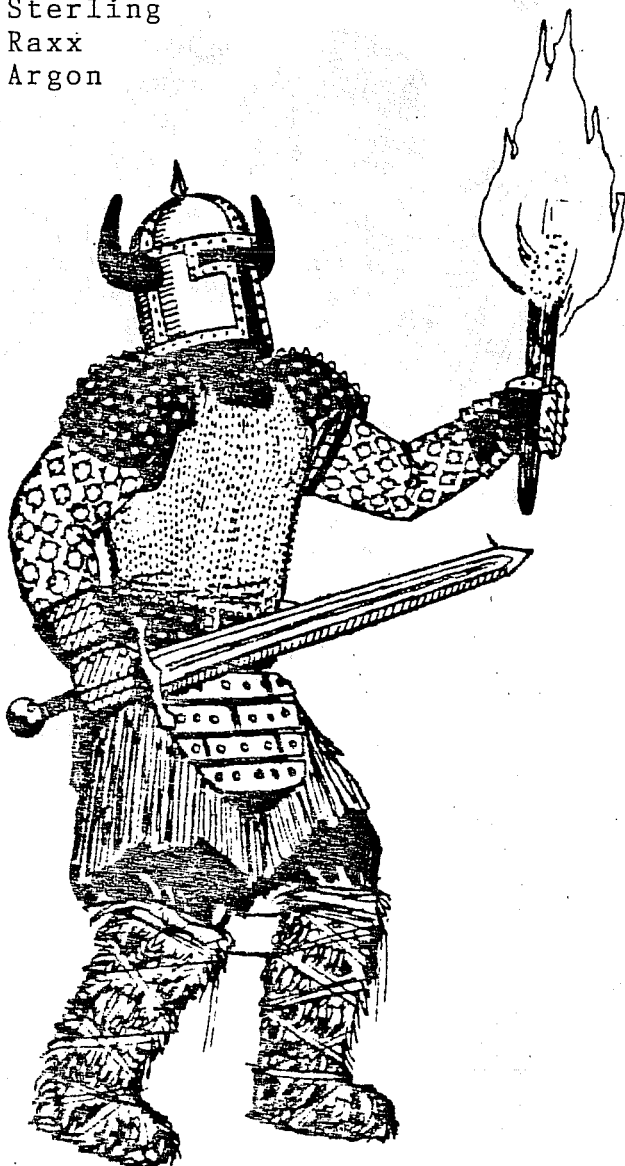
1st- Zyax
2nd- Andre
3rd- Larce

Archery Tourney (21 entries)

1st- Ozy
1st- Kam'aron
Hagar
3rd- Sterling
3rd- Raxx
3rd- Argon

2-man Teams (16 entries)

Zyax/Ahira	6-0
Nashomi/M'Deth	4-2
Theo/Grymlac	4-2



Informal Events

Female Legwrestling	- Esuom
Female Armwrestling	- Esuom
Catapult 500 Catch	- Larce

Total Orders Awarded by the
Courts of M'Deth and Gilos
at the Crown Feast on
October 22, 1988

Ahira- 1 Owl, 1 Lion, 1 Rose, 1 Hydra, 2 Dragons, 1 Garber, 1 Griffon	Kurse- 1 Warrior, 1 Gladius
	Lorn- 1 Lion
Aramithris- 1 Owl, 1 Lion, 2 Roses, 1 Dragon, 1 Hydra	Marika- 1 Warrior, 3 Roses
	Mary Ellen- 1 Rose, 1 Dragon
Argon- 2 Lions, 1 Hydra	M'Deth- 1 Hydra
Ariona- 1 Walker, 1 Lion 2 Roses, 2 Dragons	Naes- 1 Warrior, 2 Lions, 1 Rose
Caspin- 1 Rose	Nanoc- 1 Dragon
Drake- 1 Owl, 1 Rose	Nashomi- 1 Rose, 1 Dragon
Esuom- 1 Rose, 1 Dragon	Otter- 1 Lion, 1 Dragon
Gandar- 3 Lions, 1 Rose 1 Masque	Raven - 1 Warrior, 1 Griffon
Gilos- 1 Rose, 2 Dragons, 1 Hydra	Raxx - 1 Warrior, 1 Lion
	Shylarra- 1 Lion, 2 Roses 1 Gaarber
Grymlac- 2 Warriors, 1 Lion, 1 Griffon, 1 Jovious, 1 Garber	Sterling- 1 Warrior, 2 Owls
	Talinor- 1 Jovious
Gwynne- 3 Roses, 2 Dragons, 1 Garber	Tamera- 1 Dragon, 1 Garber
Hagar- 1 Dragon	Tawnee- 1 Lion, 1 Rose 3 Dragons, 1 Griffon 1 Hydra, 1 Garber
Havilak- 1 Owl	
Honto- 1 Owl, 1 Rose	Theo- 1 Lion, 2 Roses 1 Dragon, 1 Hydra
Joella- 1 Owl, 2 Roses, 1 Dragon, 1 Griffon, 1 Hydra	Thorn - 1 Lion, 1 Dragon
	Zyax- 1 Owl, 1 Hydra
Kalibria- 2 Lions, 1 Rose	

Crown Feast Income and Expenditures

Plus	Minus	From	To	Explanation	Balance
94.00		Abedon	Tawnee	Feast tickets	94.00
155.00		Aramithris	Tawnee	Withdrawn from Credit Union	249.00
	6.68			El Paso Meats	242.32
	59.85			Safeway	182.47
	4.56			El Paso Meats	177.91
	55.37			Safeway	122.54
	20.00	Tawnee	Shylarra	dessert	102.54
	25.00	Abedon	Tawnee	rice	77.54
98.00			Abedon	Feast tickets	175.54
	100.00	Abedon		Feast hall rental	75.54
	26.18			Safeway	49.36
	9.67			Skaggs	39.69
	8.33			Smiths	31.36
	3.49			Pic n'Save	27.87
188.38			Abedon	Feast tickets	216.25
175.00		Kalibria	Abedon	Money from dues paid	391.25
		Abedon	Aramithris		391.25
	391.25	Aramithris		Deposited in Credit Union	391.25

Weaponmaster Tournament X - Results

Short Weapons (16)

1. Zyax 4-0
2. Larce 3-1
3. M'Deth 3-1
4. Caspin 2-2

Spear (22)

1. Larce 4-0
2. Argon 4-1
3. Xevious 3-1
4. M'Deth 2-2

Single Sword (28)

1. Kurse 4-0
2. M'Deth 3-1
3. Morluk 3-1
4. Larce 2-2

Sword and shield (20)

1. Grymlac 4-0
2. Zyax 3-1
3. Xevious 3-1
4. Morluk 2-2

Throwing Daggers (16)

1. Larce 4-0
2. Xevious 3-1
3. Kurse 3-1
4. Andre 2-2

Berserker (26)

1. Larce 4-0
2. Kam'aron 4-1
3. Zyax 4-1
4. Zucaron 2-2

Morningstar w/shield (20)

1. Morluk 4-0
2. Kurse 3-1
3. Xevious 3-1
4. Grymlac 2-2

Two-man teams (10 teams)

1. Kurse/Zyax 5-0
2. Argon/Aramithris 4-2
3. Aredhel/Raxx 2-2
4. Esuom/Marika 2-2

Overall Results - Top 10 (32)

	points	dueling		points	dueling
1. Larce	30	18-5	6. Morluk	14	10-5
2. Zyax	26	13-6	7. Grymlac	11	8-7
3. Kurse	26	13-6	8. Argon	11	7-6
4. Xevious	18	14-7	9. Raxx	7	4-6
5. M'Deth	15	11-8	10. Kam'aron	6	5-4

Note: total entries in event in parentheses.

The Month of Crown

Judges: Abedon, Gwynne, Ozy, Talinor, Otter, Balinor,
Tawnee, Gilos, Shylarra, Sterling, Ariona,
Raven, Aredhel, Aramithris, Joella

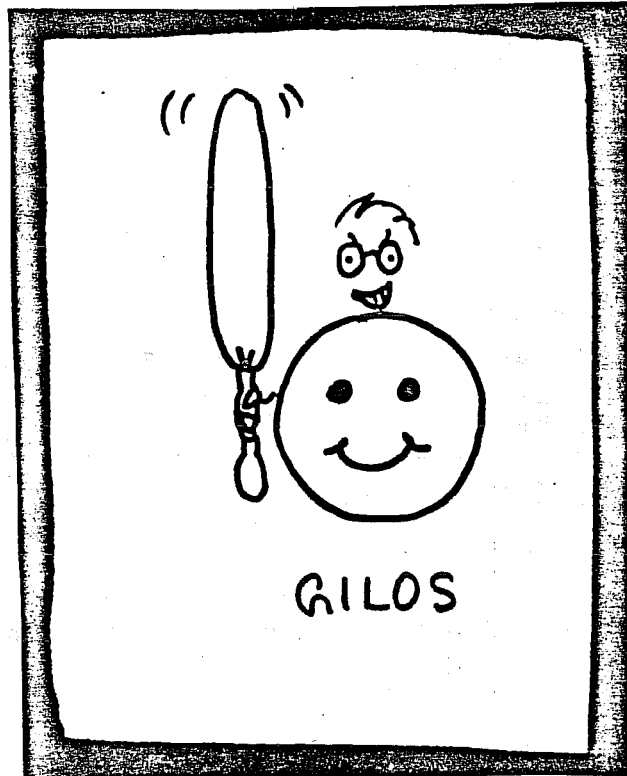
Reeves: Nashomi, Theo, Ahira, Aramithris, Gilos, Ariona,
Gwynne, Aredhel, Andre, Naes, Talinor, Zucaron

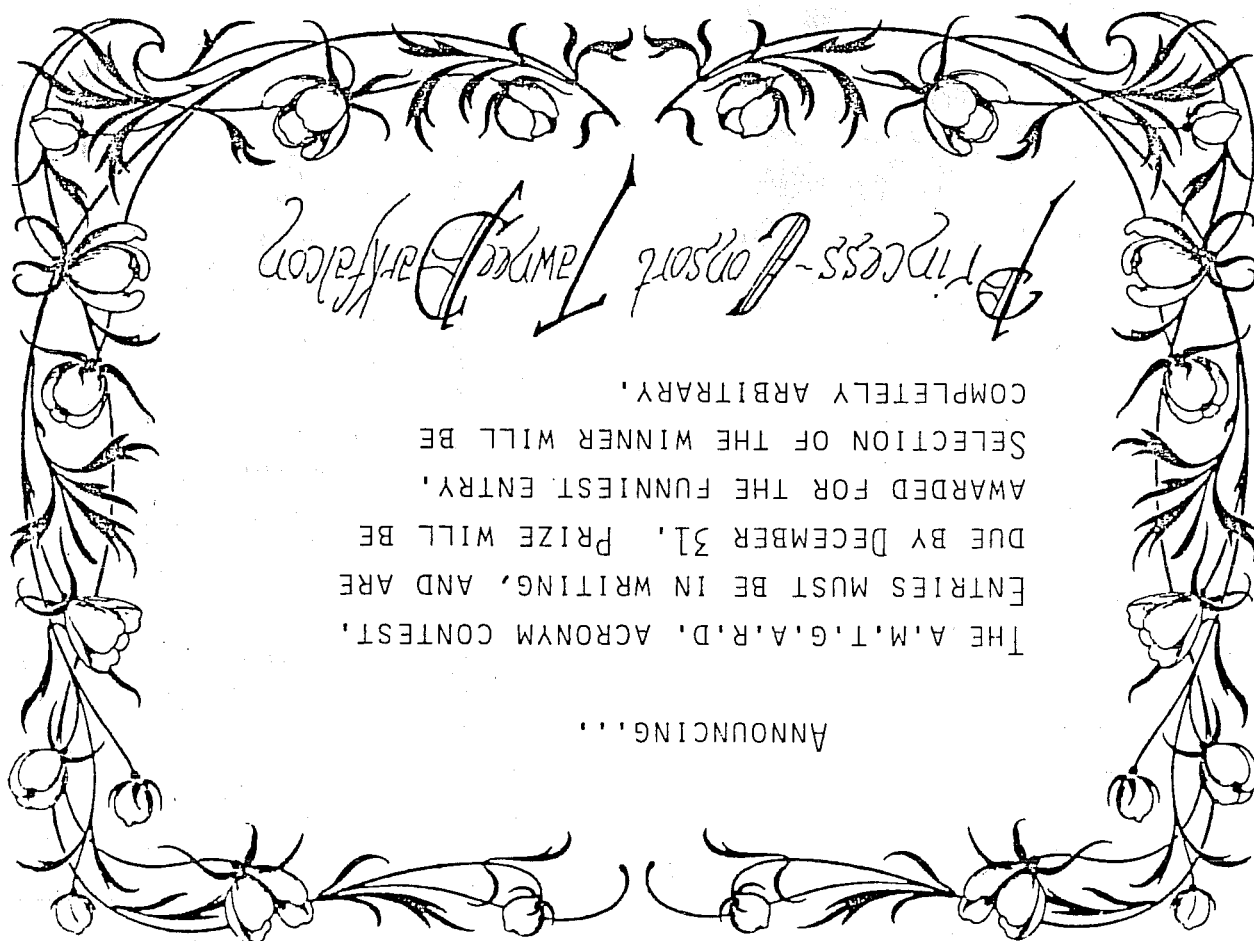
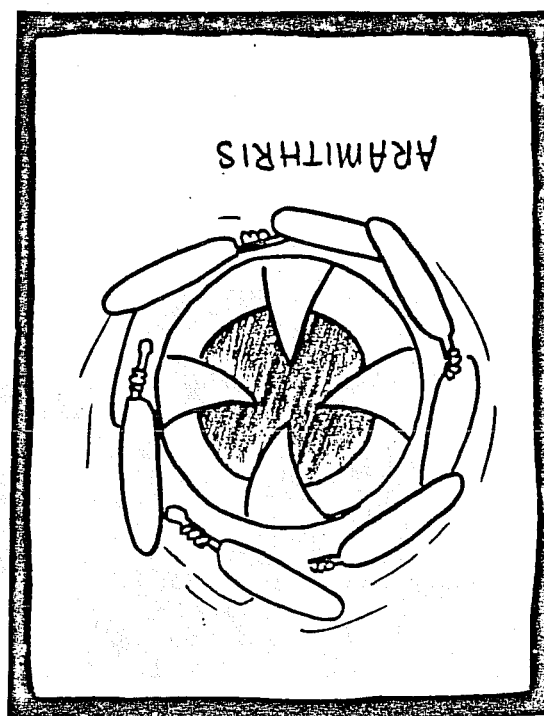
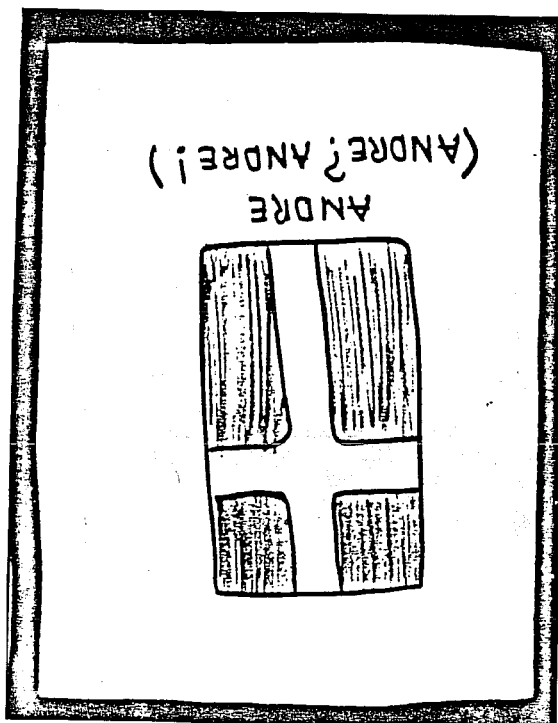
Sponsors: Abedon, Aramithris, Gwynne, Ahira, Kalibria
Tawnee, Gilos

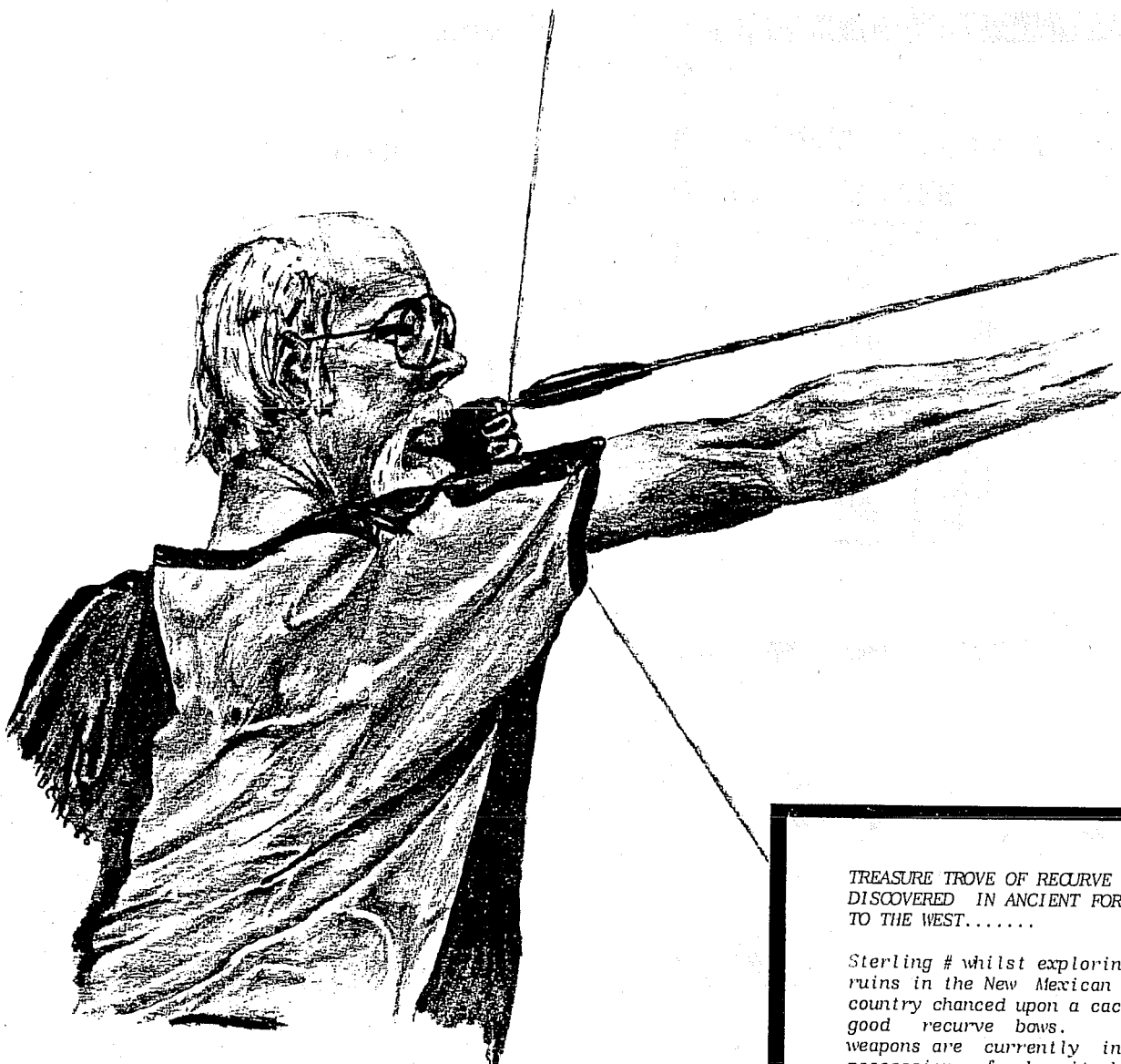
Qualifiers: Gilos, Tawnee, Theo, Zyax, Aramithris,
Ahira, Raven, Argon, M'Deth, Joella

Workers: Abedon, Tawnee, Marika, Gilos, Caspin,
Aramithris, Gwynne, Esuom, Tamera, Kalibria,
Ahira, Joella, Mary Ellen, Taven, Elizabeth

How to spot individuals
by their sword and
shield technique







**TREASURE TROVE OF RECURVE BOWS
DISCOVERED IN ANCIENT FORTRESS
TO THE WEST.....**

Sterling # whilst exploring old ruins in the New Mexican hill country chanced upon a cache of good recurve bows. These weapons are currently in the possession of a hermit who can be persuaded to part with them for modest monetary consideration (\$35.00 to \$100.00).

All are right-handed and pull is 45 to 55 pounds. Condition and quality runs from very good to magnificent. NOTE: These weapons are not Amtgard legal but would be suitable for event archery.

Lord Sterling visits the area about once a month and will be glad to select and transport back to the Burning Lands the bow to suit your pocketbook and tastes. (If you wonder what pound pull would be right for you note that Countess Gwynne can pull a 40# recurve with relative ease.)

If you are interested contact Sterling # at 532-4869 or see Gwynne at Amtgard on Saturdays.

GREETINGS FELLOW AMTIGARDIANS

After being guildmaster for six months I have come to realize how weak and inconsistant the archer class is in relation to other classes. A first level scout has many more advantages than a first level archer, and both can use a bow.

I know of only two people who have actually played the class in the last six months. Only one on a regular basis. I have talked to the guildmasters from the other groups and many of them feel a change is in order. I hear complaints from the people playing the class. Its weak but they play it anyway.

I hope the following provisional rule changes will be accepted as fair and a good representation of the class persona. Playability should not be changed and it should enhance the play on the field of battle. If they following rules are not deemed right they will not be used after the trial period.

If there are any suggestions, complaints, or praise, all will be welcomed. This should apply to all classes. I have seen many a guildmaster doing work on the classses but no one who plays the class will give any input on it. If you think something needs to be changed, or if you have a complaint, or you just don't understand somethings always go to the guildmaster. Please do, that's what we are here for!

ARCHER

Garb: Any tunic, and a bow is required.

Weapons: any bow, no hinged weapons, any other weapon under 4 ft. in length used exclusively for melee.

Armor: up to 3 points.

Shield: none initially.

Abilities:

1st level: 1) regular arrow (unlimited number).
(0-12wks) 2) 1 stun arrow (reusable).
[Archer] 3) 1 flame arrow (reusable).

2nd level: 1) +1 to damage with all arrows.
(13-24wks) 2) repair bow/arrow (1/game).
[Fletcher]

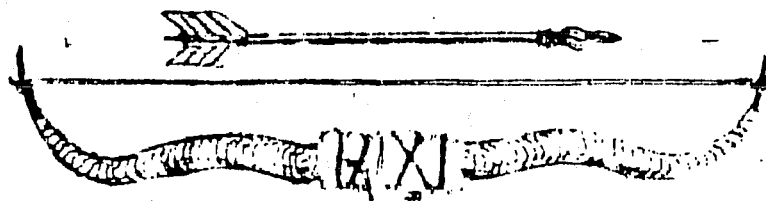
3rd level: 1) 1 armor piercing arrow (reusable).
(25-36wks) 2) 1 sleep poison arrow (reusable).
[Sharp
shooter]

4th level: 1) 1 additional life (total of 5).
(37-48wks) 2) repair bow/arrow (1/life).
[Bowyer]

5th level: 1) 1 penetration arrow (reusable).
(49-60wks) 2) may use a small shield.
[Bowman]

6th level: 1) 1 additional arrow of a special type.
(61+wks)
[Arrow
smith]

Guildmaster: 1) 1 additional arrow of a special type.
2) +1 to damage with all arrows.



Notes:

Arrow types (ribbon color)

- 1) Regular (none): 2pts damage shortbow, 4pts longbow or crossbow.
- 2) Stun (grey): treat as a subdual blow.
- 3) Flame (red): as per the rules.
- 4) Armor Piercing (blue): as per the rules, pierces armor and kills the target.
- 5) Sleep (white): after 100 count target will fall asleep for a 300 count.
- 6) Penetration (green): as an armor piercing arrow but also destroys shields.

Repair bow/arrow: same as warrior ability, but only applies to one's own bow and arrows. It may fix one bow, or one arrow of a special type.

damage bonus: give archer 1 additional point of damage with all arrows. (3 pts with a shortbow, 5 with a long or crossbow. This is due to skill and better equipment.

Special arrows must be retrieved if they are to be used again. You only have one of each type. You can't use another flame arrow after you have just fired one if you are only allowed one anyway. If an arrow gets hit by a weapon, or zapped by magic it must be mended or repaired, or regained at your base (100 count). Special arrows are reusable yes but they can be destroyed, if only for a little while. Archers Be Careful Out There!

With Pleasure,

Naes WeiBdrake

Naes WeiBdrake
Guildmaster of Archers

AMIGOCON 4 will be held the weekend of April 21-23, 1989, at the Sunland Park Holiday Inn. Why are we telling you this now? Because advance memberships for all three days are only \$10 until the end of this year. (In 1989, memberships will be \$12 in advance, \$15 at-the-door.) If you're interested, see Dachs, or write to Amigocon, P.O. Box 3177, El Paso, TX 79923.

This year's Guests-of-Honor are Melinda M. Snodgrass and Frank Kelly Freas. Melinda is the co-editor of the popular Wild Cards series with George R.R. Martin. She's the author of the Circuit trilogy (the first circuit judge in space!), the Star Trek novel Tears of the Singers, and co-authored the Raiders-style adventure novel Runespear with Victor Milan. She also edited A Very Large Array, a collection of stories by New Mexico science fiction writers.

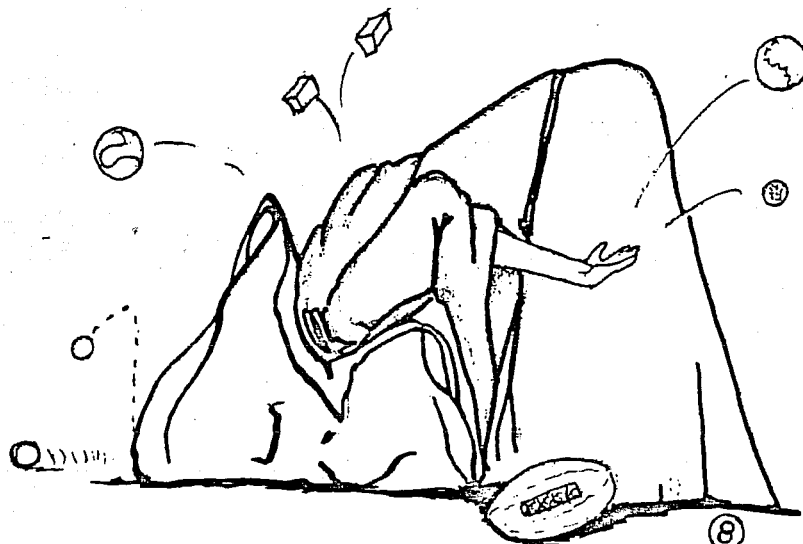
Frank Kelly Freas has been one of the leading science-fiction artists for more than thirty years. Creator of many famous covers for Astounding Science Fiction and DAW Books, Kelly was the first artist to win ten Hugo Awards for Best Professional Artist from the World Science Fiction Convention. He also drew MAD magazine's Alfred E. Neuman for many years, was asked to design the mission patch for the Skylab program, and was Guest-of-Honor at the 1982 World Science Fiction Convention.

Other guests will be Rick Cook, author of the forthcoming Wizard's Bane from Baen Books; George Alec Effinger, Hugo and Nebula nominee for When Gravity Fails; Las Cruces author Thorarinn Gunnarsson; Jennifer Roberson, author of DAW Books' Sword Dancer, Sword Singer, and the Chronicles of the Cheysuli; Hugo and Nebula nominee Walter Jon Williams; and Mel. White, artist for the recently-released Duncan and Malory: The Raiders. Other guests will be announced as they confirm.

We plan a much-expanded program this year, with more Friday-night events, how-to panels from prominent costumers, 24-hour video room, extra gaming space, and much much more.

Dachs

RECURRENT NIGHTMARE #6 - MAGIC USER



ICE...AH. ICE CUBE! NO... AH. FOOT BALL! NO...