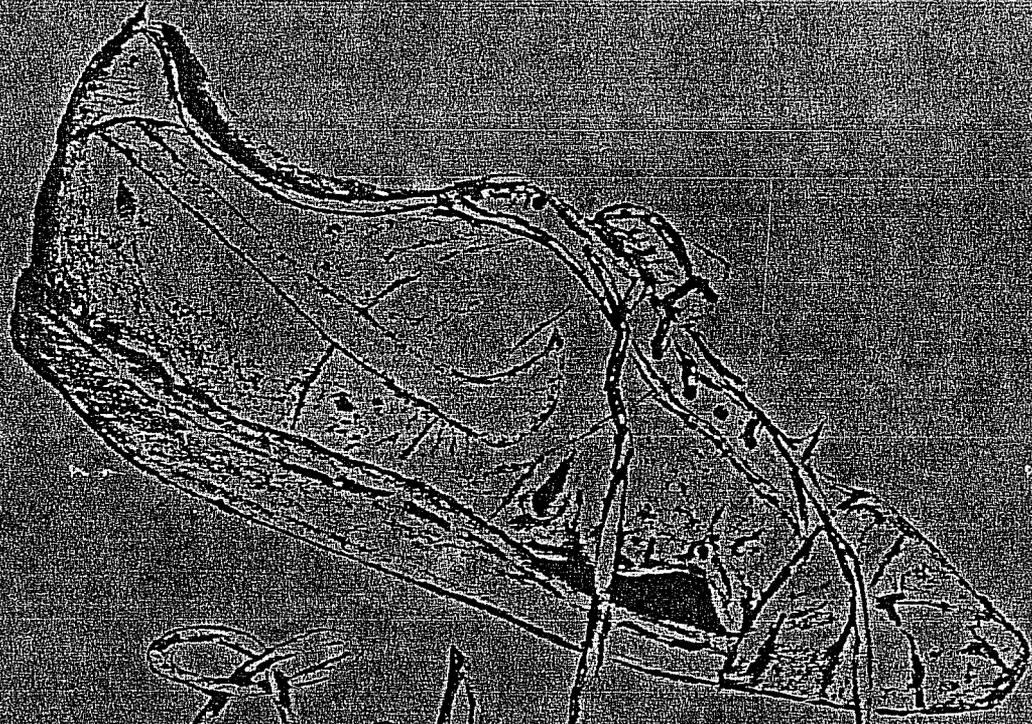


AMTGARD LEGAL FOOT-WEAR

OFFICIAL AMTGARD FOOT GEAR

AMTGARD APPROVED FOOT-WEAR

AMTGARD



Boles
FROM THE
Burning Lands

KINGDOM OFFICERS

Queen Tawnee Darkfalcon
 Prince Consort Aramithris of Meadowlake
 Prime Minister Naes Wesdrake
 Champion M'Deth of Benden
 Seneca Gwynne of Tarnlea
 Master of Reeves Gilos Dawnhope
 Captain of the Guard Gilos Dawnhope
 Court Herald Joella Starwatcher
 Court Page Astrean of Andalsa

CLASS GUILDMASTERS

Antipaladins	M'Deth	Healers	Arona	Scouts	Naes
Archers	Naes	Knights	Aramithris	Warriors	Caspin
Barbarians	Pax	Monks	Caliban	Wizards	Tawnee
Captains	Talinor	Monsters	Morbid	Reeves	Gilos
Druids	Talinor	Paladins	Tawnee		

ARTS AND SCIENCES GUILDMASTERS

Art	Astrean	Heraldry/Winters	Arona
Artisans	Joella	Heraldry	Gwynne
Engineers	Nanoc	Literature	Arona
Gladiators	Crymlac	Smiths	Aramithris
Carbers	Ahira	Theatre	Kathon

QUEEN'S GUARD

Lt. Talinor
 Naes
 Argon
 Balinor
 Caliban

PRINCE'S GUARD

Lt. Aredhel
 Altan
 Daydn
 Crymlac
 Ahira

DRIVE GUILD

Gilos	Caliban	Argon	Kathon
Aramithris	Talinor	M'Deth	Marika
Tawnee	Ahira	Zyx	Aredhel
Naes	Arona	Astrean	Smyarra

BOARD OF DIRECTORS

Arona Aramithris Gilos Kalibria Tawnee Naes

EDITORIAL - VOTING

One of the most rewarding aspects of being Scribe is not only do you have the fun of publishing the newsletter but you also get to sound off via an official soap-box.

Since the month of Crown is soon upon us I would like to sermonize just a little on the subject of voting. There are several standard reasons for voting for a particular candidate:

1. You like the candidate - ("Good old Thor really deserves to be Monarch").
2. The candidate likes you - (Hey Good Buddy, you should be 6th level even if you have only been here three months. Now if I become Monarch maybe we can do something about that.)
3. The candidate is charismatic (Wow, Griselda is a real fox - would really be a dynamite ((looking)) Monarch).
4. The candidate promises great and marvelous good things - (Hey, knighthood for everyone in our company, a closet full of garb and free weapons! Allright everybody we vote for Blurp).
5. Your friends are voting for a candidate so you do also - (Well, gosh I really don't know who to vote for but everybody in my company is voting for Alexander the Grape so I will too).

Some of the above reasons are not necessarily poor reasons unless the magic 6th reason is left out, i.e.:

6. THE CANDIDATE IS QUALIFIED.

So what do we mean by qualified - someone who qualifies in Crown Qualifications? A necessary start to be sure but it should be taken a couple of steps further. Ask yourself the following questions:

1. Has the candidate held previous offices and done well in them? i.e., Consort, Prime Minister, Scribe, Guildmaster, Company Captain?
2. What is the candidate's battlefield reputation? Is he or she capable, honorable and a regular participant?
3. Will the candidate have sufficient time to devote to the duties of the office? Can the candidate travel to other kingdoms during the course of the reign as the primary representative of the Kingdom of the Burning Lands?
4. Does the participant support Amtgard? Does he or she volunteer for extra duties such as assisting at feasts or events.

If all of the above questions are answered, "yes" then whether you like them or not, whether your friends vote for them or not, whether they have the charisma of a rutabega and the personality of Attila the Hun or whether they promise you nothing except their best effort for Amtgard they are a qualified candidate and deserve your serious consideration.

Gwynne

Gwynne, Scribe, Kingdom
of The Burning Lands 9/89

TALES FROM THE BURNING LANDS

SEPTEMBER 1989

No. 5, Vol. 6



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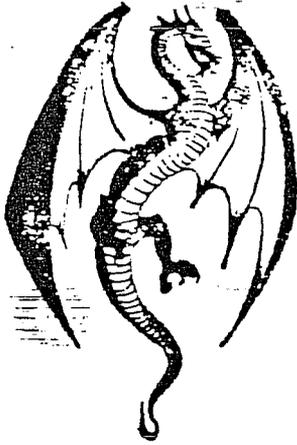
CREDITS

Cover art - Grand Duke M'Deth, Art page 8, 16 Gwynne, Cartoon art page 14 Astrean.

Tales from the Burning Lands, Volume 5, Number 6, September 16, 1989

Amtgard, Kingdom of the Burning Lands, Inc. is a non-profit, non-sectarian group dedicated to the study and recreation of 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, Inc. (cc) Opinions expressed within are the authors' own and do not necessarily reflect official Amtgard policies. Tales of the Burning Lands is published on at least a bi-monthly basis. This issue is set down in this the 7th year of Amtgard, by Countess Gwynne of Tarnlea, Scribe of the Kingdom of the Burning Lands in the reign of Queen Tawnee Darkfalcon II and Prince Aramithris of Meadowlake.

TO THE POPULACE



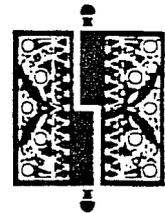
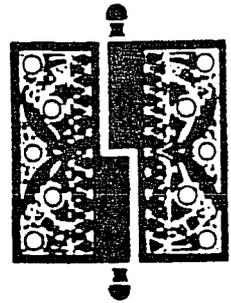
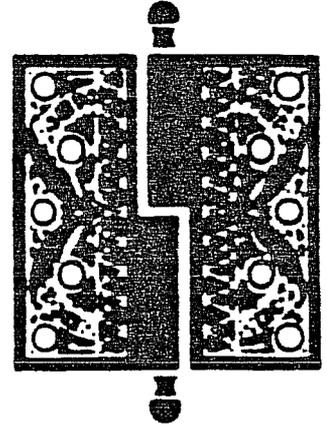
Although a month and a half ~~remains~~ remains between the time ~~of~~ this writing and my yielding the crown to whoever succeeds me, this is the last newsletter to be printed before then, so its time to bid my farewells. Most retiring officers speak of mingled joy and sorrow at relinquishing their post. Joy in the relief from responsibility, sorrow in setting aside a position of honor. But compared to earlier reigns as queen, then princess, I have found my second terms in each of these two offices this past year to be quiet and fulfilling. With very little hullabaloo, a great deal has been accomplished this year; the most important advances being in the areas of club expansion and the develop-

ment of a centralized Board of Directors. This progress is hardly attributable to my efforts but to those of your hard working club officers, particularly the Prince, the Prime Minister and the current Board of Directors. It is my sincere hope that these labors have smoothed the way for my successor and for all of our far flung colonies.

I wish to thank here the members of my guard, particularly Talinor, Naes, and Caliban. At home, and to an even greater extent abroad, these guardsmen have served far above the call of duty; aiding in bringing the Burning Lands to victory in every conflict, faithfully guarding the persons and possessions of the Prince and myself, serving as my hands and eyes at court, and often knowing my needs before even I do. I thank all my guardsmen and my guard captain for wearing my badge this six months. You have brought honor to me, you have brought honor to the royal guard, and you have brought honor to the Burning Lands.

I would like to thank all of my officers for their hard work, advice and support. I wish to thank the populace for the same. It has been a pleasure serving as your queen, and I pledge continued service regardless of titles or positions.

Queen Jurnee Darkfalcon



"Your group has been very helpful, yourself especially, and we are grateful."

- Editors of Roundtable Magazine

Unto the Populace from Prince Aramithris:

In this column I keep stressing the growth momentum of the club. This month, instead of talking about it I've listed some quotes from contacts and correspondence I've had in this position over the last six months. These should serve as well as anything as a barometer of the progress Amtgard has been making. Tawnee, Gwynne, and Gilos also had some heavy communications in this reign - I've only listed my own as an example. Only a few of the dozens of local contacts requesting interviews, more information, etc., and communication with the more established groups such as the Emerald Hills and Barad-Duin have been included here. All that falls more under the maintenance and development category, whereas again, I am stressing the new discovery and growth areas. As I've stated many times before, Amtgard marches on.

"I read about your organization ... I would like to learn more about Amtgard."

- Renaissance Du Chateau/Akron, OH.

"Being an avid roleplayer, I had to write to you for more information (about Amtgard)."

- B. Townsend/Conyers, GA.

"I am honored that you have chosen to concern my barony in your interkingdom matters."

- Baron De Hugh of Dreadwood Hold

"I just wrote to say that we're all cold but alive ... Hope to see you soon."

- Marlin Razclaw, Baron of the Mystic Valley

"I wished to thank you personally for making the arduous journey to our lands. At each meeting of our Kingdoms I feel we must grow closer in mutual respect and admiration."

- Duchess Reyne Arafael, Kingdom of the Emerald Hills

"I have been a wargamer and S.C.A. member for quite a long time, but the information concerning Amtgard fascinated me. Could you please send me anything you have about Amtgard?"

- Duke Sir John the Bearkiller, (S.C.A.)/Memphis, TN.

"Thanks for your time and help. Well met!"

- J. Summerlin/Brownwood, TX.

"Please send me more information about your society."

- S. Stephens/Cleveland, TX.

"We, the residents of the Shire of the Sleeping Giant, do freely give our loyalty and sword arms to the Kingdom of the Burning Lands."

- Lord Karl Von Rot Worm/Puyallup, WA

"We'd like a starter pack to help form our own group here in Tennessee."

- L. Castiglia/Summertown, TN

"I'd like to request more information on your group."

- T. Mest/W.A.F.B., Michigan

"Thank you for your demonstration. We'd like to have you do some more."

- J. Lund, Cubscouts of America

"Thanks for sticking around and participating despite the problems."

-Children's Miracle Network Telethon

"~~Thanks~~ for the help. I'd like to get to meet you some day."

- C. Castart/San Antonio, TX

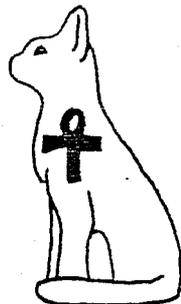
"I am deeply sorry that I was not able to get the information to you sooner. Thank you for your patience."

- Flynn Telemon, Barony of the Golden Plains

Yours in Service,

Aramithris

Aramithris, Principis Dux



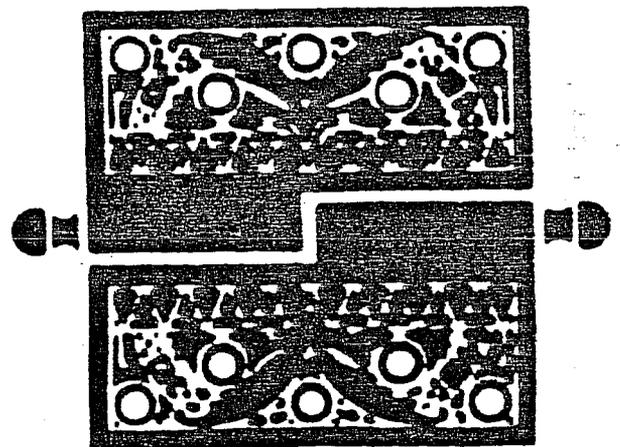
RESULTS FROM BARDIC CIRCLE AT THE GATHERING OF THE CLANS - JULY, 89

<u>LITERATURE</u>		
1st	Scarheart	4.83
2nd	Delphos	3.50
3rd	Adela	3.00

<u>MUSIC</u>		
1st	Scarheart	5.00
2nd	Leaping Lizard	4.93
3rd	Alessandra	4.60
4th	Selka	4.00
5th	Pebyr	3.67

<u>PUN CONTEST</u>		
Horrible (1st)	Delphos	4.17
Terrible (2nd)	M'Deth	4.00
Awful (3rd)	Herm	3.83

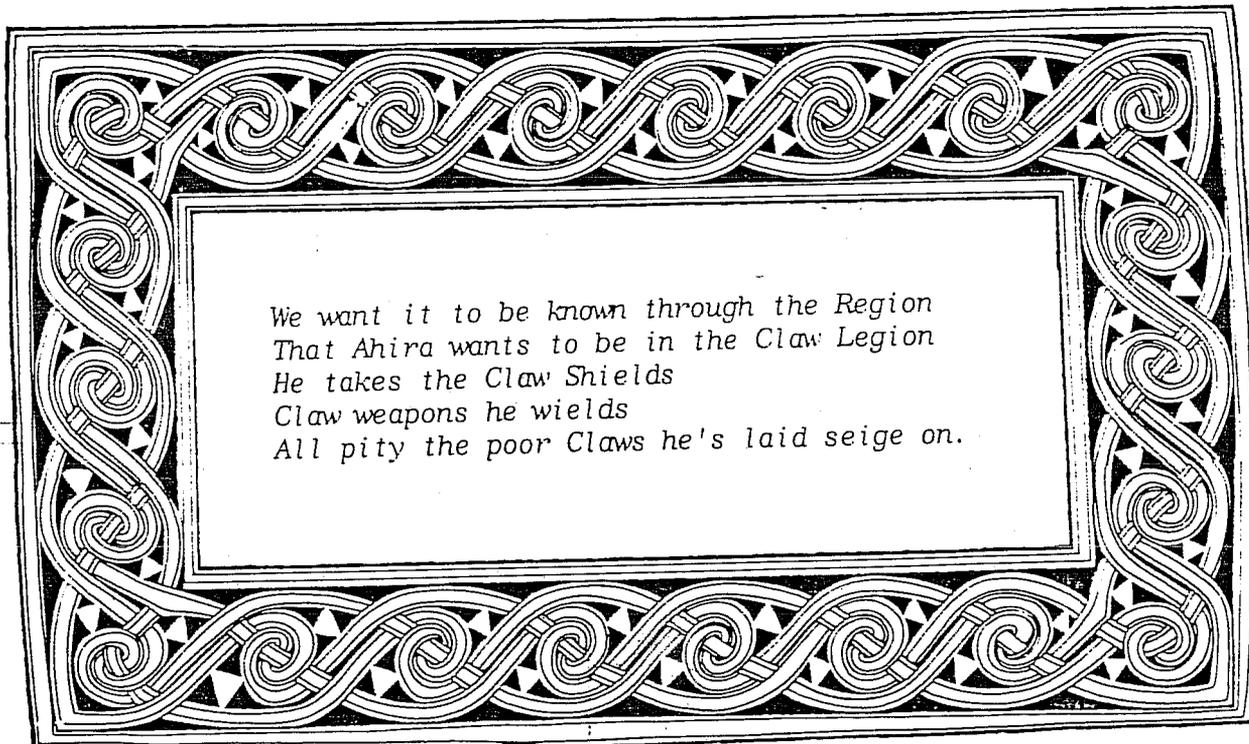
(NOTE: Pebyr, Adela, Gwynne and Caspin weren't bad at all thus they finished 4th, 5th, 6th and 7th respectively.)

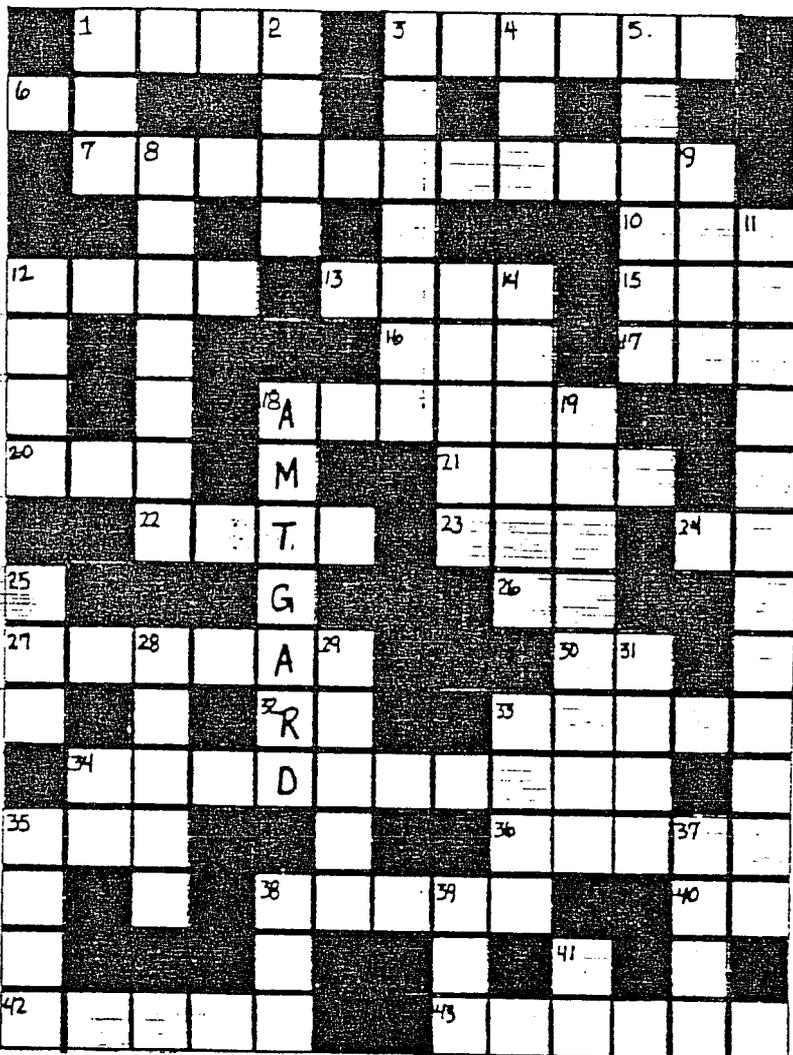


Amtgard, Kingdom of the Burning Lands Inc.
 finances since the inception of the corp.:

<u>Item</u>	<u>Income</u>	<u>Outgo</u>	<u>with</u>	<u>date</u>	<u>Running total</u>
Incorporation date			TX. state Comp-trollers office	3/6/87	351.40
donations (dues paid) 19.00			Amtgard	3/28	370.48
Amigocon table	5.00		E.P.S.F.F.A.	3/28	365.48
copies- newsletters		11.23	Penny Insta-copy	4/3	354.25
copies- forms		1.06	" "	4/11	353.19
donations (dues paid) 16.00			Amtgard	4/27	369.19
copies- forms		3.00	Penny Insta-copy	5/1	366.19
copies- monster book		2.58	Copymaster	5/8	363.61
copies- rulebooks		7.97	Penny Insta-copy	5/9	355.64
copies- rulebooks		8.50	" "	5/19	347.14
donations (dues paid) 16.00			Amtgard	5/30	363.14
donations (dues paid) 12.00			Amtgard	6/27	375.14
donations (dues paid) 1.00			Amtgard	7/25	376.14
copies- Amtgard Book		5.31	Penny Insta-copy	8/3	370.83
donations (dues paid) 31.00			Amtgard	9/26	401.83
copies- forms		.40	Penny Insta-copy	10/10	401.43
copies- rules, corpora		25.07	" "	10/19	376.36
interest- last account 6.77			E. Starkey	10/20	383.13
donations- dues paid 53.00			Amtgard	10/28	436.13
Crown feast tickets 91.50			Amtgard	10/28	527.63
to p.m. for copies		22.63	Penny Insta-copy	11/4	505.00
deposit in credit union			El Paso Medical	11/5	505.00
member fee for F.C.U.		5.00	" "	12/1	500.00
dividends paid 5.00			" "	12/31	505.00
donations (dues paid) 50.00			Amtgard	3/29/88	555.00
feast site deposit	50.00		Amtgard	3/29/88	505.00
Revised Articles of Incorporation		25.00	Texas Secretary of State	3/29/88	480.00
feast deposit return 50.00			Amtgard	5/31	530.00
Crown feast tickets 120.00			Amtgard	5/31	650.00
donations (dues paid) 30.00			Amtgard	5/31	680.00
to p.m. for copies		30.00	Copymaster	6/3	650.00
dividends paid 13.98			E.P.M.A.F.C.U.	6/30	663.98
donations (dues paid) 5.00			Amtgard	7/12	668.98
feast hall deposit/rent		105.00	Region 19	7/12	563.98
donations (dues paid) 25.00			Amtgard	8/4	588.98
copies- Amtgard Book		43.61	Copymaster	8/4	545.37
copies- rules, forms		28.00	Copymaster	8/31	517.37
feast food purchases		175.00	grocery stores	10/11	342.37
feast deposit return 50.00			Region 19	11/15	392.37
donations (dues paid) 110.00			Amtgard	11/15	502.37
sales- Amtgard Book 45.00			Amtgard	11/15	547.37
Crown feast tickets 187.20			Amtgard	11/15	734.57
dividends paid 11.21			E.P.M.A. F.C.U.	12/31	745.78
copies- forms		15.91	Copymaster	1/11/89	729.87
mail newsletters		4.20	U.S. Post Office	1/11/89	725.67
donation	.11		Amtgard	1/11/89	725.78
paper for lit. mag.		11.38	Copymaster	1/27	714.40
copies- supplements		9.21	" "	1/27	705.19
Amigocon 4 table		40.00	E.P.S.F.F.A.	1/27	665.19
rent site for Olympiad feast		235.00	El Paso City Park and recreation	1/27	430.19
feast site deposit		65.00	" "	1/27	365.19

<u>Item</u>	<u>Income</u>	<u>Outgo</u>	<u>With</u>	<u>Date</u>	<u>Running total</u>
copies- rules, fliers		12.50	Copymaster	1/27/89	352.69
to p.m. for copies		.41	" "	1/27/89	352.28
mail feast fliers		1.50	U.S. Post Office	1/27/89	350.78
donations (due paid)	49.00		Amtgard	2/22	399.78
feast food purchases		122.88	grocery stores	2/22	276.90
copies- newsletters		17.12	Copymaster	2/22	259.78
starter pack	6.00		C. Castart	3/15	265.78
site deposit return	65.00		E.P.C.P. & Rec.	3/15	330.78
sales- supplements	14.00		Amtgard	3/15	344.78
donations (dues paid)	33.00		Amtgard	3/15	377.78
feast tickets	210.80		Amtgard	3/15	588.58
donations (dues)	112.00		Amtgard	4/6	700.58
feast hall rental		75.00	region 19	4/6	625.58
feast food/supplies		262.00	grocery stores	4/26	363.58
mag. subscription		18.00	Roundtable	4/26	345.58
Crown feast tickets	326.00		Amtgard	5/9	671.58
donations (dues paid)	5.00		Amtgard	5/23	676.58
starter pack	6.00		J. Fulton	6/15	682.58
mail starter packs		3.60	U.S. Post Office	6/15	678.98
copies- rules		6.40	Copymaster	6/15	672.58
dividends paid	11.32		E.P.M.A. F.C.U.	6/30	683.90
donations (dues)	140.00		Amtgard	7/19	823.90
print newsletters		31.25	A.U.S. Services	7/19	792.65
copies- forms		6.75	Copymaster	7/19	785.90
to p.m. for copies		52.00	Copymaster	7/19	753.90
donations (dues paid)	5.00		Amtgard	7/27	758.90
garber guild donates	19.00		Amtgard	7/27	777.90
tourney prizes		10.00	C.C. Minerals	7/27	767.90
copies- newsletters		9.53	Copymaster	7/27	758.37
mail fliers, stamps		4.00	U.S. Post Office	7/27	754.37
to p.m. for copies		.47	Copymaster	7/27	753.90





36. Judgmental at Amtgard
 38. Aredhel's race
 40. Heraldic term for 2 DOWN
 42. What you are if hit by a fire ball
 43. A type of port

DOWN

1. Fix your sword tip if it does this
 2. Mundane word for 38 ACROSS
 3. Infamous ruin
 4. Egyptian sun god - possessive form
 5. The best in their field or profession
 8. Describes ordinary fighting garb
 9. Not common
 11. Nubies best not duel with one of these
 12. Reeves, Corpora and Heraldry
 14. The length of time something is held
 19. Only one person so titled in Amtgard
 25. An award for scientific excellence
 28. Rides a Bronze not a Gold
 29. Bridge hazard
 31. Special pads made for this
 33. A mountain lake or pond
 34. Not you
 35. Sound made by disappearing wizards
 37. One method for selecting a monarch
 38. Not the beginning
 39. What you usually do at a feast
 41. The steed of Aramithris

ACROSS

1. Scarheart can do this.
 3. Entrance
 6. English slang for "so long"
 7. Some are elected, some appointed
 10. On the Scout's guild device
 12. Rakasta is not, Ghee is not, Gwynne is
 13. Definitely sinister
 15. Prefix when added to a fencing weapon describes a heraldic plant
 16. Anger
 17. There are none in the Burning Lands
 18. Sidney's knight
 20. To make lace
 21. Obsolete word meaning hard or stern
 22. Not enough snow here for this monster
 23. Utterly common monster (yawn)
 24. Not off
 26. An exclamation
 27. Famous Amtgard marsupial
 30. Abbreviation for not light
 32. Abbreviation for a common Memorial Park land dragon
 33. What Leaping Lizard usually plays
 34. Relocate 32 DOWN to a grassland
 35. Dragons make a poor one

The 7th Annual Gathering of the Clans, a recapitulation.

Before we recall the events of the long weekend in Cloudcroft on July 21, 22, and 23 allow me to pass on a cautionary note. All reading this are probably aware that lack of rain immediately preceding the dates of our event caused some concern as to whether we would be able to hold the event much less have ground fires, etc. Several of us from the Burning Lands expressed this concern within hearing distance of the Guildmaster of Druids. This Master Druid was so attuned to our cries of "yuck, cold food" and "ambiance without firelight - no way" and "how on earth can we have a bardic circle by flashlight?" that he, in a fit of zeal (excess zeal as we now know) spent several days, many arcane ingredients and myriad obscure incantations and opened a direct hot line to the gods of weather control beseeching them to have pity on our plight and grant the benison of gentle rains to our site of choice. We learned later that Guildmaster Talinor has always had a problem with the wording on two closely related weather spells, To Wit:

"Nailyra a glendure osal perbenphal"

*I beseech the gods of summer showers to bless this glen with gentle proofs of their existence.

and

*"Mialure a ben'dt glendure sofosal perblenfahl"

*I command the gods of thunder and hail to remind all those in the glen to not mess around with Mother Nature".

It was too late of course when he realized his mistakes in pronunciation to rectify the error. We have however enrolled him in the fall semester at Stonehenge University - Remedial Spell Diction 3102 (3 credit hours).

The advance party consisting of:

Andralaine, Caliban, Caspin,

Gilos, Kathon, Naes,

Pan Farstar, Talinor, Tawnee

arrived Thursday and set up enough tents to effectively reserve the site. They arrived early afternoon on the 20th ...

AND IT RAINED

Most of the other Burning Lands attendees arrived on the 21st along with contingents from Iron Mountain, Barad-Duin, Golden Plains and Emerald Hills showing up in the same 24 hour period.

AND IT RAINED

Saturday the 21st dawned clear and mild. The Breakfast Booth went into high gear dispensing hot coffee and cinnamon rolls, Merchants Row opened and the first (and only) half of the Camelot Tourney was held. The Plunder tourney was started ...

AND IT RAINED

Somehow, just before the bottom fell out of the sky yet again Tawnee managed to dispense a satisfying number of hot bratwursts to the starving multitudes and the merchants moved a ware or two.....

AND IT RAINED SOME MORE



and then

IT HAILED



The weather- needless to say precluded the planned pot-luck feast and Saturday evening Court but there was a good deal of hot meal sharing, borrowing of flame to heat canned rations and at least one successful attempt at Stone Soup (Keith Dirsa contributing the largest stone, Ariona providing the greenest stones, and Gwynne throwing in whatever she could lay her hands on out of her food box in the dark. Luckily the weather cleared in time for an outstanding bardic circle. Again, Lord Scarhart, Bard of the Burning Lands strolled off with top honors in song and recitation but he was hard pressed by Pebir of Barad-Duin, Queen Alessandra of the Emerald Hills (presenting a truly beautiful a cappella performance) and Leaping Lizard also of the Burning Lands. The pun contest was won by Sir Delphos who was truly nauseating, followed by Grand Duke M'Deth of Benden who was retchingly awful and Herm who gave a convincing & hideous performance. A surprise performance of dancing by Viscountess Joella and Scarheart's surpassingly lovely lady, "Katie of The Great Moves" accompanied by (Nancy), Lord Grymlac and Archduke Aredhel on the drum.

While some of the more decorous of us retired for the evening a contingent of those who's lust for lyric had not yet been satisfied adjourned to the camp site of Emerald Hills and continued to make the night ring with song glorious song.

AND IT RAINED

ASIDE: Speaking of making the night ring ... A certain person in the encampment of Emerald Hills, who's name shall not be mentioned, did his level best to make at least one night hideous with vulgarity, profanity and verbal abuse of the royalty of the hosting kingdom. Despite this individual's equally loud and pitifully lame protestations of innocence I personally deem him a discredit to his fine kingdom, a bad reflection on the spirit of Amtgard, possessed of a lower order of mentality, no honor whatsoever and a liar to boot. As a twice belted knight I would offer him my challenge to a duel of honor and intelligence save the poor fool would of necessity come to the tourney field completely unarmed.

Sunday morning promised to be fair and forewarned by two days of experience with Lord Talinor's weather spell it was decided to hold a morning court.

Queen Alessandra gave out the Order of the Flame to the Sable Pride company of the Emerald Hills and the Order of the Masque to Gareth for outstanding portrayal of persona ending her court with her and her consort Gwindon's gracious thanks to the Emerald Hills Kingdom for its steadfast support of their reign.

Queen Tawnee and Prince Aramithris bestowed orders and honors earned thus far in their reign. Guildmaster of Warriors, Caspin was granted leave by the Crown to pass out awards of merit to Burning Lands warriors that he deemed had shown exemplary behavior on the field of battle.

Kathon de Stormbringer
(Stormbringer!?) Mayhap it was

sible for the #s@!!! weather?) bestowed prizes for the bardic circle and we will note that Kathon reached deep into his far from bottomless personal money pouch to provide the thoughtful and appropriate prizes. Well and nobly done Kathon.

The second portion of the Plunder Tourney was held and placings were as follows:

1st ... Zyxax
2nd ... Aredhel
3rd ... M'Deth

Contributor's of plunder were:

Caspin - Glass/Metal goblet

Tyrrany - 7 Gold Bracelets

Zuax - Knife

M'Deth - Candle Holder

Argon - 2 Rabbit Furs

Naes - Flail, Eyepatch, Ring

Gilos - Unicorn Clock

Ahira - Redwood Box

*Aramithris - Wargame

Scud - 1 Ounce of Silver

Barton - 2 Arrow Tips

Avatar - Pouch

Alessandra - Silver Earrings

Alrick - Ring

Aredhel - Water Skin

Grymlac - Ring, Goblet

*Tawnee

*Did not fight.

It was not possible to hold the second half of the Camelot tourney so it metamorphosed into a two-man team tourney. Prizes were two magnificent amethyst crystals for first, two quartz crystals for second (all donated by Archduke Aredhel) and two bottles of good wine donated by Lady Gwynne for third place.

OTHER EVENT WINNERS

Drunken Man's Tourney

1st Nevaron

1st ... Gilos

2nd ... Naes

Throwing Knives

1st ... Caspin

2nd ... Pan Farstar

2-Man Teams (1/2 of Camelot)

1st ... Cirith/Zyxax

2nd ... Altair/Ungol

3rd ... M'Deth/Lorn

Special thanks to Prince Aramithris for his help in running the tourneys, to Ariona for her assistance with both the tourneys and merchants row, to M'Deth for performing the Event Marshall functions with tact and dispatch and to all who came to participate and enjoy especially those from distant lands.

A personal note of disappointment over a portion of the Burning Lands populace who apparently sought to make some sort of statement (we are not too sure just what type of statement) by not joining in with the rest of us during court (and indeed, for most of the event) but rather electing to isolate themselves on a small hill. I did hear some mumbling and grumbling from this group - again, I'm not too sure just what displeased them as the gist of what I heard was obviously too petty to concern any sort of responsible person. I will say however to any who take exception of the ruling, organizing and just plain long hard hours of intense work that go into running either a kingdom or an event "If you don't like the way things are being done get off your lazy butts and do something instead of sitting back on your fat backsides and bitching!" There is always a small but vocal minority in any group who are too lazy and selfish to contribute anything except



criticism of those who do care enough to get involved and do 90% of the work. I'm tired of listening to their carping whines while they sit back and enjoy the fruits of other's labor. You know who they are, they know who they are and I take this opportunity to say I have no use for them and their sniveling ways - Amtgard will be better off without them and I hope they leave soon! Ask yourself of these worms .. "What have they ever done for Amtgard"?

On to more enjoyable topics, i.e., packing up in a cold torrential downpour. Some of the more perspicuous broke camp early on and thus missed the worst of the last rain storm of the event. Those of us too busy enjoying "just one more cup of coffee" paid dearly and everything we owned was packed in the rain, loaded in the rain and brought back to the Land that Burn soaking wet (myself amongst -them). Next time Queen Tawnee casts her knowing wizard's eye at a cloudless blue sky and starts packing I DO TOO!

Some other events and contributions worthy of mention:

OTHER CONTRIBUTIONS

Aramithris ... Event Favors and Burning Lands Certificates

Caspin ... Certificates

Gilos ... Favors, Dragon Necklace

Gwynne - Wine, Garber Guild Banner, Guido

Our own Abedon was a surprise attendee and is now a squire to Countess Ariona, Knight of the Serpent. A relatively new but very active lady, Morticia, is

and Leaping Lizard, long may he pipe, was gifted with a new name by virtue of an impressed and passing lady, i.e., henceforth let it me known that he who bears fair to rival the Great Pan shall be known as "Dragon Vivant".

A battle of (lack)wit between Sir Nathanalorn and Baron Ahira produced a few small, slightly embarrassed smiles ... If indeed a spontaneous performance it was in questionable taste - if correographed they needed a better writer and more practice.

MOST CONGENIAL CAMPER AWARD GOES TO: Keith Dursa - maybe congenial is not precisely the adjective most suitable but the words "manic", "insane", "lecherous" and "flaming bonkers" may be a bit on the strong side.

Weather aside the event was most enjoyable. With few exceptions everyone was friendly and courteous which added to the enjoyment. Most gracious thanks to all who attended in the spirit of the event.

Yours in Service to Amtgard,

Gwynne

Countess Gwynne, Scribe, Kingdom of the Burning Lands, Reign of Queen Tawnee Darkfalcon and Prince Aramithris of Meadowlake.



Gathering of the Clans 7
Barbarian Feast Sign in/Register:

Prince Aramith's, Grand Duke of Meadowlake,
conqueror of the Gilosian Satyrps, ruler of
the Passmore Elk, Destructor of the Far Travellers

Grand Duke Giles Dawnlore, Knight of Three Belts,
Defender, Ruler of the Bearded One, Crusher
of Bone-allying Clans, Protector of the Eastern Marches,
Sultan of the Southern Wastes, and Dancer of Fury

His excellency BARON Ahira of the Smoky Plains,
Lord of Numbur, Protector of the Umpy and
Instructor of the Ignocent, Guildmaster of Grebes
member of the Elite Princes Guard, Defender of the Path

Baron Meduselah Long
Kathon de Dornings of the Black Hand
Gaspin Tree, Guildmaster of Warriors
Fantasy Star

Sir Baron Rift Gotham Tele, Defender
of the land, Ruler of the Iron Mountains
Sargent of the Star Quoting Dragons
Amego & hell of a nice Guy.

"SCW"

1. Dan Jitters, Denver Co., Ward's of Sociates
I Drank What??!

Herm the Hermit - Denver Co.

CHRIS COYN - MORGAN DU GRUS WOLF
DENVER CO CO

Shardis & Natal

Bar Mc Cleary (Healer)

Sen. Darkwolf's TaiKith (Healer)

Dasha E. Luckford

A Rick Blackfoot (Healer)

SLAYTON

Todd Napfle
AUSTIN

Jeanette
Kline

A Viscountess Sir Archibald
of Stonehenge

Horticia Southaven

Baron Squire Nass Weifdrake, Prince of Mind,
Guildmaster of Scouts and Archers, Faithful Friend
of the Claw, Gaardoon Supreme, and
the master of the forest.

Lord Aquine Talina Parky, Grand
Just Guildmaster of Drift, Leader
of the Great Woods Woodland Tribe,
Protector of the Queen's Royal Guard
and the Ruler of Woodland Barges

Lord Squire ARYON DARKWOLF

Caliban Andalsa, Guildmaster of Monks

Sir Grand Duke Muth of Bander Waye
Caitress Gwynne of Thules

Pebys Ap Iucain David Segwin

Greywaller, Purcher of the Mist (Healer)
- Golden Plains

Vizier Flynn Teknon, Baron of the Golden Plains

Sir Nathaniel Born, Baron Dracnis Dignitatis
from the green lands of the Black Tower
where the sun never sets, where the
fruits of the land are sweet, the
women beautiful, the men beautiful,
the center of civilization where all eyes
look to foe. Inspiration

BRAND-DUIN
Gifted Duchy of the World

Adela de Foret, Lady of Seleland
from Barad-Buin, Hub of
Civilization

Damesse Galla Thendyn Starwatcher

2401

Countess Sir Ariona Windfall of the
Scar Clan

Lord Stirling # 7
Rougeratt

Rayden Lawrence
Katana

Queen Alessandra Cheetarak Nightowl
Aislinn

P. Alan

Cain sin Akali Sable Pride Rules

Xyphus Night Blade Argent Moon

Carath Redhawk Lord Void

Anna Linn

Tyranny Darkthorn

SIR HETSPAWN Syle Rusher

Shendo Zen Andalsa

Sherie, Andalsa

Nephomous

Cyren of Plague

JURANNY BARDAR

Sir Lord Baron Delphos Dark Heart

Sindyl'soon Aph'faced

Kurse

Anneka Heartblood
GANDAR EST. 14

Captain Zyax Black Raven

Sicarius Cactus

Sherie

Stelgos

Arch Duke Aredhel Removal / Autocrat

TINA Waters

Donnie Waters

Sward

UNGOV

with

ATTAIR

Consort Samara Wundersinger

Jenos Terresu

Lord Horn Council of

QUMILAC AL KODD

JUNEAL TARRY

Sir NEURON Dragon Star of Tanglewood

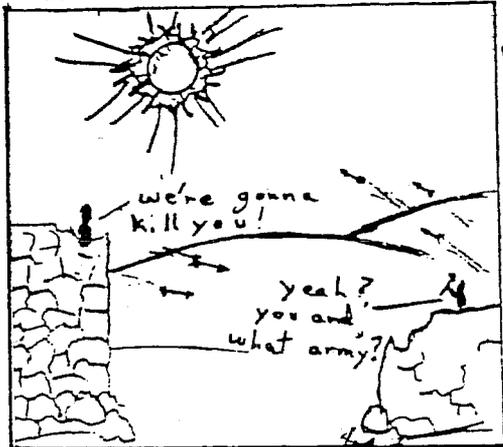
Brian Gochwind ZUNNEN

Sevire Dalka Shadow cat

Nierdre Juvintain

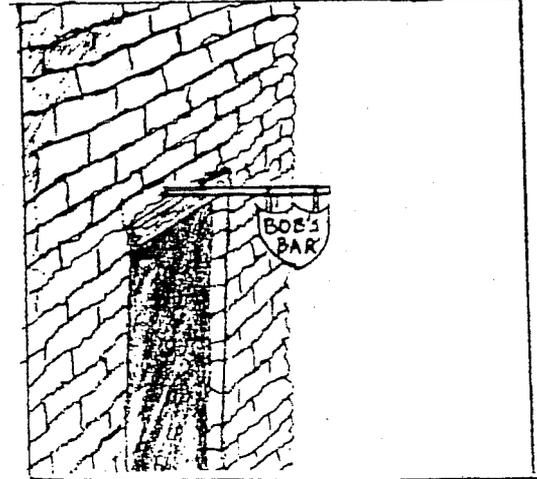
DO YOU KNOW WHERE YOUR WARRIORS ARE?

WHAT THEY WOULD LIKE YOU TO THINK



BY ASTREAN

WHERE THEY REALLY ARE



Camryn Tigan (Kate Cassatt)

Lord Scarhart

Scott Hancock

Countess Abedon of the
Burning Lands

AVATARBWAKE B'ris of Darkblood

Kalibcia Countess des Genouilles

Carl Scope Monk

Monlyk was there

Alli Ki of Yvonne

Sharla Lamerus

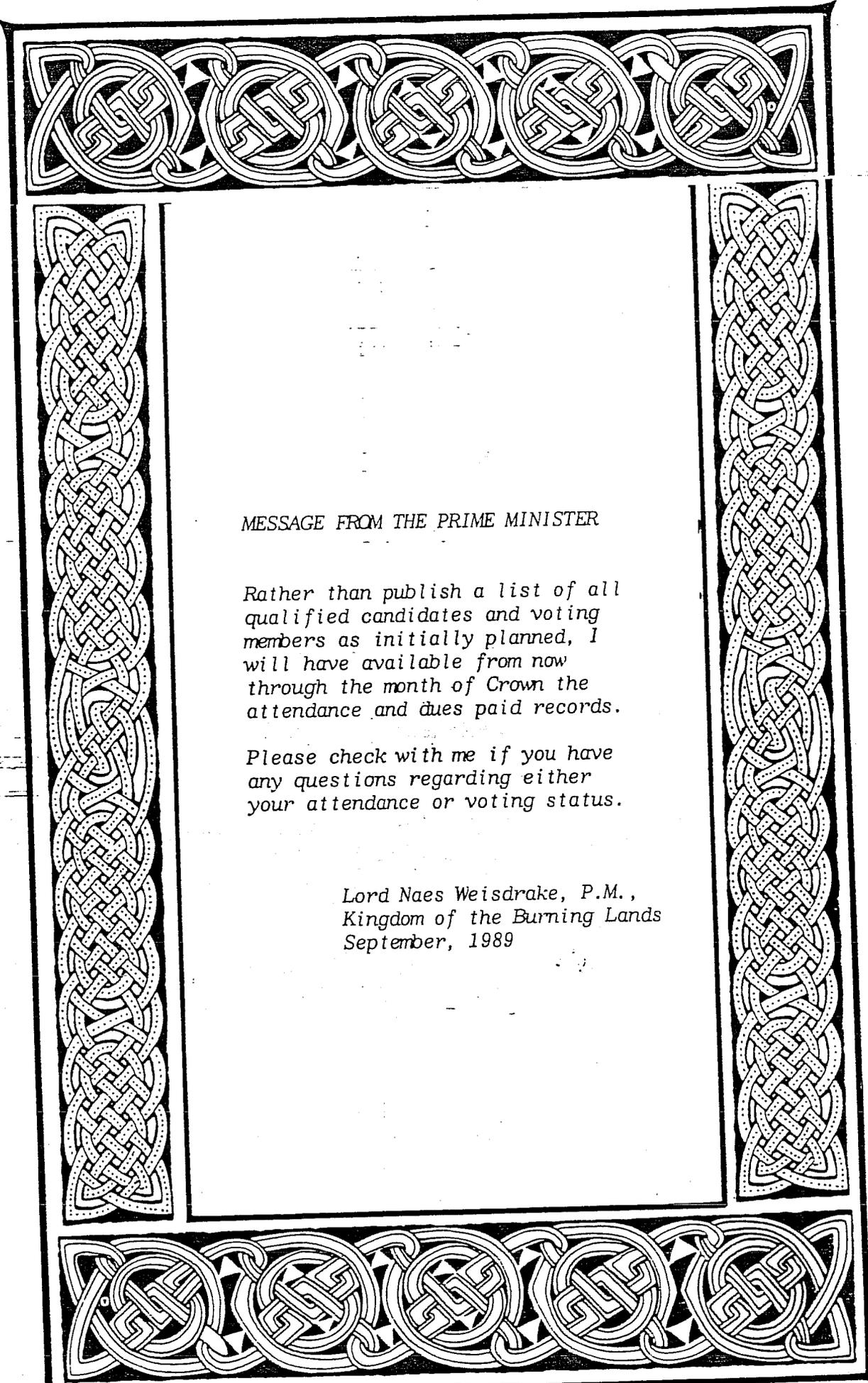
Ben Phillips

Patty Garcia

Elyssa

Twinnee





MESSAGE FROM THE PRIME MINISTER

Rather than publish a list of all qualified candidates and voting members as initially planned, I will have available from now through the month of Crown the attendance and dues paid records.

Please check with me if you have any questions regarding either your attendance or voting status.

*Lord Naes Weisdrake, P.M.,
Kingdom of the Burning Lands
September, 1989*



CAMP COOKING

COOKING AND CAMPING - HOW NOT TO DO BOTH AT THE SAME TIME

Occasionally I like to camp and cook at the same time - but damned seldom! I don't know about you but I'd rather participate in events, listen to bardics, spend my money at merchant's row - in short, anything except cook. However I like to eat. Irreconcilable problem, mutually exclusive statements? Not at all. Following are some extremely good dishes for which the major part of the cooking can be done weeks or months before you attend a camping event:

I. S.O.B. Stew (The name is derived from the statement always made after it is consumed, "S.O.B., that was good!") This elixir of the gods comes in three variations-- beef, chicken and pork. Beef is the original and probably the easiest to make. You will need:

A. 1/3 to 1/2 pound of cheap cut up beef per person. For purposes of illustration we'll figure you are making a stew for about 6 people. Best bet is one of those dark red, slightly yucky looking boneless chuck roasts. Cut this up and dredge in a flour mixture consisting of about 1/4 cup of mixed flour, salt, coarse black pepper and a lot of dried garlic chunks per pound of meat. Coat the meat thoroughly with the flour mix and brown on all sides in sufficient oil or margarine. As soon as everything is looking nice and brown and smelling heavenly add about one can of beer, one 303 can of stewed tomatoes and at least one to two cups of coffee. (I know, I know. Why add coffee and beer to a beef stew? Trust me.) Let this simmer for an hour or so checking the seasoning to see if you have enough pepper, garlic and salt. Take it off the stove, allow it to cool slightly and transfer to a big zip-lock bag and toss it in the freezer until you want to go camping.

Now, you are at an event and have your frozen meat and gravy mixture in a cooler. Take it out of the zip-lock and put in a medium to large covered pot and heat slowly until reasonably hot. If you're really smart (lazy) you will have, just before you left for the trip, cut up onions, cabbage

and whatever other spare vegetable you happened to have desiccating in your refrigerator and dumped into yet another plastic bag. If you were totally inspired you will have created a third bag of dried goodies to add to the stew. This can be any kind of rice, barley, dried soup mix, noodles or macaroni, lentils - you name it. Dump all of these pre-bagged ingredients into the warming stew, add more water or a spare beer if necessary, slap the top on the pot and setting your flame on medium-low proceed to forget about fixing dinner save for an occasional stir now and then. Canned or frozen vegetables are also suitable for this stew.

B. Chicken variation: This is probably the most time consuming for original preparation as you have to boil, cool down and debone the chicken, *dump the detritus (i.e., bones, skin and icky etceteras) back in the broth, simmer the broth for an additional 3 to 4 hours, strain out the detritals and then freeze the meat and broth separately. However, the stew you can make with this is indeed food for the gods. The secret to this stew is to simmer the chicken slowly with lots (LOTS) of spices. Add generous amounts of bay leaf, chunk garlic, coarse black pepper, a small amount of oregano, salt to taste and any old left over celery or onion pieces into the water in which you are cooking the chicken (use enough water to cover the chicken). Best type of chicken meat is drumsticks and thighs. When you get to the event put your frozen broth into a large covered stock pot, add frozen chicken meat when the broth is liquid, and when the whole thing approaches hot start adding your pre-prepared baggies of cut up vegetables, soup mix, noodles, canned corn, canned peas, barley, rices, noodles etc., etc., etc., You can simmer this stuff all day and it just gets better. If you really have a gang to feed bring along some Bisquick and whip up some dumplings (quick and easy) and cook them according to package directions in the boiling stew. The nice thing is that you need add nothing else to have a delicious hot meal and people can eat when they choose.

*Note: What you really want to end up with is chicken stock not broth - stock is much

richer and tastier. This is the reason for putting all the unusable, unmentionable, indescribable and thoroughly disgusting bones and skin scraps back in the broth and simmering for an additional 3 to 4 hours then straining before freezing. The ugly junk left after you strip off the meat when simmered in broth for several more hours magically add yummys to broth and transform it into stock. Of course you want to strain all this gunk out before you freeze it.

C. Third variation is pork and you treat the initial preparation much like beef in that you cut up a lean pork roast, dredge it in flour and spices and brown in hot margarine or oil. The spices will vary only slightly in that you will use salt, pepper, and garlic but sage is also used as is a pinch of basil. Again you will add beer to the cooking meat when it is thoroughly browned but the remainder of the liquid should be either water or chicken bouillon (unless of course you have already prepared the chicken and then you can use some of that great chicken stock you have already created.) Add long slivers of dry onion, a can or two of chopped green chili, simmer for a while, cool and freeze. Take with you when ready to make your camp stew some canned hominy, or canned potatoes, canned corn and possibly a few more sliced dry onions. Different and delicious and if your gravy is thick enough it is very good served over plain rice.

Simmered Barley Main Dish:

Cook up barley according to package directions using chicken stock for liquid. Add diced dry onions, pinch of oregano, salt, pepper for seasoning. Add some soup mix and some small whole spicy sausages or cut up polish sausage, smoked sausage, etc.

Wild Rice Side Dish:

Cook up desired amount of wild rice using chicken stock as liquid and adding a generous amount of diced onions, celery tops and celery stems and season with some salt, sage, white pepper and just a dash of oregano. While this is simmering cook up

1/4 that amount (cooked volume) of white rice also cooked in chicken stock. When both rices are done mix them together, cool, spoon into zip-locks and freeze. Note this dish must be reheated very slowly over low heat. Additional liquid may have to be added when you reheat. Makes a delicious base for grilled pork chops, chicken and rock cornish game hens.

Camp Pinto Beans:

Cover desired amount of beans with water and add ham hock, ham bone with some meat still on, sliced salt pork and or scrap bacon. Add salt, pepper, and chunk dried garlic to taste and as many chopped dry onions as you can stand. Bring to a boil in a covered pot over a Coleman or propane stove then transfer to a camp grill (well stocked with hot coals - a charcoal briquette/fire wood combination works well) and simmer all day over low heat. Check, sniff and stir when you wander past your campfire being sure someone is in the area to keep an eye on the fire and to restoke it if necessary. Serve with a sour cole slaw for which the grated ingredients have been prepared the day before you leave for the event and carried in a zip-lock in your cooler.

Sour Coleslaw: Grate up one large cabbage and two medium or one monster dry onion. Salt and pepper to taste and place in large zip-lock. Refrigerate overnight and place in camping cooler just before you leave. When the beans are ready dump the cabbage/onion mix into a large bowl, add mayonnaise and a tablespoon of vinegar, toss-thoroughly and enjoy with your hot beans and ham.

Understand, please, all of the above is from someone who likes to eat but hates to cook but ... all recipes are time tested and have a history of being devoured down to the last scrap in the pot.

Countess Gwynne, @ 1987, Amtgard, Kingdom of the Burning Lands.
(Kris Donnelly-Sasser, @ 1987, El Paso, Texas)

Excerpts from "Rumblings"

Teleport: In a section entitled Rules Clarifications I, unsigned, it talks about this spell. It states "You can teleport within twenty feet of a base ...". As a matter of fact, you can teleport into or out of a base. This spell largely developed to be a last ditch escape attempt, to allow a wizard with no other way out to teleport away from besieging troops. I agree it is pretty powerful to be able to teleport into a base, but you still must fight your way out if you intend on leaving with the flag. The "Arriving 5x", plus the rather obvious sight of your "teleporting" form wandering in to their base gives the enemy quite fair warning of your intent.

Resurrection: In the same section, it goes on to say, "When you die, immediately begin walking toward Nirvana ... if a battlegame participant stops you on your way ... resurrection will work on you." This sounds good in theory, but will not work in fact. What the Resurrector is doing is laying hands on the corpse and dragging the unwitting soul back to this vale of tears, presumably while healing whatever killed it in the first place. Even if there were something to be gained from flitting off after the fleeing soul on its journey to that great watering hole in the sky, the resurrector would have to leap to the spirit plane to do so. On the spirit plane, the resurrector would hardly be bothered by the slings and arrows of outrageous fortune, much less the enemy team. Or, in less poetic terms, there is no logic in forcing someone who is trying to resurrect a dead body to go chasing off behind enemy lines after its soul. Resurrections must take place at the site of death, or upon the corpse if anybody has moved it.

Heat Weapon: I disagree with Lord Talinor's interpretation of this spell. Since it has the same name and application as the Wizard spell it should be identical to it. We have enough confusion with every different sort of Entangle, and no one knowing what to do about any of them. In my experience, Entangled people stand around looking confused for about a 100 count, then go back to fighting. Spells with the same name, special effect, or incantation, should have the same game effect. I am quite familiar with Amtgard magic, and I still couldn't tell you one Entangle from another or how assassins teleport and touch of death are different from Wizard enchantments of the same name and basic special effect.

Plant Door: My attitude toward this spell is the same as Gilos'. I hate it. It is the only spell in the game wherein you can hurt someone who simply can't hurt you back. Really cowardly stuff. I agree with Gilos that normal blue weapons should be able to destroy the tree .. there isn't any magic protecting the tree. I have an even trickier point though. In order for the Druid to cast Call Lightning on me he has to see me. Which means I can see him. And what I can see, I can Curse. That's the whole point of the thing, it all goes both ways. If he's inside a tree, then how can he see to cast his magic? Out a knothole: I'd say that would reduce your visibility to just about nothing. Logically, if the Druid can see to cause death magic, they can be seen to be hit with it. By the way, ten full blows (90 degree swinging arc) against a rough, unyielding surface such as a tree is pretty brutal on your weapon, don't you think? How about just ten solid blows?

55 pound crossbows: Hahahahahahahahahahaha! That was a joke wasn't it? I hope so, because I am not going to let anybody ever shoot me with such a thing. Remember, weapon's safety doesn't mean in the butt at fifty feet. It means in the throat, or a finger at a bad angle at three feet. This isn't choreographed and we can't always control the way things are going to happen. The last time we had a catapult on the field we shot one of our own team mates in the back at a range of five feet (the shot went kinda low, ya see). Fortunately, the weapon was safe, and, while he was dead, he wasn't hurt.

WHAT IS A GNEBUE?-- (results from
the Gathering VII in answer order)

Talinor- underlings of Ahira
Sorschia- the hair at the bottom of the male (censored)
Alrick- African tribe in South America that believes in the theories
of Gilos
Bear- what your underwear looks like after Grand Outlandish
Andralaine- very proper english for stutterers
Sinjin- our Duke (Derydlus)
Pebyr- when you fall down and skin your knee
Argon- little funny creature in Africa that lions eat
M'Deth- little things that peek out of the holes in trees
Naes- naga beast excrement
Gwynne- spectral kneecap
Kathon- descendant of the Aborigines and Kneephytes
Rirt- very rare form of Alaskan caribou with only one horn (and
it's not on the head)
Tawnee- what happens when you fall down and scrape your knee
Gilos- ghost of a broken knee
Pan Farstar- they lay on their back all day and moan
Caliban- they are wimps (if Ahira is guildmaster)
Barion- when you fall down and hurt your knee
Greywalker- after a good, strong drunk and you forget where you are
Flynne- screwed up nubie
Scarhart- deep, dark central African tribal ritual involving
sacrificing a virgin in a good way
Ariona- the tool utilized by the smaller dog to consummate the
relationship
Raydn- somebody who gets on their knees and ...
Joella- short dog trying to make it with a large dog
Sterling- that s.o.b. with the loud voice and the horn
Nithanalorn- infinitesimal amoebae said to inhabit the lower regions of
a used condom
Adela- green nasturtium eating black urghu
Alessandra- when you knee booze, and you can't get the whole thing out
Tyranny- a thing you touch to your knee that you squeeze together
to scare people
Gareth- ash motns that come out of a fire
Honto- stands for something that plunks right down in the middle
of everything
Hellspawn- opposite of a crackack, and a crackack is an Airalian Zenoba
Shendo- something to squeeze oranges between your knees
Aredhel- African elk
Esuom- garber

Conclusion: The real thing was the rather sloppy sign-in by Ahira for
guildmaster of garbers. In any event, it goes to show that humour cuts
across kingdom lines, even when the devotion to the higher ideal of Amtgard
does not. I liked Pan Farstar's answer most. People can of course pick
their own answers, just like they choose their own attitudes. Perhaps at
the next event those choices will be more positive, and we will be able to
come together in fun.

-Aramithris-

Aramithris



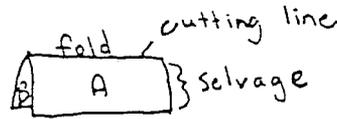
SPECIALIZED GARB

DEIDRE'S DANCE BELT

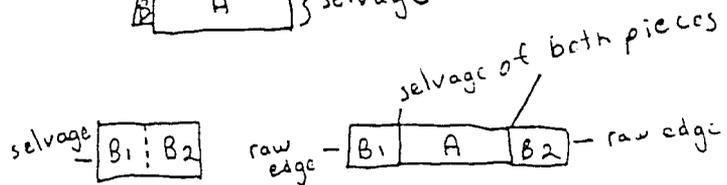
as taught by Deidre of the Wilds

1. You need 1 1/2 yards of paisley, calico or some other patterned material for the belt itself. The butt plate requires 1/4 of a yard of some heavy plush material like velour or velvet.

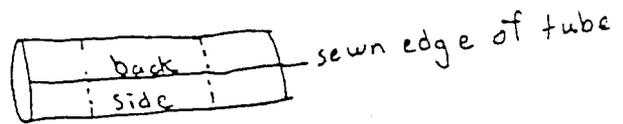
2. Take the cloth and fold it in half with the selvage on the side.



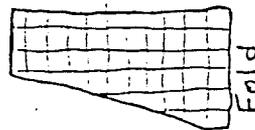
3. Cut on the fold and take one of the pieces and cut it in half up the middle and attach onto the sides of the other piece.



4. Take the piece of material and sew it in a tube leaving both ends open and unhemmed. Take the tube and spread it out with the seam being on the inside of the back.

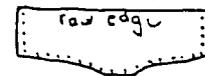


5. Make the butt plate in two pieces and sew them together but leave the top unsewn. Turn it and topstitch it on the sides.

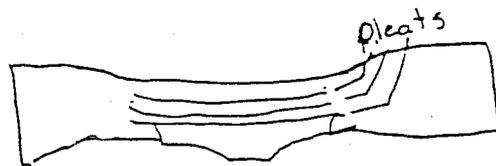


1sq = 1"

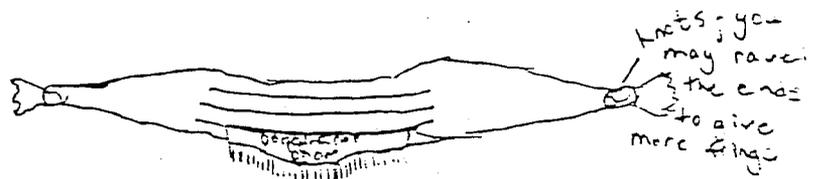
Note: the end pieces should reach the side seams of a pair of jeans



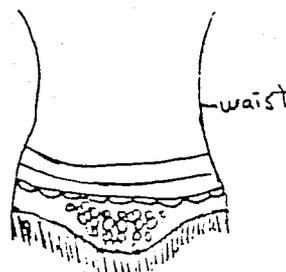
6. Lay the butt plate on the belt so that it hangs over the bottom. Take an inch of the belt and fold it down to make a pleat over the top of the butt plate. The pleat should extend about four inches beyond the end of the butt plate. Do this two more times so that the width of the belt on your body is only about 5 1/2 inches. Tie the ends of rather than sewing them shut.



7. Decorate the belt with fringe, coins (pesos are cheap), beads, tassels or whatever suits your fancy.



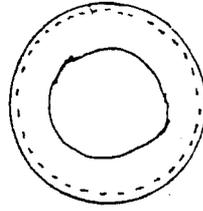
* NOTE: To make the butt plate more form-fitting, a dart may be made in the center top of the butt plate. This helps the belt conform more to the dancer's body.



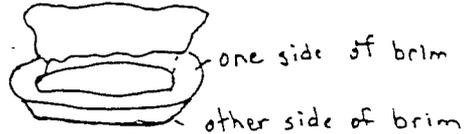
Elizabethan Costuming by J. Winter & C. Savoy

1. You need a yard of heavy cloth such as corduroy or use interfacing to make the brim strong and stiff enough.

2. The brim - make a circle of a 12" diameter on a folded cloth. Then cut out a 6" circle from the exact center giving you two donout shapes. Sew these together with the right side in, turn and top stitch.

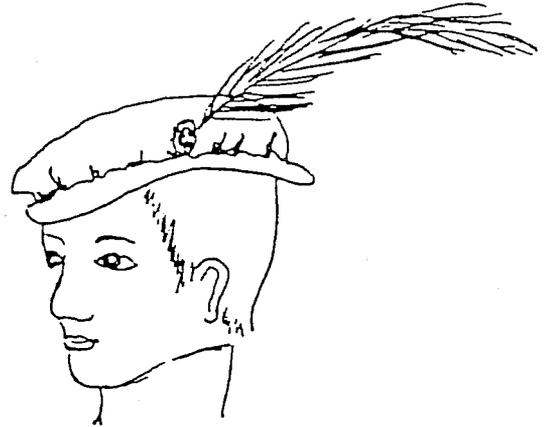


3. The size of your circle determines how floppy your hat will be. A 14" circle makes a reasonable flop. Cut out the circle and run a gathering stitch along the outside until it will fit into the brim. Pin the hat right side to right side with only one of the sides of the brim and sew. Then you sew the other side of the brim to the hat. This covers all the raw edges and only takes about forty minutes.



4. A jeweled brooch or ostrich feather makes a perfect accent for the hat.

NOTE: What is left of your yard of material can make a torus to hold a veil in place if you wish.



Response to the addendum added to No. 5, Vol. 5 last page.

The article called "Table of Titles and Forms Of Address" was a single page article requested at Coronation of Tawnee and Aramithris. Such short articles may be used as fillers in the newsletter. Nowhere on the article did I claim authorship and a simple question would have ascertained this. No one asked or I would have told them that it came from an SCA Heraldic article but was checked against the myriad dictionaries available in the UTEP library. While the fact that verbal courtesy was not extended does not bother me half as much as the statement the "the above piece is simplistic, incomplete and hardly definitive" from the consort who is expected to promote the arts, not stifle them. It is a simple table for quick reference, not unlike those that Aramithris has done himself in regard to base facts. Amtgard needs to promote the arts & science to retain its non-profit status as an educational group. Those in charge should do their best to keep this in mind.

Sir Joella Ewelyn Claramonde

Note from Aramithris: The above chart, while not totally inaccurate, seems to have been "lifted" from a similar S.C.A. piece. Having written an article on the subject myself (to be seen in the upcoming Talons of the Phoenix #4), I would point out that the above piece is simplistic, incomplete and hardly definitive. It is not a bad primer, but it should not be considered an authoritative treatise on Amtgard titles of nobility.



What really chaps me off about heraldry is that every author I've ever read on the subject firmly asserts he is the ultimate authority. And of course they disagree violently with one another! Furthermore "O for obfuscate" has to be the middle initial of all of them ... talk about obscure, misleading and tortureous language!

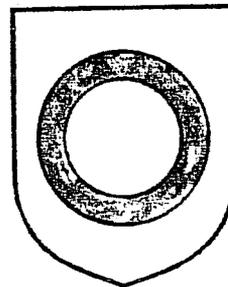
Example - Definition of the word "Charge":

"A distinctive device consisting of the partition of the shield in a recognizeable method into two or more divisions of different tinctures."

If you throw out all the archaic phraseology, read everything through twice and eliminate the "elimination" (if you catch my meaning) guess what? Heraldry isn't nearly as complicated as most of the experts would have you believe.

Let's run by some of the more pertinent definitions as translated into understandable English: Please note: Rather than listing as a separate category the more common ordinaries are included in this alphabetical listing. They are indicated by an asteric (*) and illustrated. English heraldry is the basis for most of the following information and various illustrations are from A Complete Guide to Heraldry by Fox-Davis.

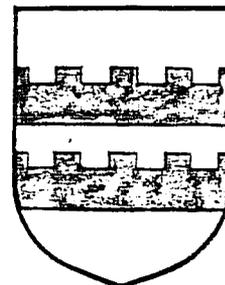
*ANNULET: A ring of color or metal.



*BARS:

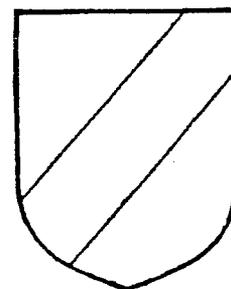
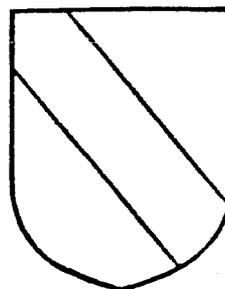


Two Bars.



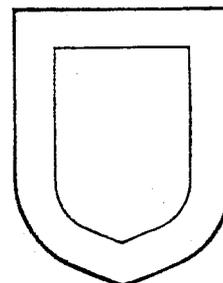
Bars embattled.

*BEND AND BEND SINISTER:

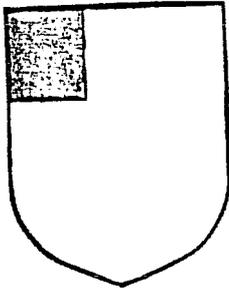


BLAZON: To (accurately) describe a coat of arms. The rule of thumb in blazon is: Field, Ordinary, Charge, Color (of the ordinary) if it is the same color as the charge and then ordinary charges and their color or ... if the ordinary is a different color then it would be: Field, Ordinary (color), charge (color), ordinary charges (if any and their color). Note: Read from Chief to Base and Dexter to Sinister.

*BORDURE: A border around the shield.

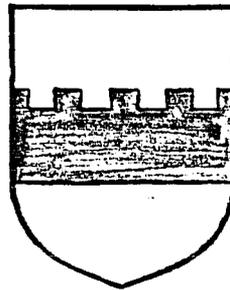


CANTON:

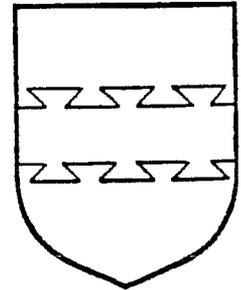


EMBLAZON: To depict (a coat of arms) in color.

FESS:



—Fess embattled.

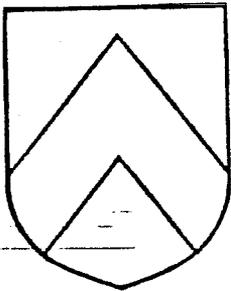


—Fess dovetailed.

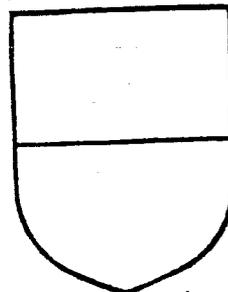
CHARGE: Sorry, the painful definition given previously really is accurate. Incidentally the position of charges is not mentioned in the blazon if they naturally fall into certain position with regard to the ordinaries. In other words if there are only certain logical places the charges would appear then don't worry about describing their location. If, on the other hand they are in a wierd position you have to specify just where they are located on the shield.

FIELD: The base or background color (or metal or fur) of a shield. A shield may also be divided by partition lines running in the direction of most ordinaries in which case the field will be described by the name of the ordinary. Some examples follow:

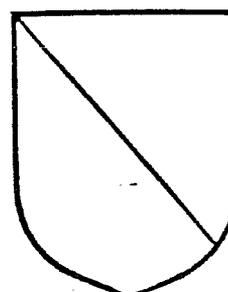
CHEVRON:



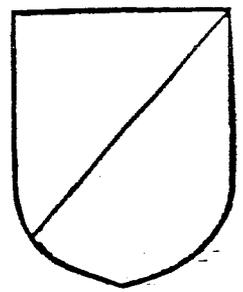
Chevron embattled and counter-embattled.



—Per fess.

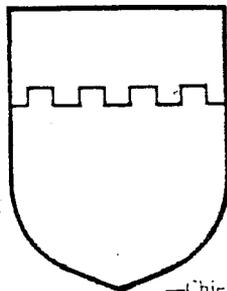
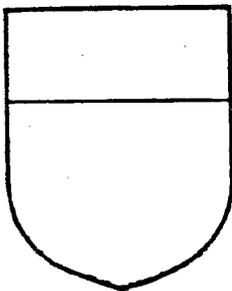


—Per bend.

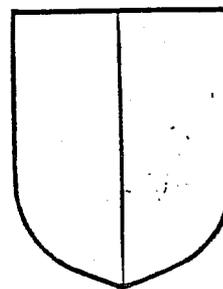


—Per bend sinister.

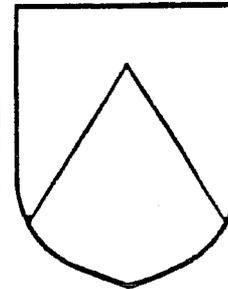
CHIEF:



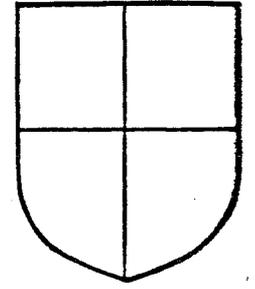
—Chief embattled.



—Per pale.

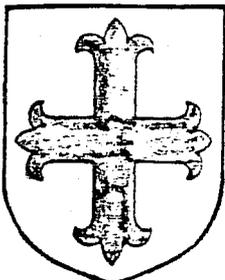


—Per chevron.

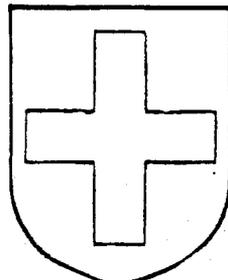


—Per cross or quarter.

CROSS:

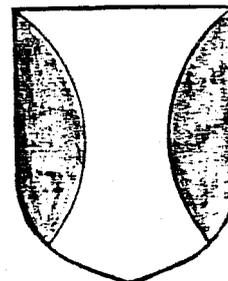


—Cross fiory.

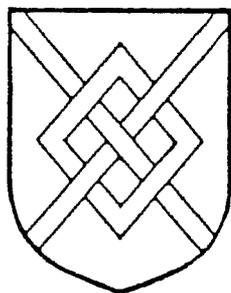


—Cross couped.

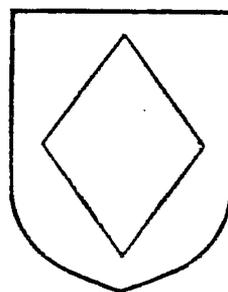
*FLAUNCHE:



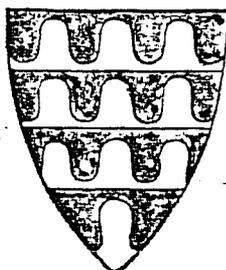
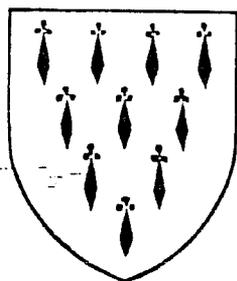
FRET:



*LOZENGE: A diamond shaped figure.



FURS: Ermine - white with black tips and Vaire - alternate blue and white.

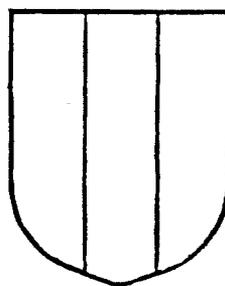
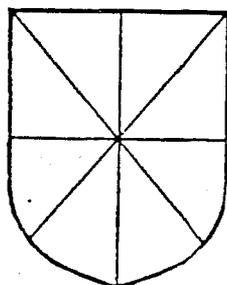
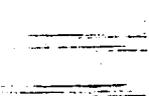


METALS: Only 2; Or - gold, Argent - silver

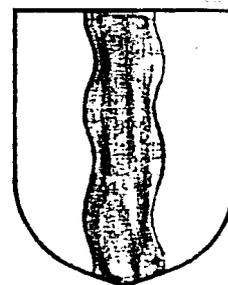
ORDINARY: Rectilinear charges. (This simply means straight lines - in other words Ordinaries are straight division lines on a shield.) Ordinary is a good word as they are soooooo ordinary. However please note there are exceptions - a roundle is deemed an ordinary and, you guessed it, it's a circle and an annulet is also an "ordinary" and it is a ring.

PALE:

GYRONNY:

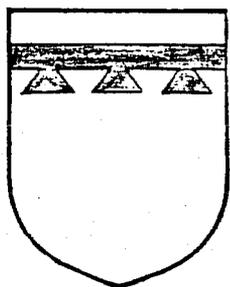


-Pale.



-Pale wavy.

*LABEL: Usually a narrow band, commonly in chief, straight across the shield with 3 short bands depending at right angles.



PARTITION LINES:

- Engrailed
- Invected
- Erbattled
- Indented
- Dancetty
- Wavy
- Nebuly
- Raguly

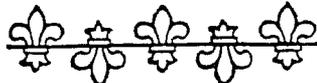
Potente



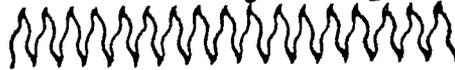
Dovetailed



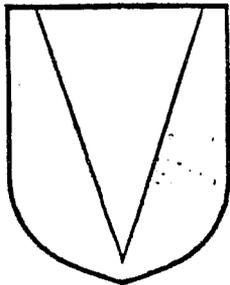
Flory/Counter-Flory



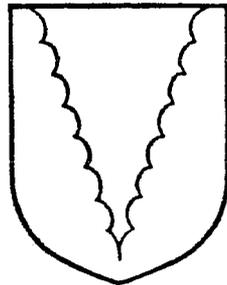
Rayonne



*PILE:



-Pile.



-Pile engrailed.

PROPER: Anything depicted in it's natural colors. In other words a purple plum would be deemed "proper" but a black plum would be "a plum sable" (or a plum rotten more likely).

***ROUNDLE:** A circular figure with specific names depending on color as follows:

Bezant - Gold/Or

Golpe - Purple/Purple

Guze - Burgundy/Sanguine

Hurt - Blue/Azure

Ogress, pellet or gunstone -

Black/Sable

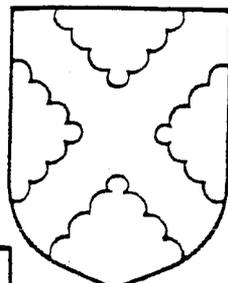
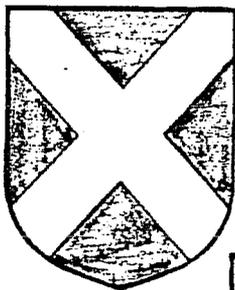
Orange - Orange/Tenne

Plate - Silver/Argent

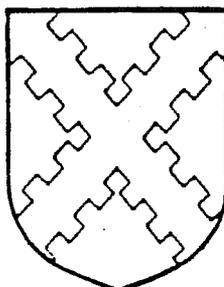
Pomeis - Green/Vert

Torteau - Red/Gules

SALTIRE:

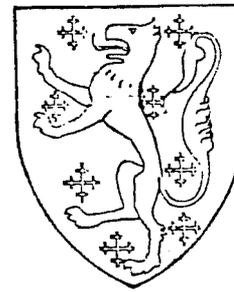


-Saltire engrailed.



-Saltire embattled.

SEME: To strew or scatter with objects.



TINCTURE: An obscure word for "colors"

White - Rarely used as a color distinct from silver. Commonly used when emblazoning for argent.

Red - Gules - Ofr, goules, gules, red-dyed ermine, orig. pl. of goule, the mouth. I always have trouble remembering this one unless I associate it with ghouls - creepy types associated with a lot of blood and gore.

Blue - Azure - Easy to remember

Purple - Purpure

Green - Vert - Verdant, green or covered with green vegetation.

Black - Sable - Easy to remember

Orange - Tenne or orange - How about Orange tennie runners?

Burgundy - Sanguine - I can handle sanguine, it means blood colored.

Mulberry - Murrey

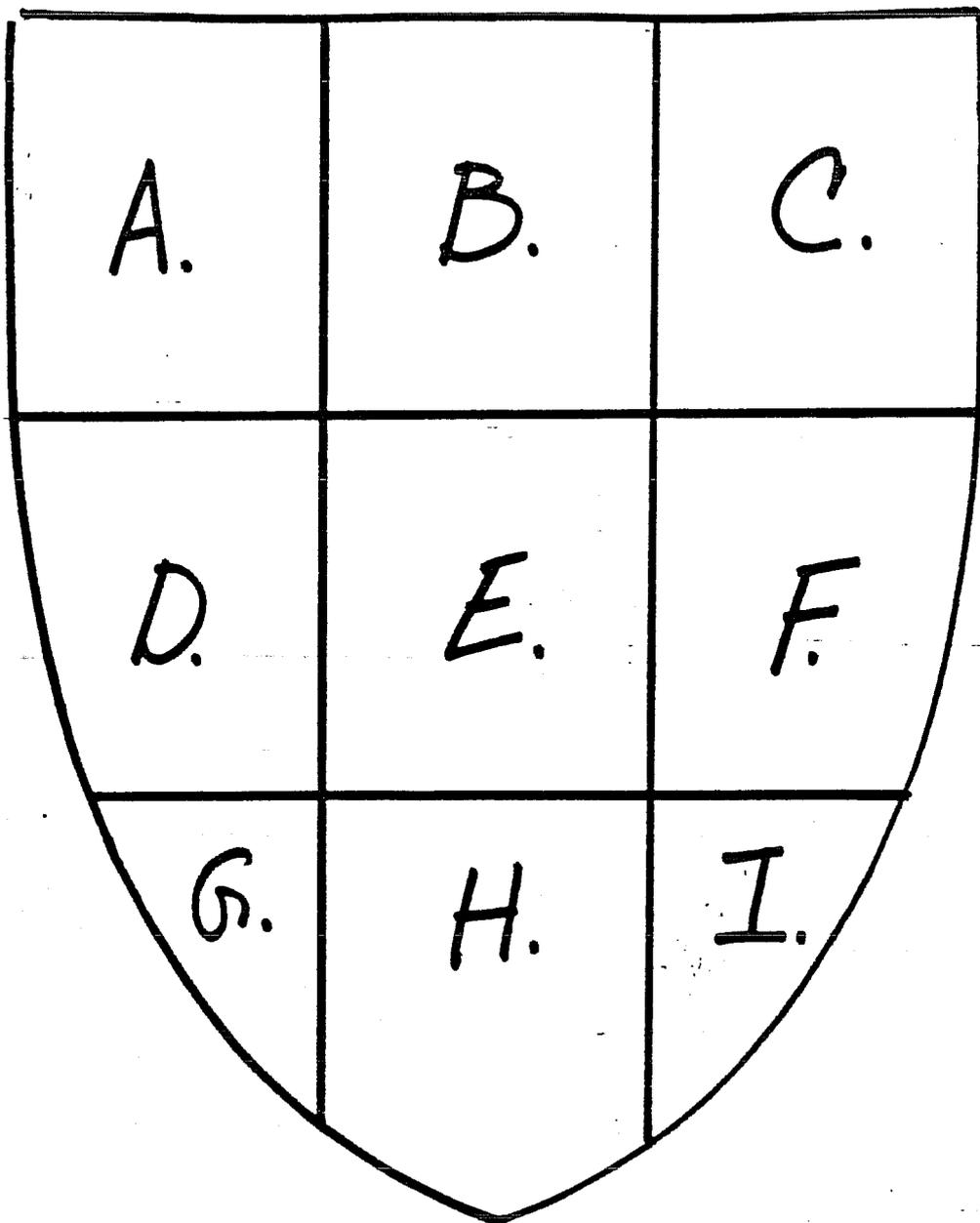
SHIELD (Divisions of): There are nine divisions in a shield. Most you already know or can figure out:

CHIEF: THE TOP (Figures! Chiefs always think they are on the top)

BASE: THE BOTTOM (Makes sense)

DEXTER: *THE RIGHT (As in dextrous .. Most people are more dextrous with their right hand as most people are right handed.)

SINISTER: *THE LEFT (A slur on left handed people). The most plausible explanation for left being "sinister" would be the ancient custom of showing the open right hand as a friendly greeting. (We still have a version of this;



A.B.C = CHIEF
 D.E.F = FESS
 G.H.I = BASE
 A.D.G = DEXTER
 C.F.I = SINISTER
 B.E.H = PALE
 E = FESS POINT

we shake ((or immobilize)) the right hand of a person we are meeting.) The "lefty" could be considered a sinister type as he can shake with his right and still hit you effectively with the club he's holding in his left. Also left-handedness is relatively unusual and the unusual is always viewed with suspicion especially in relatively primitive or feudal societies. (Would the ambidextrous be considered doubly sinister?)

PALE: THE VERTICAL CENTER (You could try remembering a skunk proper.)

FESS: THE HORIZONTAL CENTER - (Sort of like a belt on a fat lady)

FESS POINT: Right smack dab in the middle. The buckle on the fat lady's belt.

*I've always had a bit of a problem telling left from right and get totally confused in heraldry. Best way I've figured out is to imagine you are holding your shield in front of you facing an opponent...YOUR LEFT is the sinister side of the shield; YOUR RIGHT the dexter side of the shield. This of course means the enemy sees the shield reversed but who cares as you are going to kill him anyway.

Now let's get on to some of the fun stuff - namely animals and monsters and the amazing number of ways to describe their body position, i.e., sitting, standing, looking over the shoulder, sleeping etc. Most of these positions are pretty standard for all animals and most "monsters". Two of the major exceptions are stags and birds. There are also some minor exceptions which I'll throw in because they are interesting.

AFFRONTÉ:



— Leopard's head erased and affronté.

CABOSHÉD:



— Stag's head caboshéd.

COUCHANT:



—Lion couchant.

COUPÉD:



—Buck's head coupéd.

COURANT:



—Wolf courant.

COWARD:



—Lion coward.

DISPLAYED:



—Eagle displayed.

DORMANT



—Lion dormant.

ERECT:



—Wyvern erect.

ERASÉD:



—Boar's head erased.



—Cat-a-mountain passant guardant.

GARDANT:



—Lion sejant guardant.

Then of course you can combine positions...



—Lion sejant erect.



—Lion sejant regardant erect.

PASSANT:



—Leopard passant.

RAMPANT:



—Lion rampant.



—Lion sejant guardant erect.



—Lion rampant regardant.

REGARDANT:



—Lion sejant regardant.

SALIENT:



—Lion salient.



—Lion statant guardant.



—Lion passant regardant.

SEJANT:



—Lion sejant.

STATANT:



—Lion statant.



—Lion rampant guardant.



—Leopard passant guardant.

Some of the positions unique to specific types of animals

MONSTERS



— Dolphin naiant.



—Eagle rising, wings addorsed and inverted.



—Stag lodged.



—Cockatrice.



—Wyvern.



—Eagle rising, wings elevated and displayed.



—Stag at gaze.



—Gryphon



—Pelican in her piety.



—Crane in its vigilance.



—Peacock in his pride.



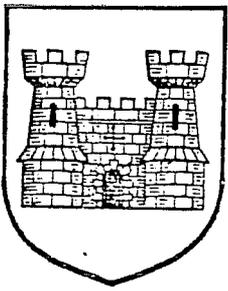
—Male gryppon.



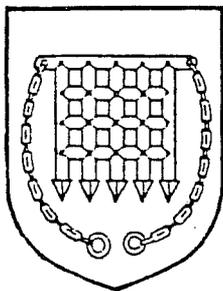
—Sea-horse.

I have some argument with what is classified as a monster. For instance I do not consider unicorns and mermaids monstrous but it would seem to be the only category available as they certainly are not flowers or inanimate objects and by the customs of heraldry they are not listed as animals or humans. Those shown would seem to be reasonably defined as true monsters in modern usage:

INANIMATE OBJECTS - PLANTS



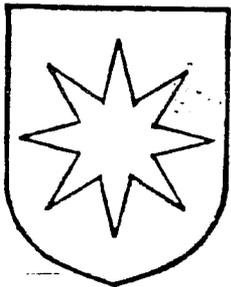
—Castle.



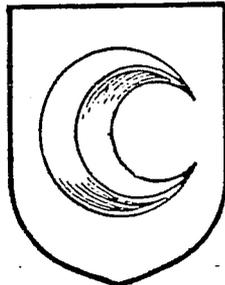
—Portcullis.



—Gauntlet.



—Mullet of eight points.



—Decrescent.



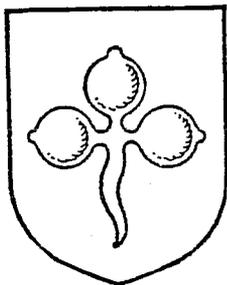
—Sun in splendour.



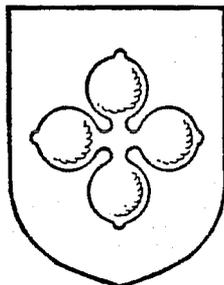
—Rose.



—Fleur-de-lis.



—Trefoil.



—Quatrefoil.

In closing I would like to give you a few examples of the fascinating differences of interpretation in just the artistic sense from one country to another. Figure A is a typically English interpretation of a Wyvern or Dragon; figure B is Germanic. Also note the almost modern "logo" representation of figure C (arms of the Duke of Calabria, 1483). Figures D and E are both of an eagle displayed. The first is the Eagle of Tyrol later part of the 15th century and figure E is a "modern" Prussian eagle.

I hope you have enjoyed this primer. It is by no means complete, exhaustive or the proverbial "last word". It is however a start and has been a learning experience for me.



(A)

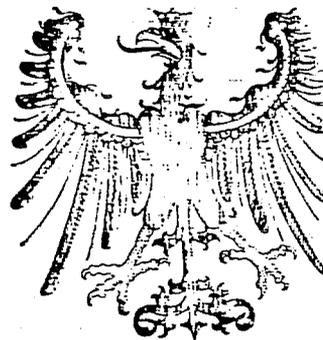


(B)

(C)



(D)



(E)



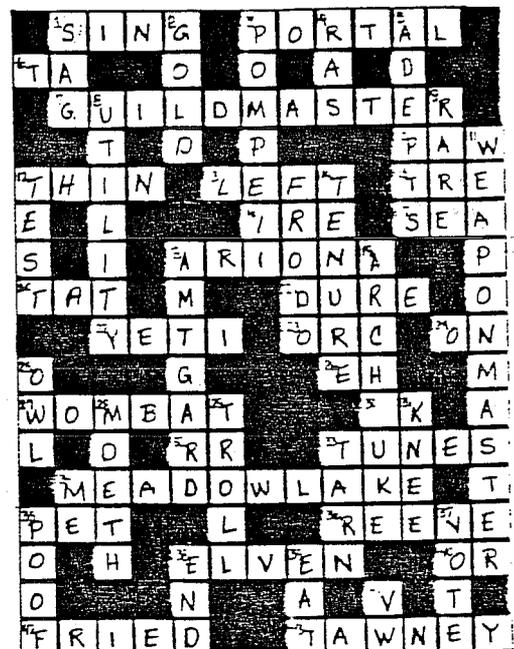
Gwynne, Guildmaster of Heraldry, September, 1989, Amtgard, Kingdom of the Burning Lands, Reign of Queen Tawnee Darkfalcon and Prince Aramithris of Meadowlake.

HISTORY UPDATE

- 7/12 Fighter practice. Small attendance due to extreme heat.
- 7/15 Busy day at the park; Prime Minister election results were Naes 21 votes, Honto 1. Many new people due to public interest generated by the recent article in the El Paso Times. Aramithris brought out Amtgard photo album to show to the new people; Naes sold several Rules of Combat to interested parties. Bridge and seige battles, newsletters available, new mailing flyer published. Total signed in 42. B.O.D. meeting at Tawnee's castle that evening was announced.
- 7/22 Gathering of the Clans in Cloudcroft. About 125 attended from Golden Plains, Iron Mountain, Emerald Hills, Barad-Duin and Burning Lands. Plunder tourney was held as was the knife throwing event but only half of the Camelot tourney due to heavy afternoon thunder, rain and hail storms. Several night battles were held as well as a very good bardic circle featuring singing, piping and dancing. Court was held Sunday a.m. and most departed the site late afternoon Sunday.
- 7/26 Small fighter practice
- 7/29 Amtgard at the park - battlegames.
- 8/02 Small fighter practice
- 8/05 Amtgard at the park. News of Otter playing a dwarf in a community sponsored production of "The Hobbit" which ran for 15 shows - directed by Dino Capone with opening night proceeds to a local rehabilitation center.
- 8/09 Large fighter practice at Ponder Park.
- 8/12 Saturday at the park with bridge and flag battles. Announcement of Crown flyer to be provided to all Amtgard members by August 26th.
- 8/16 Another large fighter practice of about 20 persons.
- 8/19 Battle games at the park lasting only about an hour and then rained out by heavy thunder storms resulting in the diaspora of all to various havens for hot drinks, food and conversation. An announcement of deadline for being a

dues paid member in order to vote or run for Crown and Crown selection. A Burning Lands contingent visits Barad-Duin - Argon placed in all 4 tourneys that he entered.

- 8/23 Hackey-sac only at fighter practice
- 8/26 Amtgard rained out except for 15 brave souls who really (literally) played "Fox-Across-The-River." Amtgard Le H2O was on the evening news. Crown flyers passed out.
- 8/27 A small Amtgard battlegame organized.
- 8/30 Football then Amtgard combat at fighter practice. A visit from 3 wayfarers from Barad-Duin.
- 9/02 Queen Tawnee passes out Amtgard fliers at a convention in Boston. Viscountess Andralaine heads a delegation to the Golden Plains coronation in Amarillo. Voting for the Crown selection process. Talons of the Phoenix IV published by Aramithris. Deadline for current contributing member status re: eligibility to vote for or run in the Crown elections in October.
- 9/09 Contingent from the Burning Lands traveled to the Barad-Duin coronation - muggy Austin weather does not prevent the Burning Lands - Emerald Hills "army" from triumph in the battlegames. Three-Man team battle games held at Memorial Park; several new personas present; Leaping Lizard adopts persona name of "Dracos"; anticipation high for upcoming Crown Qualifications.



BRANDY A LA STORMBRINGER

Step 1. Take a good white wine, add yeast, sulfur tablets and let ferment for 2 to 3 days.

Step 2. Taste the brandy (if too acid or bitter, then throw out as a bad batch). If strong and sweet, then let breath for 5 hours.

Step 3. Take the "brandy" and place in a blender, adding 1 tablespoon of fresh honey to every 3 cups of "brandy". Blend to a creamy consistency.

Step 4. Let this stand for 5 to 10 minutes then add 2 cups of sugar and blend again for 20 minutes.

Step 5. Bottle the finished drink and place in in the ground, in a flower pot and leave in there for 6 to 7 months.

Kannon de Stormbringer