

TALES
FROM THE
BURNING LANDS
Vol. 6 No. 7



KINGDOM OFFICERS



King Aramithris III of Merdowlake
Princess Consort Tawnee Darkfalcon
Prime Minister Tallnor Darkwolf
Champion M'Deth of Bandon
Scribe Joella Starwatcher
Master of Reeves Gilos Dawnhope
Captain of the Guard Gilos Dawnhope
Court Herald Kathon de Stormbringer
Court Page Astream Andalisa
Court Page Teraia



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Archons	<i>Naes</i>	Druids	<i>Tallnor</i>	Paladin	<i>Tawnee</i>
Assassin	<i>Argon</i>	Healer	<i>Ariona</i>	Reeves	<i>Gilos</i>
Barbarian	<i>Tallnor</i>	Knight	<i>Tawnee</i>	Scout	<i>Naes</i>
Bard	<i>Caspin</i>	Monk	<i>Mr. Callban</i>	Warrior	<i>Caspin</i>
				Wizard	<i>Astream</i>

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Engineer	<i>M'Deth</i>	Heraldry	<i>Gwynne</i>	Smiths	<i>Aramithris</i>
Gladiator	<i>Althair</i>	Literature	<i>Delphos</i>	Theatre	<i>Kathon</i>

ROYAL GUARD

<i>Aegar</i>	<i>Chilloro</i>
<i>Althia</i>	<i>Naes</i>
<i>Aredhel</i>	<i>Sorchia</i>
<i>Argon</i>	<i>Tallnor</i>
<i>Mr. Callban</i>	<i>Tyranny</i>

REEVES GUILD

<i>Aegar</i>	<i>Astream</i>	<i>Morgan</i>	<i>Tawnee</i>
<i>Aramithris</i>	<i>Mr. Callban</i>	<i>M'Deth</i>	<i>Teraia</i>
<i>Aredhel</i>	<i>Caspin</i>	<i>Raphael</i>	<i>Tyranny</i>
<i>Ariona</i>	<i>Delphos</i>	<i>Shando</i>	<i>Zycas</i>
	<i>Joella</i>	<i>Tallnor</i>	

BOARD OF DIRECTORS

Aramithris *Ariona* *Gilos* *Tallnor* *Tawnee*

TALES FROM THE BURNING LANDS

February 8, 1990

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CREDITS

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Assorted Limericks - The Mad Rhymster

Tales from the Burning Lands, Volume 6, Number 7, February 8, 1990

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 from the Burning Lands is published on at least a bi-monthly basis. This issue is set down this 7th year of Amtgard, by Baroness Joella Starwatcher, Scribe of the Kingdom of the Burning Lands in the reign of Aramithris Rex III and Princess Consort Tawnee Darkfalcon.

CALENDAR OF EVENTS

FEBRUARY/90

- 3 Ring of Power (Tawnee)
- 10 7th Anniversary - Amtgard Founding
suggested rulebook revisions mailed to all groups
- 17 open
weapon check
SCA Estrella War - Phoenix
- 24 Quest sponsored by Tawnee
fencing tourney (12:00)

MARCH/90

- 3 Voting for method of Monarch selection
Golden Plains Coronation (Amarillo)
battlegames
- 10 open
B.O.D. elections
- 17 Homestone (Kathon)
vote on method of Monarch selection
- 24 Begin Strategic Gaming Tournies
battlegames
- 31 open
archery tourney (12:00)



APRIL/90

- 7 Crown written declarations due
Crown Qualification entires due (5 copies of each)
Guildmaster elections
- 10 Reissue revised Rulebook
- 14 Crown Qualifications 10:00
- 20-22 Amigocon V
- 21 Crown election and Champion tourney
- 28 Burning Lands' Crown Election/Tourney (feast and camping event)
Champion Tournament
Olympiad II (Burning Lands)

MAY/90

- 5 No Champs Tourney (Shield of Reflection)
Crown Coronation Feast 7:30 p.m. (Tawnee)
- 12 Weaponmaster Tourney
- 19 Return to 3:00 p.m. starting time
- 26 SCA Grand Outlandish (tentative)
open

The Piper's tune in Barad-Duin

JUNE/90

- 2 Emerald Hills Coronation (tentative)
- 9 Sword of Flame
- 16 open

*To the populace of fair Barad-Duin
Be forwarned of the Piper's sweet tune
He plays not from your need
But for his own selfish greed
Fools in power can lead you to ruin.*

JUNE/90 con't

- 23 open
- 30 Dagger of Penetration

JULY/90

- 7 Declarations for Prime Minister due
Camping event - Barony of the Iron Mountain (tentative date)
Colorado
- 14 Prime Minister election
battlegames
- 28 open

AUGUST/90

- 3-5 Gathering of the Clans VIII. (tentative date - Cloudcroft)
- 11 open
- 18 open
- 25 open

ONCE A KNIGHT IS FREQUENTLY TOO MUCH

A nubie inquired if he might
Inquire as to who was a knight
We said just look for a lout
With a white belt he can tout
Chances are you'll be right!

THE HUNT

The nobles in their steel and their damask ride by
The high lord in his noble splendor above them.
Their fine blooded mounts
More worthy than we.
All bow as the hunt rides by.

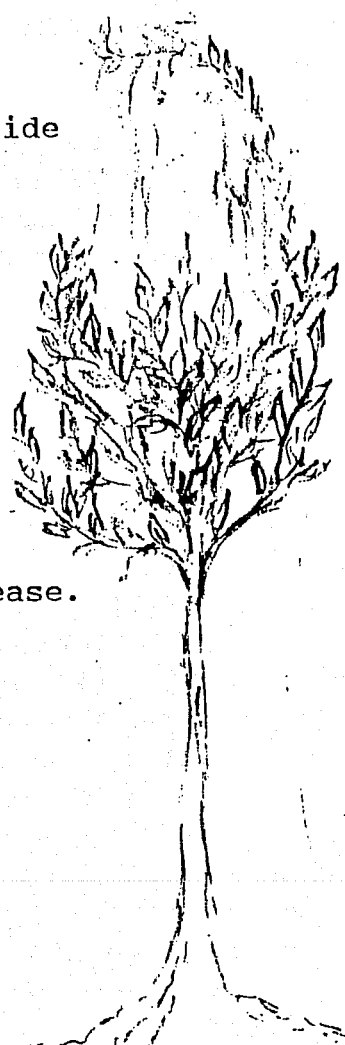
The sheen of their steeds who curvette in their pride
Does but glint off the jewels of their riders.
We stand in their dust
And pray to the gods
"Let our maids find no favor amongst them."

But the lord's restless eye quickens to treasure
Spys the gold in the dross of our days.
And she who is waiting
For youth's sweet reward
Bows low as the hunt rides by.

The great blooded stallion does plunge and then cease.
The lord becons for her to come closer.
With her eager eyes lowered
She obeys in the dust
And is taken up in the saddle before him.

She was gone just that day and all of the night.
We found her at dawn on the green.
And of that brief time
She never has spoken.
But she bows in tears when the hunt rides by.

--Gwynne



Greetings unto the populace during this second issue of my tenure:

As you no doubt know by now, this reign is being filled with turmoil. The populace of Barad-Duin has decided to secede from Amtgard and thus give up all rights and privileges previously observed. Some of you may not know the entire story and while I don't claim to know all, I do know some. On January 20th I received several phone calls from inhabitants of Barad-Duin. I will not name any since it is considered high treason for them to even talk with another Amtgarder. I personally resent this as I am friends with several of them and NO ONE can tell me what to do. Here is the story as I have it:

On that same Saturday there was a quest scheduled at the normal Barad-Duin weekend meeting. Those of you who have run or participated heavily in quests know the problems that arise when more people want to play monsters than you had intended. That is what happened. Some 10 Emerald Hills inhabitants wearing "gray tunics with black trim and phoenixes on them ran onto the field and began 'playfully' pummeling the Barad-Duiners. This consisted of, among other things, running full tilt into a person with a pole arm and striking them in the stomach". Personally I think that must have hurt like hell and I would not have been receptive to the idea of such persons joining into the game. Since the quest was about to begin and because of its structure, it was nigh impossible to add in extra players, even if they had not been so destructive. The Emerald Hills group was made into an encounter by the gamemaster but complained that they were only 'encountered' once by each team, not giving them enough of a chance to smear their opponents. They continued to disrupt the game and made rude and crude comments about the players. The entire scenario was topped off with the Emerald Hills King's champion, a knight no less, jumping up onto a picnic table, "grabbing his groin and giving the populace the finger.

That was the final straw for Barad-Duin. There seems to have been miscommunication on several parties within Amtgard with spoken conversations being altered depending on who you talked to and promised letters never arriving and the like so that it has reached the point where only written word would be accepted. At this time there was Barad-Duin's monthly (?) All-thing. Here is where the story gets confusing. Some say that an election was held where the decision to withdraw from Amtgard completely was met by a unanimous vote. Others say that the vote was only 20-7 because some were told that the vote would be taken after everyone had calmed down and thus they left.

At this point I don't know the whole story but I understand that Barad-Duin has withdrawn officially and that our B.O.D. have sent them a letter stating their views and requests. I do understand that some Barad-Duiners want to continue with Amtgard and I give them my whole support. This is supposed to be a FUN game, not a political OR punching bag arena. I do hope that everyone is comfortable with the decision that they have

made. Those who want to withdraw will be reminded that they can no longer use any portion of Amtgard's rules and ideas and that any money made in the name of Amtgard should be either spent in a farewell bash or given to those who will keep the flames burning in Austin. If they do not, there can be legal repercussions that I am sure none of us want to see.

On this down note I wish everyone a good time until the next issue of the newsletter comes out. Remember: THIS IS SUPPOSED TO BE FUN!

Yours in service to the dream,

Joella
Joella Starwatcher

LIMERICKS FROM THE RAD MIMESTER *

(as interpreted by Rashad the Blind)

In Austin there was Barad-Duin
There trouble was always a-brewin'
Till Caine did there linger,
Grabbed crotch and threw finger,
And now Barad-Duin's a ruin.

Emerald Hils is not proud of their King.
To other groups he's rude, kinda mean,
Nevron is no change
From the Wolf of the range,
And now they want back their Queen.

* not to be confused with the Mad Rhymster



UNTO THE POPULACE

From Aramithris, Rex

Unto the populace , I bring thee greetings.

Once again it's time for that bimonthly ritual (onerous duty?), the letter to the populace. This issue I'd like to give readers a perspective on the happenings in other lands, and how they might affect us here. First, a brief synopsis on what is happening in the other Amtgard chapters:

Barad-Duin: If you haven't heard what is happening there, then you must have spent the last six months on another planet. As usual, their self-appointed leadership are trying to make everyone else miserable. And, as usual, they have broken their word; and have not sent us any info on the Olympiad, nor any input on the rulebook and board of directors revisions. As a result, these projects are off schedule, and we'll probably have to go on without Barad-Duin. We'll probably move and reschedule the Olympiad. Perhaps we will be able to salvage some semblance of an Amtgard in Austin. Worst case scenarios involve the possible use of legal action to protect our copyright and incorporation rights.

Emerald Hills: Hard to say. King Nevron does write, but some of our best friends have dropped from sight. A few responsible and level-headed voices from Barad-Duin indicate that an ill advised E.H. raid into Austin provided the negative influences of Barad-Duin an excuse to separate from Amtgard. Having seen some of the "fag-bashing" in the Emerald Hills, I fear that appraisal may be correct. Seems that, "the Dream" may also be in trouble in Dallas. Really, I need more info before I can make any further comment.

Golden Plains: More chaos in another group. Evidently they want to exile an ex-baron for his depredations, and he's threatening legal action. The Board of Directors may have to intervene, and there's an element that wants to become a Burning Lands Barony. We're urging a calm attitude until, once again, we know more of what's going on.

Iron Mountain: Our Denver Barony is thriving, and has invited us to a Colorado camping event, probably in the first weekend of July. However, the hand of chaos sweeping Amtgard and the globe has touched them also. A splinter group has split off and is competing with them. The B.O.D. will try contacting and bringing them back into the fold.

Bifost: This is Theo's barony. He's having trouble getting both his Amtgard and S.C.A. groups approved to use the local parks. Once again, the B.O.D. is exerting its influence to aid in the situation. Most people probably haven't heard of Bifost. That's because they want to get on their own feet without being "screwed with" by Barad-Duin or other selfish

influences. It already happened once, and they are a little "gun shy". In fact, there are several anonymous groups in central Texas that have told me the same thing. They like Amtgard, but they're tired of being picked on by the bigger groups. Perhaps they are our wave of the future.

Silver Sea: Our newest shire, this one forming in San Diego. I have a starter pack allocated for them as soon as I receive their mailing address.

Sleeping Giant: The shire in Washington state. Since the last package mailed, I haven't heard from them. Perhaps they need a jump start.

Mystic Valley: The other Colorado barony. If their baron doesn't respond to my next letter, then we have to assume that they are dead.

Having read this far, the reader may have an inkling of how much paperwork and correspondence is involved in the Monarch/Consort/Prime Minister/B.O.D. positions to illustrate my point, I have listed my exchanges of correspondence (not including phone calls and/or official business with non-Amtgard organizations) for the last 2 months (*indicates a package sent to that person/group).

December 1989

* Adela	*Alessandra
*Theo	*Golden Plains
*Sionnach	*Ryah
Landolf	Shrimp (WA)
Scarhart	*Aislinn (Dallas)
Nevron	*Raxx
Nithanalorn	

January 1990

*Theo	Karl Enge (San
Nevron	*Aron (Nevada)
Rift (Denver)	Golden Plains
Adela	Rygar (S. Carolina)
Ryah	Stone (Amarillo)
Landolf	*Maeve (Dallas)

Those even considering a "public" office in Amtgard should ponder the long hours, complexities, and yes--frustrations involved before they opt to try for the position. It is "not all that good to be the King." It is expensive in terms of money, time, and peace of mind to serve in an Amtgard position of authority, and I don't foresee that changing. In fact, I perceive the opposite, future Amtgard monarchs spending more time over the typewriter rather than at desert parties. It's work, and it has to be done.

Speaking of the hows and whys, it is appropriate to end this letter with some of the whats. Our demo at NewMexicon I was a success, and there is interest forming an Amtgard in Las Cruces. I want to congratulate Tawnee for winning first place in the Garb Masquerade contest at this event. Congratulations also to our new Prime Minister, Talinor. Try to take it easy on him before you demand your 137 Bard credits. Being P.M. is a tough job. I know.

The calendar of events is included in this newsletter, but some commentary is necessary. March is a tentative month. Will there be a

Golden Plains coronation on March 3rd, or an Olympiad on the 10th? We don't know. On the other hand, April is bursting at the seams with events. Note that due to scheduling conflicts, the Amtgard-demo at Amigocon V and the Crown election are both to be held on April 21st. There's no way out of it. Thus, the P.M. may have to shuttle between the park and the convention hotel to run the election. Note that Amtgard will be running a party room on that Saturday night for people attending the convention. The demo should be at noon that same day. For those interested in gaming, Tawnee and I will probably be running Champions tournaments. Those wanting to attend Amigocon should see Dachs about tickets. No sooner do we recover from the Con than we have our Coronation event on the 28th. Most likely this will be a camping event in the upper valley for the entire weekend. It will be expensive (\$13 for advance tickets [see elsewhere for more information]) but should be well worth it. See Tawnee about tickets.

Actually, the calendar is pretty much filled through the end of the summer. A brief perusal will yield the following major events: March - Golden Plains Coronations, April - Crown Qualifications/Amigocon V/Crown Feast Camping event & Olympiad II, May - Grand Outlandish (S.C.A.), June - Emerald Hills Coronation, July - Colorado Camping event, August - Gathering of the Clans VIII in Cloudcroft. No rest for the weary. At the risk of getting on my soapbox, I would say that Amtgard continues to grow, despite the adverse efforts of some. Well, I told Scribe Joella that this would only be one page, and thus, I am guilty of not keeping to what I said. I hope that this heinous sin may be partially alleviated by the efforts a dedicated handful exert to keep the Phoenix from falling into the ashes. However, better smudged than smashed. We hope to see a revival of the true spirit of Amtgard.

Yours in Service,

Aramithris, Rex

Aramithris, Rex III



A PECK OF DIRTY DITTIES

Twas just 'fore Midwinter
And all through the Kingdom
All the populace slept
Nothing stirred in the fiefdom

Not the knights in their barracks
Nor the King in his hall;
Peace reigned in the land
For boredom claimed all.

Crown feast was now past
The new Monarch installed
T'was months till events
Would release boredom's thrall

But in one small demense
A thegne was inspired
"I'll throw a small feast";
And the following transpired.

Word was sent out
To the dragons that quest.
To the Bard of the Claw
In his far sea-side nest.

To a Far Traveler
Pursuing a quest
Word was delivered
Pray attend (wear your best).

To the rider of dragons
From a weyr in far Benden
To a Welsh noble woman
Was delivered the sending.

To a fey Aztec countess
And a serpent's third squire
"Come join the party
Wear your fine feast attire"!

To dragons white (also purple)
Word spread through the air
To a king in his castle
And to one ex-Corsair

"We're hosting a feast
Both Lord Sterling and me.
Its on Friday December 23rd.
Please RSVP".

There once was a knight called Laborious
Who's lance was both long and glamorous.
For dragons this lance
Always stayed in his pants.
'Twas reserved for encounters more amorous.

There once was a dragon named Bruce.
He lisped and he had a sweet tooth.
Fair Maids he eschewed,
Saying, "how crude,
I'd rather eat a sweet knight forsooth"!

Yeoman Peter was a royal archer for pay.
His shafts flew true and for a long way.
For miles girls would journey
To watch Pete at a tourney
Because he was also very good at foreplay.

There once was a young maid from Dover
Who ran off with a fair Elvish rover.
She was very wise
For despite his small size
She knew Elves were not small all over.

A selfish king locked his queen in a tower,
And only he had the key to her bower.
But the royal florist did see
Where the king kept the key.
The queen now enjoys flower power.

A lewd thegne by the name of MacPhail
To the stys went each night without fail.
When asked "why spend time
Consorting with swine",
He replied, "have you never heard of "pig-tail"?"

All knight's best friend is their horse
With the possible exception of the Norse.
Ask one why they keep
At least one fat sheep
They'll reply, "why, they're shorter of course".

Of the story of Robin and Marion (the maid),
To romantic invention we'll soundly put paid.
Of the unvarnished truth,
We have positive proof
That Marion was just a maid Robin laid.

Claw Legion Mid-Winter

The traditional Claw Legion X-Mas-Midwinter-Tawnee's birthday party was celebrated on December 23rd at the manse of Lord Sterling # and Lady Gwynne. Invitees included some surprise out-of-town guests to include Alric of the Emerald Isles and his lady, Robin from Los Angeles, Lord Scarhart and his lady Camryn from Houston, and our own dear Ryah on a flying trip from Florida who was a house guest of the hosts.

Many gifts were given and many toasts proclaimed. Gift-wise Aredhel was awarded the title of Master Gorff (amongst other goodies he received two [!!!!] drums). Aramithris' name was apparently on everybody's list with the word "cat" printed after it - at least one (bronze, ceramic) was impressive. It is also apparent that Meadowlake vineyards is in full production as there was a lot of the spiritus fermenti given as gifts. Tawnee also reaped a bountiful harvest of treasures (after all, not only was it Christmas but also her birthday). Other gifts ranged from lace-bedecked garb shirts to tiki torches to jewelry to suggestive posters to rare woods. Toasts were proffered in the libation of choice as long as it was either wine, beer, Irish coffee or hot spiked cider. It is rumored and subsequently proved true that Gilos was "toasting" frequently - he was referred to as either Grand Duke Gilos the Mellow or Gilos of Grope.

Some of the more liberated and libated chose unusual forms of entertainment as the evening progressed. Aramithris and Tawnee won the "longest passive wrestling match title". Some of the ladies present decided that since Aredhel was mostly Scottish (mundanely speaking) that it was meet and proper to check out what he really wore under his kilt (at the time he was wearing trews) (I was personally amazed - just another one of those little things my mother forgot to tell me about!).

T'was all in all a festive night. The host's only complaint was the lack of space which prevented inviting more guests. Next year a bigger castle!!



TO THE POPULACE OF THE BURNING LANDS,

GREETINGS AND BEST HOLIDAY WISHES TO YOU AND ALL OF YOURS. I WOULD LIKE TO
KE THIS TIME TO THANK PEOPLE WHO TRAVELED THE GREAT DISTANCE TO PARTAKE IN OUR
H CORONATION. YOUR PRESENCE WAS GREATLY APPRECIATED AND ENJOYED BY ALL. AS ALWAYS
UR EXPERIENCE AND KNOWLEDGE OF BATTLEFIELD TACTICS WAS AS OVER WELMING AS EVER
D LIKE THE MANY TIMES BEFORE, THE PARTYS RAN THRU THE NIGHT. EACH TIME WE COME
GETHER IT ONLY STRENGHTENS OUR FRIENDSHIPS AND ENABLES US (THE EMERALD HILLS),
SEE WHAT SEVEN YEARS AND A LOT OF HARD WORK CAN AND HOPEFULLY WILL DO FOR US.

DURING YOUR TIME HERE, MANY OF YOU SHOWED THE SPIRIT THAT IT TAKES TO KEEP
R DREAMS ALIVE. MANY OF YOU GAVE SOME OF YOUR OWN TIME AND ENERGY TO AID US IN
URING THAT THE EVENT WENT WELL. A FEW OF YOU EVEN DUG DEEPER INTO YOUR POUCHES

HELP US KEEP SOMEWHERE NEAR OUR GOAL OF BREAKING SOMEWHAT EVEN. TO THOSE, AND
EY KNOW WHO THEY ARE, THANK YOU!! WE ALMOST BROKE EVEN AND HAD A FEW OF OUR OWN
OPLE CHIPPED IN AS MUCH AS THE OUT-OF-TOWNERS DID WE WOULD OF ATLEAST HAD ENO-
H TO PAY FOR THE SITE. AS IT TURNED OUT THE CAMP MANAGERS LET US SLIDE THE LAST
W DOLLERS AND AS OF THIS WRITING I BELIEVE WE ONLY LOST OUR SHIRT AND NOT OUR
NTS. BUT ALAS, WE LEARN SOMETHING EVERY EVENT AND DONT BE SURPRIZED IF WE DONT
E A GATE GUARD OR TWO, ALONG WITH A OFFICAL SITE FEE COLLECTOR (THE TAX MAN).

NEVER FEAR, FOR ALTHOUGH WE TOOK A FINANCAL BEATING, WE ENJOYED HAVING ALL OF
U AND ONLY HOPE THAT YOUR TIME AND MONEY SPENT WITH US WAS EQUALLY ENJOYED.
ARE ALL LOOKING FORWARD TO THE NEXT EVENT AND KNOW WE'LL ALL GET TOGETHER
AL SOON.

I WOULD LIKE TO EXPRESS A SPECIAL THANKS TO SIR M'DETH WHO SWEEPED ALL THE
DIES OFF THIER FEET, ALONG WITH THE DUST AND CRUMBS FROM THE FEAST HALL SUNDAY
ORNING. PLUS A NOTE OF THANKS GOES TO SIR LADY ANDRALAIN WHO AIDED IN THE SERVI
OF THE FEAST AND SUNDAYS BREAKFAST, A JOB WELL BELOW HER STATION. AND TO ALL
E SHORT FUNDED PEOPLE WHO SPENT TIME CLEARING THE FEAST HALL IN TIME FOR COURT
IN ALL MOST OF THE VISTORS WERE HELPFUL IN SOMEWAY OR ANOTHER, SOME WERE JUST
RE NOTICABLE THEN OTHERS. I APPOLIGIZE IF SOME GRAND CONTRIBUTION WAS OVER LOOK
AND I PROMISE TO RETURN THE FAVORS IN THE NEAR FUTURE. UNTILL NEXT TIME, REMEM-
R WE ARE ALL THE SAME, ONLY WE HAVE MORE TREES.

THE FOLLOWING PEOPLE HONORED

US WITH THIER PRESENCE:

KING ARAMITHRIS
PRINCESS TAWNEE
CHAMPION SIR M'DETH
SIR HELLSPAWN
SIR AREDHEL
SIR ZYAX
SIR ANDRALAINE
SIR GWYNNE
GRIMLAC
LORN
CIRITH
CALIBAN
TANIS

THANK YOU ONE AND ALL,

SIR NEURON DREADSTAR
KING OF THE EMERALD HILLS





CROWN FEAST XXV

Amtgard: Kingdom of the Burning Lands proudly announces our fifteenth semiannual Crown Feast. We have obtained a wonderful site in the Upper Valley where we can camp this year, the first Amtgard camping event held here in the Burning Lands. It will begin on Friday, April 27th at noon, and end on Sunday, April 29th at 6pm. It is a dry site, no alcohol will be permitted. The site boasts a large stone feast hall with a fireplace, spacious kitchen, wooden dining chairs, side rooms for art and historical displays; a large open playing field; an archery range with covered shooting area; a pavilion with picnic table nestled in a small stand of Bosque salt cedar; and nice restrooms with cold showers. The fee for the weekend, including site fee and the meals described below, is \$13 thru March 31, \$15 thru April 25, and \$18 thereafter. That's right, we need you to pay in advance. Sorry, but since the site fee represents about \$9 of the total fee, we can't set a lower price for those who don't want to camp or only want to attend the feast. However, a drawing will be held from among the first 25 ticket buyers. The prize is a pair of hand blow goblets and a bottle of wine or sparkling cider.

Saturday Breakfast:

Scrambled Eggs
Tortillas
Salsa Picante

Saturday Lunch:

Hot Dogs & Fixin's

Sunday Brunch:

Feast Fare Rerun, Scrambled Eggs, Tortillas, Salsa Picante.

Feast Saturday Night:

Bread and flavored butter
Cheeses
Roast Chicken
Honey Glazed Ham
Rice Pilaf
Green Beans Almondine
Dessert

AMIGOCON V
 April 20-22, 1990
 Embassy Suites
 I-10 at Geronimo

Membership: \$12 until April 15;
 \$15 at the door
 (Fri. only: \$5; Sat. or Sun. only, \$7.50)

Author Guests-of-Honor: Poul and Karen Anderson, authors of the "King of Ys" series. Poul is also one of science fiction's most honored writers, with seven Hugo awards and three Nebula awards to his credit. Aside from being an accomplished poet and short story writer, Karen was the first recipient of the Lifetime Achievement Award for Costuming at the 1988 World Science Fiction Convention.

Artist Guest-of-Honor: David Cherry, three-time Hugo Award nominee, and president of ASFA, the science fiction artists' association; his paintings have graced covers for books by such authors as C.J. Cherryh and Piers Anthony.

Other guests include **Somtow Sucharitkul**, winner of the 1981 John W. Campbell Award for Best New Writer, author of **Mallworld**, **Starship** and **Haiku**, **The Aquiliad**, and the acclaimed horror novel, **Vampire Junction**;

Robert E. Vardeman, author of the science fiction novel **Ancient Heavens** and the new fantasy series, **The Demon Crown**;

Real Musgrave, official artist for the Texas Renaissance Fair, creator of the pocket dragon;

David and Ellisa Martin, Houston-area artists whose work has appeared on gaming covers and in many convention art shows;

Arlan Andrews, member of the "Analog Mafia" of science fiction writers;

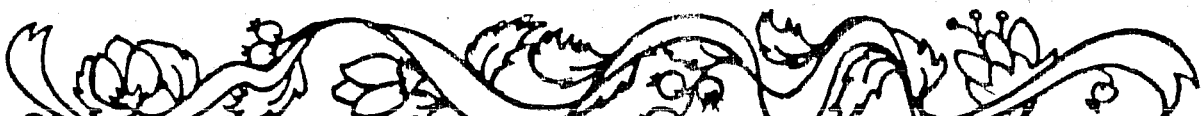
plus such returning guests as **Thorarinn Gunnarsson**, **Walter Jon Williams**, **John & Gail Gerstner-Miller**, **Jay Duncan**, **Ingrid Neilson** and **Mel. White**.

We intend to have another Amtgard demonstration Saturday afternoon, plus our art show, costume contest, trivia bowl, auctions, workshops, panels, slideshows, movies, and more!

To join or for more information, write:

AMIGOCON
 P.O. Box 3177
 El Paso, Texas 79923

Amigocon is presented with the support of the Arts Resources Department of the City of El Paso and KVIA-TV.



AMPTGARD, BARONY OF THE IRON MOUNTAIN

of Denver, Colorado, will be hosting a weekend camping trip and Battle Game at the Great Sand Dunes National Monument.

The park is located in Colorado's south central section, about forty miles north of the New Mexico border.

By automobile, the park is approximately 450 miles from El Paso, and about 200 miles south west of Denver.

This park is a desert, as in sand and lots of it. The camping area has all the comforts one could expect from our National Park Service. The trip is in the planning stages at this time, but we are looking at a weekend in July - first, second or third weekend.

We would like some feedback from the other areas as to which weekend would be best. We'd also like to know of your interest in attending to better estimate the number of people we can expect.

The theme of the Battle Game is Lawrence of Arabia. We will hold a feast and a garb contest around this theme.

I've enclosed a few photocopies of a map to the park and a description of the area. We hope you can make it to this event.

We will have a wonderful time.

Please send your responses or comments to:

Baron Rift Gorhan Tele
7575 E. Arkansas, #13-103
Denver, Colorado 80231



CORPORATE FINANCES TO 1990

Item	Income	Outgo	With	Date	Running Total
Starter pack	\$10.00		K. Scrimpsheer	9/1/89	\$763.90
Newsletters		\$19.56	Copymaster	9/1/89	\$744.34
Feast ticket checks	\$72.00		Amtgard	10/24/89	\$816.34
Feast checks cashed		\$72.00	Amtgard	10/24/89	\$744.34
9/89 mailing		\$3.35	U.S. Postal office	10/24/89	\$740.99
9/89 copying		\$25.60	Copymaster	10/24/89	\$715.39
stamps		\$10.00	U.S. Postal office	10/24/89	\$705.39
copies -letters		\$5.39	Copymaster	10/24/89	\$700.00
Feast tickets	\$203.00		Amtgard	11/2/89	\$903.00
copies - newsletters		\$16.00	Copymaster	11/2/89	\$887.00
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mail copies to other groups		\$12.00	U.s. Postal office	11/9/89	\$873.38
copies Literary Magazine		\$25.00	Copymaster	11/20/89	\$848.38
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newsletters (40)		\$49.53	Copymaster	12/1/89	\$791.53
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copy Literary Magazine art		\$1.10	Penny Insta Copy	12/14/89	\$777.53

What was the Glory

Bring the whole together,
 doing as they do it in Rome.
 But the parts don't always stick.
 Empires crumble.
 And humans are a difficult lot.
 Fighting for survival,
 they seldom truly live--
 more helpless souls drawn
 into the inertia of the downward spiral.
 The Caesar's lot is difficult.
 He can only point, possibly lead to water,
 and nary halt the decline.
 His brief light extinguished
 in the madness of the coming night.

--Aramithris

Illusion

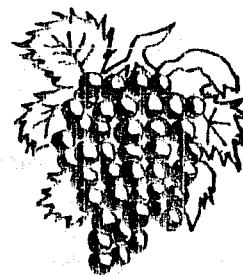
among the shattered masks
 the only song in the mirror
 is my name

--Tawnee



The Spirit of Bacchus

*In days of old when knights were bold and corks were not invented,
They drank their wine in record time, or anything fermented.*



Believe it or not, after the decline of the Roman Empire, there were no methods found to protect wine from air until nearly 1500 years later when corked bottles were used. "So," you might say "what difference does that make?" Well, in order to preserve wine for any length of time after fermentation has ceased, a sealed container is absolutely necessary. Just some trivia you might want to remember after reading this article.

Wine making has come a long way since the Middle Ages. With the advent of refined sugar it is now possible to make wine out of almost anything including old shoes. I'm not suggesting you try making it though, like some very expensive wines favored by expert wine connoisseurs, "Old Shoe Wine" takes a refined pallet to appreciate. Now on to the vinting. The major ingredients of any wine are: 1) juice 2) sugar 3) yeast 4) water. It is almost frightening how easy it is to make wine, almost any idiot can do it and since there are an abundance of these in the world, it's a wonder we don't have more wines running around. The fact that fermentation takes a few days may serve as a deterrent, as many idiots have a sufficiently short attention span and may forget what the frothy bubbling pre-wine mass is and discard it.

MIXING THE INGREDIENTS

In short here is how to make an "instant" wine. Take a can of your favorite concentrated fruit juice and empty it into a gallon jar. Add three cans of water (or as directed on the label). Next add 3-4 cups of sugar. Add one envelope of yeast (bread yeast is fine or you can use *wine yeast* which is available at various obscure places around town). Now, seal the jar and shake vigorously. Unseal the jar, cover it with foil and put the pre-wine mass in a warm place, such as next to the water heater (for those idiots attempting this please leave the pre-wine mass in the jar).

When the fermentation starts the pre-wine mass will start to bubble intensely for about five days, depending on your I.Q. this bubbling can be a source of endless entertainment. After the bubbling has slowed down, remove the foil and add a can of water re-seal the jar and shake (the jar). Replace the foil and put the jar back into its cozy corner.

After the bubbling stops the pre-wine mass can officially be called wine or whatever else you wish to call it. Some small ceremony is in order however if you wish to receive the blessing of the Wine God, Bacchus. At this stage the wine can be consumed, but it is better to clarify and age the wine before drinking it.

CLARIFYING

Clarifying the wine can be as easy as siphoning the clear wine out of the bottle, leaving the dregs for unwanted house guests, or as complicated as adding a precipitating agent such as egg white, or a commercial brand of clarifier and then siphoning the clear wine out the bottle, leaving the dregs for unwanted house guests. Wine will naturally clarify itself through the process of settling, but this method takes time and will leave a sediment in your wine if it is not done prior to bottling.

An easy method of clarifying is to take your wine, after it has stopped fermenting, and place it in a cold environment like a refrigerator or the Antarctic. The cold temperature precipitates sedimentation. If you use this method give it a week to completely settle. There is no getting away from the fact that you must separate the clear wine from the wine you will be serving to your mother-in-law or guys named Harold. Siphoning is the best way, but carefully pouring the wine through a filter such as an old tee-shirt (preferably one you do not use to check your engine oil with) will work also. Be sure if you use the pouring method to exclude the totally murky yetch at the bottom of the jar.

BOTTLING AND AGING

Now comes the test of your character, aging the wine. As soon as you have clarified your wine it is time to bottle and age it. Make sure the bottles you use are very clean. If any of a certain variety of microbe are visiting or partying in your wine bottles, you will probably end up aging an expensive vinegar. Take a funnel cover it with your clean tee-shirt and pour your wine into the bottle. Cork the bottle or cap it, but make sure the bottle is air-tight. Leave the bottle in a cool dark place and forget about it for about six months. This is the true test of your character. Do you make complete stops at stop signs? Do you brush your teeth thrice daily and then floss? Are you registered to vote? Can you leave your wine alone for six months without drinking it? Only you can answer these questions about yourself.

The method I have just given for wine making is a very basic and period one, with the exception that it is an *instant* wine (concentrated juice is used instead of fresh squeezed). I have also left out the use of such contemporary ingredients as yeast nutrient, which aids fermentation, precipitating agents, for clarifying, and sulfur dioxide (SO₂) which is used to prevent spoilage. I personally have never used these ingredients and have never had any bad experiences. If you are not a connoisseur there is an easy rule to follow for determining if a wine is safe to drink or not, if it tastes and smells good drink it, if it doesn't throw it out.

IN VINO VERITAS

Wine brings out the truth in some men
And to some gives the need to defend
Their actions in retrospect
As much less than sancrosect
In truth some have much to amend.

Good Luck,
Arch Duke Fredhel

THE FEMALE FOES OF FECUNDITY

I've noticed a company deemed Isacar
(Believe me I've observed only from afar!)
They love boys to dandle
But grown men they can't handle
Me thinks they get courage only from a jar!



HISTORY UPDATE

- 11/18 Flag and ditch battles
11/22 Fighter practice moved up one hour.
11/25 Shi-nai tourney won by M'Deth with Aramithris 2nd and Talinor 3rd.
Flag and seige battles.
11/29 Very small fighter practice
12/2-3 An eclectic group of Burning Landers travel to the Emerald Hills for the coronation of King Nevron and Princess Selka. A scedule for updating the rulebook was initiated at this event. Flag battles back in the Burning Lands.
12/9 Cold, with a small attendance. Grymlac survives this week from a close encounter with the Grim Reaper. Flag and seige battles.
12/13 Fighter practice
12/16 Guard battles cancelled (no tunics yet). Flag and seige battles. M'Deth on a diplomatic mission to the Emerald Hills.
12/17 The Barony of the Iron Mountain in Denver stages what is probably first Amtgard battlegame in sub zero degree temperatures.
12/20 Fighter practice.
12/23 Flag and ditch battles. Claw Legion Christmas party in garb. Ryah, Alric, and Nashomi all put in an appearance at the battles.
12/24 Another predominantly Amtgard party at Tawnee's.
12/27 Fighter practice.
12/30 Zombie game won by Balinor and Aramithris. Seige battles. The Barony of Bifost and the Shire of the Silver Sea were recognized as 1989 drew to a close.
1/6 Gilos on a diplomatic mission to Barad-Duin.
1/13 Amtgard Demo at NewMexicon I. At this convention Tawnee won 1st place in the garb masquerade and Aramithris took 2nd.
1/17 Fighter practice.
1/20 Cold and windy day. Seige and flag battles. Barad-Duin announces unofficially that it has withdrawn from Amtgard and will not be a part of it nor follow its rules any more.
1/24 Fighter practice.
1/27 Battlegames and flag battles. First application of some new weapon safety rules. Ditch battles.
2/3 Flag battles and seige battles divided by garb colors. Officer and B.O.D. meeting. Subject matters included withdrawing Amtgard rights from Barad-Duin, a contract to be signed with other Amtgard groups, moving the Olympiad back to the Burning Lands during the Crown Camping event, and the demo at Amigocon V.


BROTHER-SISTER RELATIONSHIPS

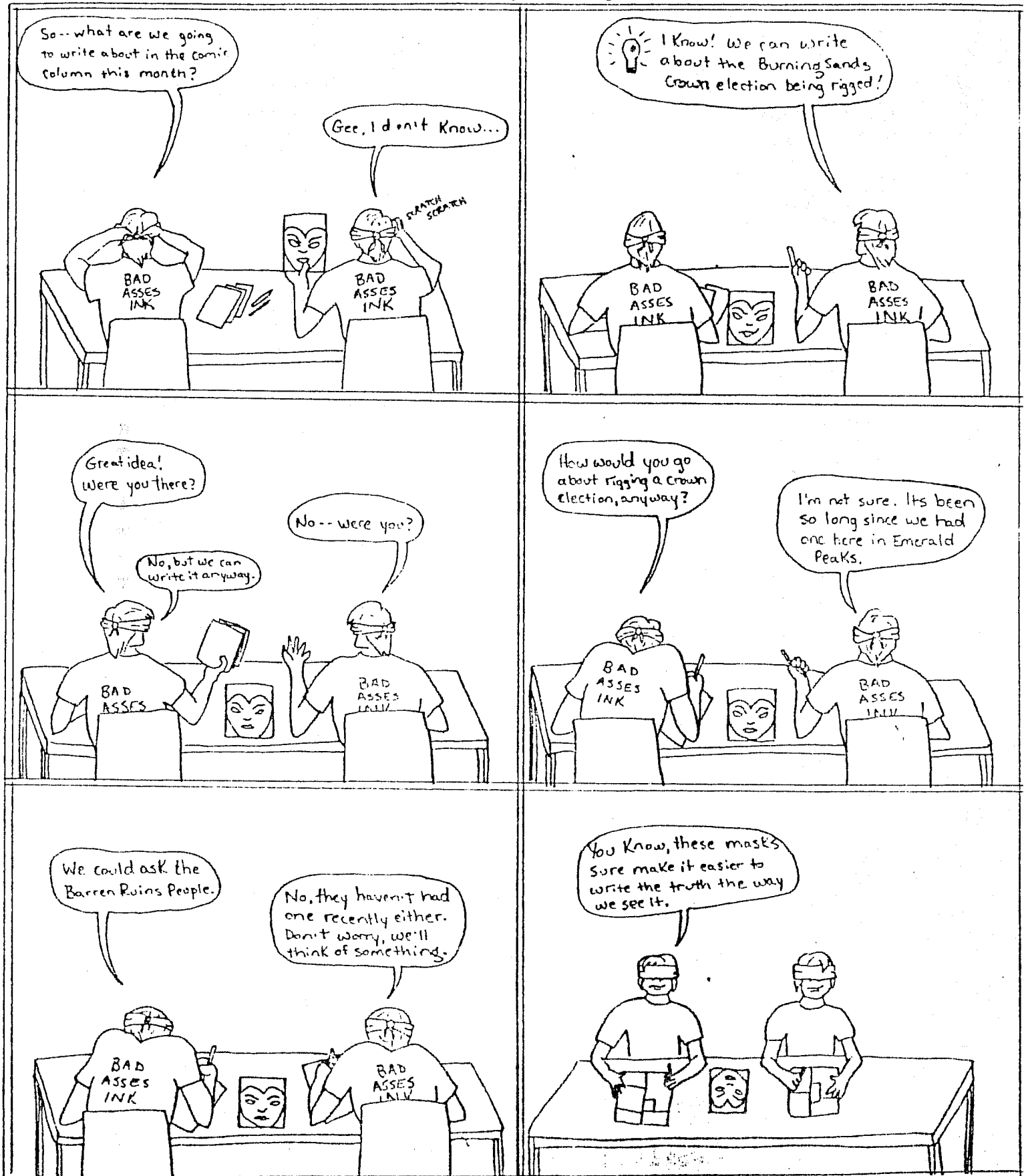
I've seen something to cause me to pause
A gold dragon bedding with Claws!
Me thinks this love nest
Smacks of incest
I'll assume they have adequate cause.

A WEED BY ANY OTHER NAME IS STILL A FLOWER

A fair young thing who's name means
oppression.
Has (seemingly) a rabid obsession
She thinks being gross
Will make a weed from a rose
We suggest she change her profession.

The Other Side

by the  Dragon



AMTGARD PHONE LIST

These are the names that have been collected for the Inter-Kingdom Phone List from the Burning Lands. If any information is incorrect or your name does not appear please inform Arch-Duke Aredhel.

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