

# Talons of the Phoenix

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## Special Knighthood Edition



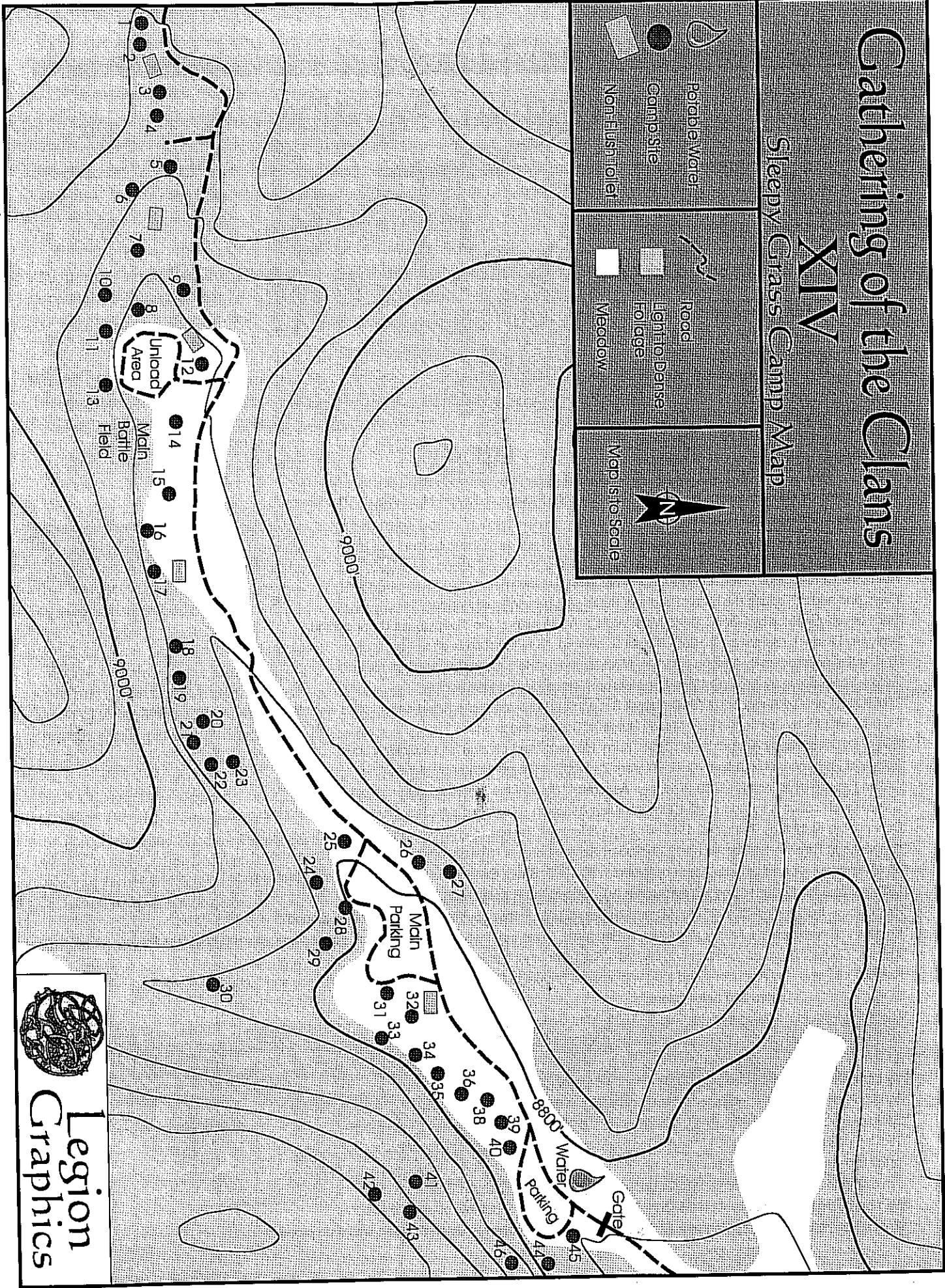
Edited By  
Aramithris and Iwan

## Gathering of the Clans

### XIV

#### Sleepy Grass Camp Map

|                  |             |           |
|------------------|-------------|-----------|
| Potable Water    | Road        | Map Scale |
| Campsite         | Light/Dance |           |
| Non-Flush Toilet | Meadow      |           |



Legion Graphics



## Editor's Note

Welcome to the Clan Edition of *Talons of the Phoenix* (egads, hard to believe this is my 14th Clan). As you can see, this is a special issue on knight-hood. Please note the section listing all knights (and Emer, thanks again for all your work on your own knighthood project- it helped us out a lot). Despite all the hours spent, I don't doubt tht there are still omissions and inaccuracies in the knights' listing. Please report any flaws to the editors and we'll get it right next time around. The next definitive project we have is Rulebook edition 6.1. This will be a streamlined (better art and layout, typos rectified, etc.) version of 6.0, rather than a new rulebook. We will, reluctantly, look at suggestions for revision (thankyou Crosser and Pegasus Valley for your input thus far). We may set up a new email list just for rules ideas, but in any case, would prefer both hard copy and discs of any comments and suggestions you might have. Tentative release date for 6.1 is Clan 15 in 1997. But, back to Clan 14 and this issue of *Talons*. As I stated, this is an issue dealing with knights- you will find humor and thoughtful commentary, and yes, outright critiques within these pages. We tried to provide an interesting and entertaining cross spectrum. Enjoy.

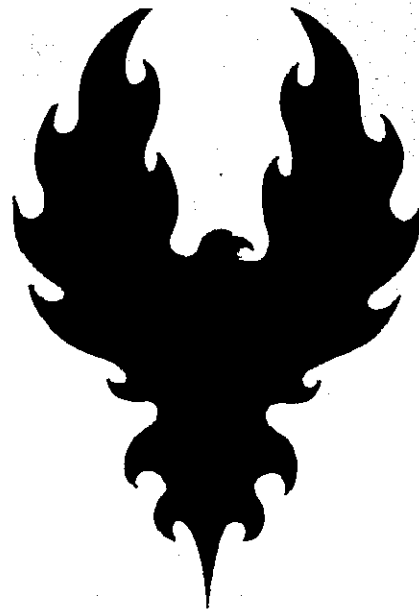
in service to the Dream,

Aramithris (July, 1996)



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## Editor's Note

Yeah, I know! The cover is kinda cheezy. Use some imagination...

I owe both Sir Andacar and Sir Wolfram an apology. I was unable to fit there submissions into this issue of the *Talons*. I shouldn't try and do everything last minute. I owe you one.

You may not be aware of it, but Amtgard has a lot of internet resources at its disposal. I provide all of these services for FREE! What kind of stuff is there? Well, there is a electronic dungeon you can adventure in with your Amtgard buddies in live time, anywhere in the world. There is a mailing list that gives you the ability to send email to all of the other Amtgarders on the internet. There is so much more! For more info, checkout page 24.

As you can see, a lot of good is going on in Amtgard. If you'd like to see your work in the next issue of the *Talons*, email me at:

ivar@horus.anth.utep.edu

Ivar, Leader of the Evil Armies



# Talons of the Phoenix

Volume 14 Issue 1

## So, You want to be a knight? by Joella

*"A knight of the table round should be invincible,  
Succeed where a less fantastic man would fail..."*

*He can swim a moat in a coat of heavy iron mail...*

*The soul of a knight should be a thing remarkable,*

*His heart and his mind as pure as morning dew.*

*With a will and a self restraint,*

*That's the envy of every saint..."*

These words from the Lerner and Loewe musical, "Camelot", are sung by Lancelot, the epitome of knighthood. Knighthood in Amtgard, a medieval recreational group, follows the basic schemes of the historical definitions of knights. While we are not as strict about it as the Society for Creative Anachronism is in their criteria for knighthood, we do have a set of standards that must be met before a candi-



King Raphael

date can even be considered for knighthood. By using a romantic 'Knight in Shining Armor' creed, we attempt to set an example of grand chivalry and courtliness.

Now I'm not saying that we should appear to be fops good only for sitting around a feast hall listening to bards while others fight. What I mean is that we should try to stay composed on and off the battlefield. People should not argue about hits and who is in the right because it destroys the flow of the battlegame. Knights are supposed to exist as an example to the others, and if they prove no different from the general populace, what is the honor of such an achievement?

Knighthood is the prime award to which a person of Amtgard can aspire. Only the monarch is held in higher esteem. Generally, this rank is the culmination of training and practice, and it is not only bestowed for prowess on the field of honor.. but also for deeds and qualities that are exhibited. Qualities such as loyalty for the club, hard work towards improving the club, courteousness towards others and a desire to improve oneself are looked for.

The next order is the Knights of the Crown. The people who achieve

this level are those who have served the club more than those who just attend. They must have served the club for at least a year. The criteria for this award is to have held two out of the three major positions: monarch, prime minister and champion. All of these Positions are vital if the club is to run smoothly. The monarch makes sure that all the different fighting classes are basically even, mediates in basic dissension, looks for



Sir squeak!

new ways to help the club grow and expand, and with the aid of his consort, decides who deserves service orders and fighting orders. The prime minister handles monies, keeps the dues-paying populace supplied with rulebooks and newsletters, and keeps attendance records so people know what level they have reached and who has attended the club. The champion must be ready to step forward if the monarch cannot attend an event or must abdicate for any reason. Without these three positions, the club would not be what it is today. (Burning Lands membership is of over 3,500 people attending at one time or another.) This Order is peopled by those



## Squires

by Gwynne

*I have been pondering (philosophy comes easily when one is still abed early upon an Amtgard Saturday). I have been pondering upon squires, to wit: Knights do not make squires; squires make knights. The best, and indeed only, thing a knight may gift a squire with is opportunity. What a squire does with that gift is what makes a squire's knight sort of "Go, go... Do your thing." - something that would probably happen anyway. A knight, if lucky, is given the opportunity to add a little velocity, perhaps open a door or two, but it is the squire who "seizes the day."*

*I would say it is both honor and duty for every knight to seek out those few capable souls and, by whatever means, open some doors for them to step through and beyond so that they in turn may do the same for others. The possibilities are limitless.*

*How exciting in this sadly mundane world to be one of a band of brothers and sisters who make such a wonder possible.*

Vivat!

*So, you want... continued*

who have spent their free time working on bettering the club in addition to showing up and fighting at events.

The third order is the Knights of the Flame. This seems to be easily achievable to the general populace at first glance. The Corpora states that a person needs to be a Master Smith, a Master of the Rose, or a Master of the Lion. The level of master is achieved by earning ten or more orders in that spe-



*The War Dancers at Rakis VII.*

cific area. But some people don't realize is that these are just a few the requirements needed before even being considered for knighthood. Master Smith is given for outstanding achievement in the building of weapons and armor! The Rose is earned by performing services that are beneficial to the club, such as setting up demonstrations to let others know of our existence, or making battleflags or loaner garb (clothes). The Lion is awarded for chivalrous fighting, courteousness, honor, loyalty and the like on the field of battle. But just achieving the orders is not enough. They are just to show that the candidate is interested enough in the club to spend a lot of work on it.

The last order is the Knight of the Serpent. The basic requirements are to have achieved Master level in at least one of these three orders: Garber, Owl or Dragon. The rank of Master Garber is achieved through the creation of out-

standing garb for both self and others. Master of the Owl is given for outstanding achievements in a science such as construction. Designing instruments of war or peace such as a siege device or a loom can qualify a person. Master Dragon is gained through achievement in the Arts. Exceptional skill in the mediums of two and three dimensional art is awarded with Dragons.

But just achieving the orders is not enough. All the knights in the Order of Knighthood that the aspirant is working toward must get together and vote to see if the person should be admitted. It must be a majority vote. Then the monarch must approve. If he feels that the candidate is trying for knighthood for the wrong reasons or hasn't done enough, then the monarch can refuse to knight the

person. But what are the wrong reasons? If a person wants knighthood so he can lord it over the ranks, then it's the wrong reason. Doing things for the club with knighthood as a goal is wrong and knighthood with a goal is wrong as well. A person should do things for the joy of doing them, not for a pat on the back.

People know who has done the work. They may not acknowledge it, but when it comes down to it, people know who has done a lot for the club. Knighthood should not be a medium for an ego. Knighthood is an honorable goal for anyone willing to fulfill the responsibilities of the Order. And unless one is willing to do that, then this will never be realized by him. You must decide whether or not you wish to take the time in meeting the qualifications. It more than likely takes years of hard work, but it is worth it.



## Knights and Newbies

by Talinor

What is the single most respected and sought after title at Amtgard? In a word, Knighthood.

There is no more respected position, either by the titled or untitled, in Amtgard. That single fact cannot be debated. Almost every individual Amtgardian would like to be a knight. Even knights try to get additional orders of knighthood. The question that remains however, is why?

One answer could simply be that not only does knighthood appeal to everyone, but knighthood is *ideally* accessible to anyone. There are four orders, or 'belts', of knighthood; each representing its own specialty of merit. These include:

1. **The crown**, that represents productive service in Amtgard's highest offices.
2. **The flame**, that is awarded for beneficial service, overall, to Amtgard.
3. **The serpent**, which is given for outstanding excellence in the arts and sciences.
4. **The sword**, which symbolizes exceeding battlefield prowess.

Within these four orders, almost anyone can excel. It seems merely a matter of refining one's own skills to an appropriate level. Through the refining of these skills, one should be recognized for them by earning orders. The status of masterhood is given for one whose skills are shown to be of a high quality, and also to show that the individual has earned a proper amount of orders. Through this system, any individual can *ideally* find their own 'special' skills and ultimately become a knight.

Another reason that knighthood retains a certain appeal is that anyone can find a role model within the existing fraternity of knighthood. This has not



*Burning Land's Gaurd and Hangers On.*

always been, yet Amtgard is now large enough to make this a fact. Though there are some knights who are not well respected, there are far more notables who are. That they have, and probably deserve, respect is not to say that they are necessarily liked, but rather that they are, or possess abilities to be, admired. For example, Grand Duke Sir M'Deth is not necessarily liked by all, yet none can dispute his battle prowess. Another case in point is Sir Lady Gwynne. She also is not necessarily liked by all, yet her garber skills are virtually unequalled at Amtgard. People such as these command a certain respect, even by people who dislike them. Aspiring fighters and artisans would do well to look to these people as examples of what it takes to become a knight.

Perhaps one more reason that knighthood is held in such high esteem is that it is difficult to attain. Though anyone can, as mentioned above, ideally qualify for knighthood, it generally takes years to refine the skills necessary to make that qualification. Furthermore, that these skills are even achieved is not a guarantee that knighthood will be attained. Not only should a knight be skilled in his or her chosen field(s), but a knight should also embody a 'model' Amtgardian. This point leads to another.

Ultimately though, there is probably one reason that knighthood is prized and respected above all else. This

reason is the legends and myth that have built around the knights through romantic stories and fables. The word 'knight' has a different meaning to different people. Yet to all that meaning is something great and noble, almost to be placed on a pedestal. It is impossible to live up to or become all that the term 'knight' means; Yet there are those few at Amtgard who try to maintain this lofty image.

An Amtgard skill alone may (in some cases) make a knight, but it takes more to be a knight in the truest sense of the word. The knights of Amtgard represent the ideals of Amtgard. They are the elite or the best that Amtgard has to offer. The knights are a single brotherhood that breaks the barriers of kingdom locale. A meeting of knights, or 'belted circle', holds a large amount of unofficial power, and in fact is a force unequalled at Amtgard. When knighthood is attained the fledgling knight would do well to realize this fully.

Perhaps the greatest power held by the knight lies in the knight's ability to affect the younger and newer Amtgard member who perhaps has the idealistic, respected image of the fabled knight fresh in his or her mind. The knight's power is in the ability to reach and pass on knowledge. For while all of Amtgard respects the knight and what it stands for, it is ultimately the newbie who insures the future of Amtgard.

## My Lord Knight

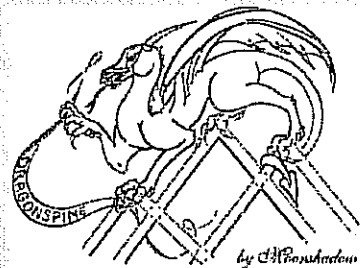
by Joella

*Like a spear, like a sword,  
Drawn most exceedingly fine.  
As bright and as tempered,  
This lord Of mine.*

*Like the wind, like the waves,  
Like the winged arrow's flight.  
As merry my love,  
And as swift in delight.*

*Like a whisper, like a song,  
That is Plucked from the string.  
Like the dawn and the dew,  
And the stirring of wings.*

*Like a star, like the moon  
In her glimmering pride,  
Like the spirit of a dream,  
To his love denied.*



## Warrior

by Aramithris

*Sing the tilting lay—  
taciturn, whirling dance,  
honor when they fell  
in the bloody rye,  
down to the dark earth.  
Tumbled her that very day,  
then marched to the fire...  
demise, but memories of an hour,  
sweet clover over gravestones,  
like teardrops dripping  
when sunset's passion turns  
the fields to flame.*

## Movie Review

by Nomad



## Dragon Heart

I have a one word review for this film.

**CHEESE!!!!!!!**

Here is a slightly more detailed review.

The creative process to write the new Sean Connery/Dennis Quaid movie goes something like this. A ten-year-old Riddelin defficient kid runs past the guards at a movie studio, slips through a back door and finds himself in the office of the writer of the Police Academy movies.

Having nowhere else to turn he throws his pitch.

"Ok, sir, there's like this guy, but he's really cool, and really strong and fast and all the women like him and stuff and he's got like this code of honor thing that I read in a comic book and he's like REALLY cool and he has lots of friends and everyone invites him to their birthday parties and he's got like a 18 Charisma and he's really cool, but he's got this friend and the friend is like a prince or something and everyone thinks he's like the best thing that ever lived but he's a real jerk, I mean he'll act like your friend one minute and then not invite you to his birthday party...."

**BREATH...**

Ok, so like the peasants revolt and kill his dad so he's king, but he gets hurt, so his mom takes him to a dragon

who like helps him, but he turns out to be a real jerk, so the REALLY cool guy tells him so, but he doesn't care and he keeps on acting like a jerk, so the COOL guy leaves and blames the dragon because before the dragon the guy was like Ok, so he like kills all the dragons he can find looking for the one who helped his friend so like this is the last dragon and

they finally fight, but they become really good friends instead and they hang out and have fun then they go kill the mean guy because he deserved it."

The executive looks at the kid and says, "Not bad, son, of course we'll need a car chase or a horse chase or something. Oh yeah, we can throw in some crotch jokes and some oral sex humor (don't worry, you'll get it when you're older). Wait, sex. We'll throw in a love interest to keep the guys interested, a redhead."

**"Can she fight?"**

"Yeah sure, why not.... Explosions, we can blow stuff up... FIRE!" About this time Mike Judge walks in, "Yeah, fire's cool."

**Mike leaves.**

The exec. gets on the phone with Give-me-a-Comeback casting and asks, "What big has-beens do you have that can play a cool sword guy... Dennis Quaid? Well he was good in Inner Space, go with it... Do you know any special effects people?"

About this time, George Lucas walks in says he's got some new toys to play with and he loves dragons.

Then Crap-Artist Screen Writers Inc. comes in with a final story with a few tugs at the heartstrings and equal portions of Tolkien and Gygax. Voila, you have a movie.



## Dawn of the Knight by Talthyr

Just what do we think of when the word "Knight" is mentioned? Do we envision a heroic warrior on horseback, bravely charging into battle? Do we picture gallant deeds of chivalry and valiant efforts to protect the defenseless and innocent? Do we imagine Feudal Lords marching briskly along the balustrades of an awe-inspiring castle? Whatever comes to mind, on thing we typically don't think of is farm hands.

Originally, the very word "Knight" meant a simple farm worker. Through the progress of years in feudal society, the word came to identify an entirely different class of people. The transition was made gradually. The farm workers were drafted into the positions of foot soldiers for the many wars that were waged. The more and bloodier wars that were fought elevated the position of the Knight to a slightly higher status.

Those elite among the soldiery were given specialized training and better equipment. The Knight came in time to be a specifically chosen and outfitted soldier. They were given steeds to ride into battle and fitted with the finest armour that could be obtained. The weapons which they were given to fight with were nothing less than the best.

At first, these Knights were employable only by the Monarch. Feudal Lords of even the highest rank were not permitted to retain the services of a Knight to work his own ends. The Kings simply did not want their lessers to have this power.

Over time, the status changed again - Lords could employ Knights into their own houses. They did so. Many were made Knights to serve the Lord that granted them Knight-hood. In fact, so many men were Knights that those who were qualified from birth

to achieve Knighthood were inclined to decline the "honor" and follow their own pursuits.

It was this that gave way to the most popular conception of Knighthood. Seeing that no one wanted to be a Knight any longer, Knighting ceremonies became grand and ostensible occasions. The ceremony became laden with great honor and privilege. The Knight would be formally given his sword and struck on the shoulder with the flat of it. Those made Knights were then also granted lands and political positions, able to hire their own retainers and oversee their won duties.

They were still conscripted to the ruler of the land, though. The typical duty was forty days of service as a soldier of high rank per year. The service could include a major war campaign, training lower-ranking soldiers, or simple guard duty. But whatever the nature of service, they were still political entities and used their power to sway matters, as best they could, to their will.

Since the rank of Knight was graced with such prestige, it followed naturally that the Knight should be set apart from the standard classes of feudal society -- a wholly different type of person. The ideals of chivalry flooded the concept of Knighthood to take a seat alongside honor in the values of Knighthood. Those who took up the sword as a Knight vowed to defend those weaker than themselves, uphold the law, defend truth, and of course always, always, give preference to the fairer sex.

With the age of chivalry, the Knights were revered perhaps more than ever before. They were the embodiment of what all should strive to be. They were treated with utmost respect and courtesy and returned it in a like manner. They ruled the age of chivalry -- if not by the throne, then in



Sir Kane, one of the newest knights.

hearts and minds of the subjects of the lands, for it was the Knights whom people sought when they wanted justice meted out, not the Lords.

Since medieval days, Knighthood has not sustained the reverence was once held with and became merely an honor bestowed for any number of reasons. Rarely is the ideal of chivalry one of those reasons anymore. But it is important to remember who the first Knights were. They toiled the land and slaved away as much as anyone else.

The word "Knight" has come far along the centuries, as has the world. The descendants of the men who so diligently worked the land and took up arms to defend it were those who lived in high castles, rode marvelous steeds, and wore gleaming armour. It was the blood of commoners that coursed through their veins that was shed in battle. It was the courage of their fathers that led them to be a pinnacle of strength for entire nations.

The word went from a common, lowly position to the most honored. So did the men ... So can we all.



## Knighthood: Who needs it?, Who wants it?, and Who cares?

by Gwynne

Grand Duke Gilos asked me to write this article on Knighthood. I guess I'd better start out by listing my bona fides: Firstly name, Dame Gwynne of Tarnlea, of the Burning Lands, first knight of the serpent (non-grandfathered), knight of the flame. Both knighthoods received in 1988 or before.

Let me state immediately that I believe very strongly in anyone actively seeking knighthood. After all it's a very honorable aspiration and it is a good thing to have a noble goal and pursue it to the best of your ability. Motive however, is the sticking point. To serve Amtgard (plus your own interests... let's be real, folks) by learning, leading, volunteering, fighting, administering, producing, enjoying and striving for excellence in order to achieve knighthood is the embodiment of honor, for the benefit and glory are as much in the attempt as in the achievement. What I have a problem with is covetness and the willingness to seek shortcuts and curry favor. The belief among some seems to be that no matter how you secure your knighthood you will become better or bigger or more important...

Unfortunately, we live in a consumer society that encourages the quick fix and instant gratification. It is not surprising that this attitude/social morey is sometimes carried over to Amtgard; it is also not right- Amtgard exists in a fragile balance with the mundane world, and every time it is contaminated by opportunism, greed, and self-deception the more mundane it becomes and who wants that? Evidently some do, in fact some strive most vigorously in attempts to adulterate and subvert what Amtgard could and should be, i.e., a free forum in which anyone can participate and have an honest chance to advance according to their particular desires and abilities.

I do not advocate denying knighthood to any and all deserving of

the position, however I would point out a recent example of a monarch serving up a knighthood like a sweet to quiet an obnoxious child (and, trust me, the 'child' I have in mind was totally obnoxious). This was a classic example of moral cowardice and spiritual apathy- a quick fix that solved nothing. The same monarchy then strove to buy political alliances with the same bribe- again, no gain save contempt. This sort of behavior hurts Amtgard. Likewise, anyone accepting an unearned belt are themselves tainted and that hurts them. I hear an anonymous voice from the crowd: "Sure, it may be a bogus award but who in their right mind would turn down knighthood?" Well, how about Scarhart of the Burning Lands? From his bardic work alone, not to mention his honor, attitude and talent, I would say he is definitely worthy of a Serpent belt. And yet, when offered a belt as 'candy' he turned it down.

As long as I am on a roll and have a captive audience; How about the idiotic notion that gaining ten dragons qualifies someone to be a knight of the Serpent? Likewise ten roses is not necessarily an indicator for knight of the Flame. However, Knight of the Flame is slightly different- service is service after all. My only quarrel would be the 'candy' aspect of The Rose, especially as a knighthood qualifier... Wash dishes, cut vegetables, or serve at a feast? Here, have a Rose or two. Help organize a quest? Quick, quick, give that man a Rose. Sew up some tabards for the incoming Royal Guard?

Hey, she deserves at least three Roses for that! Do you see what I mean? If figured that way you could bust butt on vegie cutting at maybe two or three feasts and get a belt. All service to the club/ monarchy etc. is laudatory, but do we have to pass out Roses every time someone picks up an aluminum can from the playing field or sharpens a pencil for the Monarch? I guess what I am saying is that the proportions are wrong. This

### Belt of Pride

by Andralaine

*This belt has your body encircled within it  
With a heart and a soul of a true warrior spirit.*

*It's a material object of no off-colored white  
To be looked at with honor and awesome delight.*

*It's your physical source of show and tell  
Of all your deeds you've done so well.*

*It was not bestowed for lazy endeavors  
Or given up hopes for long lost treasures.*

*So when they place it around you today  
Don't get in your head that you're able to say:*

*"No more must I do for this belt have I  
I've earned it well, I can't deny.*

*Now I'm better than most of those out there  
It's their turn to work and do their fair share."*

*Responsibility comes heavy this day  
For one who has accepted this outstanding fray.*

*Conduct yourself the same as before  
So you may hear people to others implore:*

*"There goes a knight who's earned it well.  
You can see by his spirit and his pride will swell.*

*Each time his honor is questioned not  
for he knows he still works at the things he's been taught.*

award is given too lightly and, as a consequence, means less and less. If you carry this to its nonsensical conclusion do you then get another belt for every additional ten awards? NOT!

For knight of the Serpent I would have to say that consistent demonstration of artistic excellence on behalf of Amtgard is the hallmark of a Serpent aspirant. I have personally known a number of artists in Amtgard who, talented though they were, had no particular interest in the welfare of Amtgard. In some cases the talent was awesome and they probably deserved many more dragons than they received, but knighthood?

In summation, Monarchs encouraging the proliferation of knighthoods granted to totally unqualified or very marginal candidates cheapen and degrade every belt in Amtgard and will continue to do so unless and until those who are 'tapped' for this dubious honor show our leadership some real honor and refuse the unearned belt.



## PERIOD, PERIOD, PERIOD by Kane

In my many years of service in constructing medieval fantasy pieces, I have encountered many people with similar interests. One of whom was a man named Clark. Clark had a vested interest in making his own Katana. He ventured forth and purchased a piece of flatstock 440C stainless steel. He took it to a handsaw company, where the general shape was cut out. Clark seemed to be very efficient in his execution of his art and impressed me to no end, until Clark informed me of the next step.

Clark had the intention of shaping the sword's planes with a file. 440C stainless steel is, by far, the hardest, toughest, and most unforgiving of all high carbon steels that I have ever worked with. Visions of poor Clark dulling out his 50th Title on the 'mother' of all steel filled my mind. Hours and hours later, tired and frustrated, Clark would concede and give up his dream. I tried most vehemently to alter Clark's plan, but to no avail, as he was convinced to remain as close to 'period' as he could. This was a tragedy.

Thus began my struggle to understand the mentality behind being 'period'. I have always understood the concept of being in 'period'. And I can appreciate the effort put in to attaining it; However, I feel that is an impossible goal to achieve without tons of money. One example of this is in making armor, where do you start and where do you end? The metal used for making plate mail and chain mail was not steel or, at least, was not the modern equivalent. In fact, steel which is widely believed to have been used, was not invented until the 17th Century. 'Steel' armor was constructed out of wrought iron. Wrought iron is not widely used in industry thus it is expensive to purchase and hard to find. However, even to have the correct material would not be truly 'period'. To be as close to 'period' as you can possibly be, in my opinion, you should mine the iron ore yourself, process it by hand, and beat it flat using your fist or the 'period' equivalent. I think in the quest to be 'period' you should not go to extremes, it is pointless. There is no way to do it completely.

In retrospect, I believe that you should treat replicas of 'period' pieces as modern equivalents, which means to use materials close to their original counterparts and methods that are readily available. I don't know what happened to Clark, maybe he went insane in his quest for, "period".



by Doken

## A Long Way by Talinor

**A** Long Way Towards Achieving the White Belt: Given Amtgard's current trend of mass knightings, one wonders as to just what the award itself stands for. It was once a given that the individual awarded with the honor of knighthood stood as an example of what one should strive to attain at Amtgard, both in accomplishments and in attitude. In some of the more recent reigns of the various kingdoms, this ideal seems to have been altered to fit less noble aims. There have been some attempts at bettering the means of knighthood selection, but these attempts simply have not worked well enough. The results of these mass knightings have been felt throughout Amtgard. However, with a return to more selective choices for knightings, and an end to mass knightings, this lost respect towards knighthood may once again flourish.

It was once understood that knighthood at Amtgard was a rare and cherished award. Knighthood was (and still is ... in theory) granted for excellence in four different areas: order of the Crown - for serving in the highest echelons of Amtgard, order of the Flame - for contributions to Amtgard, order of the Serpent - for excellence in the arts and/or sciences of Amtgard, and Order of the Sword - for fighting skills and battlefield prowess. Within the categories that the four orders represent, one could hope to find something that they excelled at and be recognized. In order to be considered for knighthood, though, the individual also was encouraged to possess traditional knightly values. These values, based on the chivalric codes of the middle ages, were largely the reason that the knighthood has long been held in such high esteem. It was both the attitude produced by those values and the excellence in the individual's cho-

sen field(s) that enabled a candidate to be worthy of the award of knighthood.

However, with the occurrence of mass knightings, one wonders if the Amtgard groups responsible for them are at a level where they can and do produce so many of such gifted individuals. The answer, plain and simple, is no. This is because mass knightings, where many people are knighted by a single monarch during a single reign or a single event, rely solely on the concept of mastering awards. Mastering an award is achieved when a certain individual obtains a predetermined number of the same award. Ideally this concept relies on the individual's accomplishments, but realistically the awards are given at a monarch's discretion. Once masterhood of a certain award is attained, the kingdom prone to mass knightings will, after six months, give the individual the honor of being knighted. One of the problems with this is that while the concept recognizes achievement, it fails to encourage the knightly

vidual has achieved masterhood (and by the concept of masterhood gained knighthood), they will continue striving to better their talents. Whether or not the individual possesses traditional knightly values takes an extreme back seat to the fact that the individual is "qualified" (ie ... has mastered an award). According to the Amtgard Corpora, masterhood is listed as a suggested criteria for knighthood, not as a guarantee of it.

While there have been attempts at increasing the selectiveness of the knightings, they have generally been less effective than they were intended to be. One means of a "check" on mass knightings is the concept of the belted circle. This is when a group consisting of all the kingdom's knights meet and debate on whether or not an individual is worthy of knighthood, based on the individual's accomplishments and attitude. One of the problems with this means of a check is that since it is not a written requirement that he do so, the monarch does not always consult the belted circle prior to the mass knightings.

Secondly, the debate on an individual's worthiness is often regulated to a simple popular vote on the person being considered for knighthood. The third problem with the belted circle is that some of the knights who have already been belted by one of the mass knightings may be influenced in their belted circle decision by the fact that they were part of a mass knightings; And thus, not necessarily having traditional knightly values, may not be qualified to judge whether or not someone else does possess knightly values. These problems have rendered the belted circle less effective than it should be against mass knightings.

The results of the mass knightings have been negative, both in the sentiment towards the knights by the

values. Furthermore, there is no guarantee that once an indi-



*by Stini*

populace and in the feelings between the knights themselves. Many populace members feel that the honor itself is belittled by the fact that so many people seem to be getting the award of knighthood so easily. The result of this is that not only do the populace members feel less motivated to strive for knighthood, they are also less inclined to respect the newly made knights. This, in turn, frustrates the new knights, who generally feel that just because they are now knights they are automatically deserving of respect. Another reason for frustration among the newly made mass knights is that the feeling of uniqueness is lost when several individuals are given the same award at the same time. These feelings of frustration on the part of the new knights cause friction between themselves and the older knights who were not part of mass knightings. The friction is due to the fact that the new knights often feel the need to prove to the older knights that they are worthy of the honor of knighthood, when in fact, the true honor of knighthood should be proof enough. Furthermore, this feeling of a need to prove themselves to the other knights also implies that either a belted circle wasn't consulted on the individual, or that the belted circle concluded against the individual's worthiness of peerage and the monarch disregarded that conclusion. Either way, the negativity is established. Overall, the mass knightings produce ill-feelings among the populace, the newly-made knights, and the older knights.

The best possible solution to the problems caused by mass knightings is to stop having the mass knightings. Additionally, the best way to stop the mass knightings is to not rely on the concept of masterhood alone, but also to again encourage the possession of knightly values and make the possession of them a strong consideration on the individual's worthiness of knighthood. The encouragement of the knightly values needs to come jointly from the monarch and from the belted circle. Furthermore, the possession of

knightly values by newly made knights and an end to mass knightings will curb the negativity and ill-feelings produced by the masterhood-only concept of mass knightings. Ultimately, the encourage-

ment of knightly values, causing the end of mass knightings, will produce not only better knights but also better Amtgarders, and through them a better Amtgard.

## Little Known Titles or How to Know When to Kiss Up by Gilos

**A**lthough the Amtgard Corpora defines and describes many of Amtgard's titles and awards, it is not complete. Many lesser known titles have sprung up over the years, and the complete sycophant should have a complete knowledge of these. Grouped by type they are:

### EARNED TITLES:

**ULTRA-DUKE-** An eight time ex-monarch, now a crimefighter in a major metropolitan area.

**MAXI-COUNTESS-A** five time ex-princess, or a feminine hygiene product.

**COURT RODENTS-**Appointed by the Monarch's whim, these individuals act as general court entertainment. They have characteristic names based on their personality.

Examples include:

- 1) Weasel-Not actually a rodent, these individuals are not exactly human.
- 2) Bunny-The cute cuddly rodent, perennial consort favorite for reasons this monarch can't quite figure out.

**RED BARON-** An ex-prime minister who did not keep the records up to Aramithris's satisfaction.

**MARGUET-** Given to the individual who best markets his, or her abilities to the monarch.

### TITLES BY MARRIAGE:

|                |   |
|----------------|---|
| DOXY           | -wife of a Duke   |
| DUCK           | -husband of a Duchess                                   |
| MISS COUNT     | wife of a Count   |
| DISCOUNT       | -wife of a Viscount                                     |
| BARREN         | -old infertile wife of a Baron                          |
| DESOLET        | -sometimes written Desolate, as above but for a Baronet |
| REALLY BAD OFF | -As above but for a lord                                |

### OTHER TITLES:

|            |   |
|------------|---|
| HIGH ABBOT | -often the partner of a low Costello                          |
| KHAN       | -granted for excellent oratory, also written "con"            |
| PREFECT    | -not quite perfect  |
| SULTAN     | -a deep, rich bronze tan                                      |
| SHEIK      | -a trendy noble   |
| GRAF       | -Noble in charge of charting                                  |
| CANCELLOR  | -administrative noble charged with T.V. scheduling            |
| EARL       | -an English word for "throw", i.e. 'I earled a stone at 'im.' |

## The Anti-Paladin

By Nevron

Dressed in black,  
He rides before the pack.  
Always ready to fight,  
Whether they be peasant, squire or knight.

People may fear him and some may even despise him,  
Yet most would give their soul to be like him.  
He walks on the field seeking death,  
Just walk right up to him and face the best.  
He gives his all to preserve his fate,  
Don't get in his way or you'll lose some face.  
Wizards and Healers always bring out his best,  
He prefers to kill them slow, his blade thru their chest.  
Having no friends, only people he respects,  
It bothers him not being a force to suspect.  
In the end He'll still be around,  
While all his enemies will be underground.



## Tarnished Knight

by Aramithris

In your diminished glory, you fret,  
wondering why the taste was of ashes;  
as the crowd roared,  
and your sloe-eyed fans sang  
your praises to heaven.  
Now you are a chosen paladin--  
the machine worked, spat out your heart's desire.  
Your glitter is the product;  
yet the soul is unfulfilled,  
and now your fans know the price.  
You stand in the portal.  
Tomorrow you will need a new drug,  
and your fans will come for what you have...  
From ashes to ashes.

## Aron's Song (a satire)

by Aron

Oh, the raids are all held in the Dark of the night  
And the Village is left with a feeling o' fright  
And there's blood on the ground and screams in the air  
And bodies are strewn about everywhere.

And we're raping the women and killing the men  
And we're stealing the horses and the children  
We'll make them all slaves, make them work in the field  
We'll make them obey the swords that we wield.

And the houses are ablaze with a bright burning glow  
That lights up the red of the blood in the snow  
We'll take all the booty and head back to the north  
Et cetera-cetera, so-on and so-forth.

But when the fires are warm and the beer it is cold  
We'll sit and tell stories of men, strong and bold  
We'll never be sad on the day we grow old  
'Cause when we were young, we went for the gold.

## CHIVALRY: The Knights Code of Conduct

by Nashomi

Chivalry is the catch word for the principles of Knightly conduct. It encompasses a Knight's everyday actions to fighting on the battlefield. People have their own opinions of what a Knight's code of conduct should be and some of these overlap to form some basic precepts. From the first knighting (thought to be Athelstane, King of the Saxons and Mercians in the 900's) to present day chivalry has evolved and defined itself in many ways.

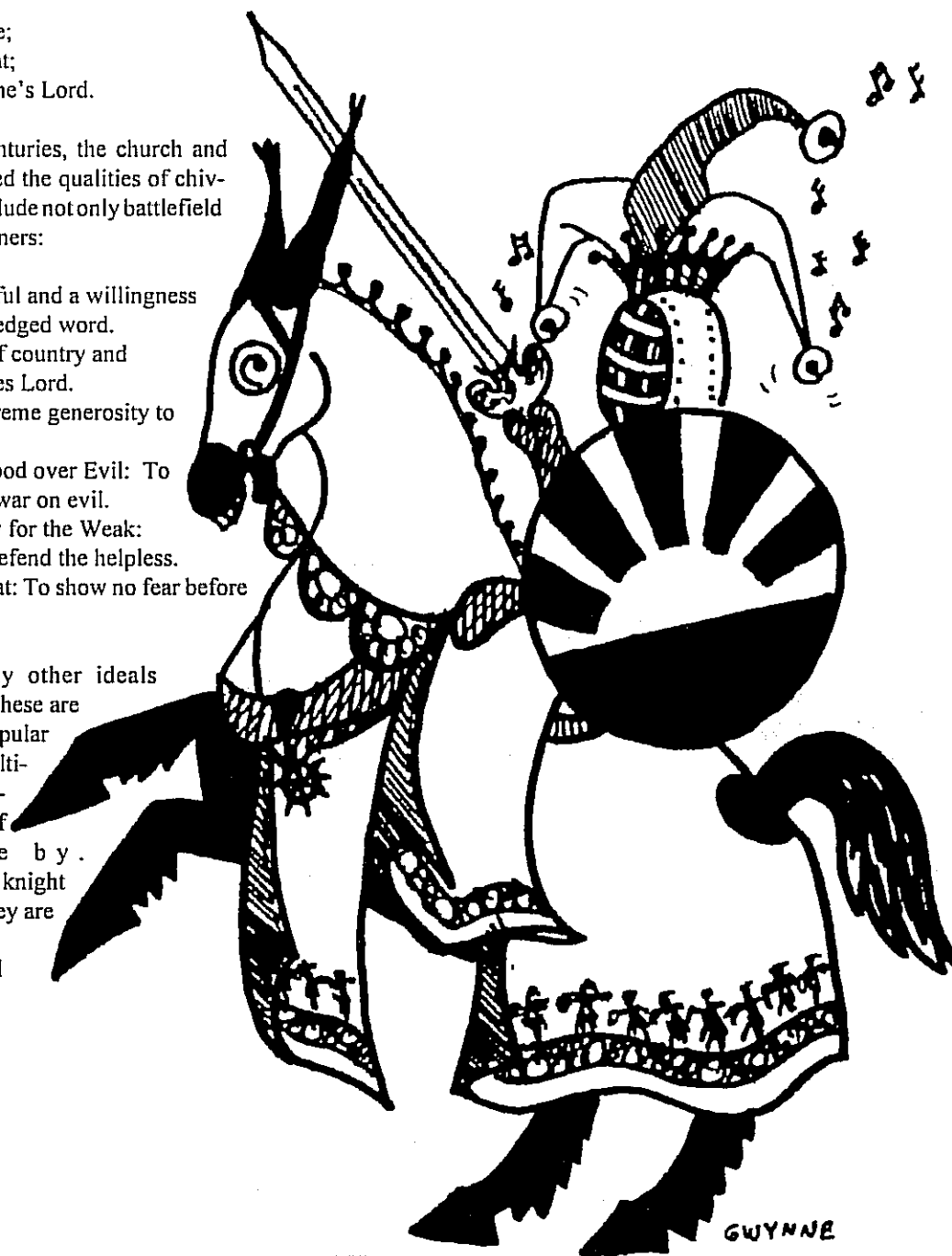
At first chivalry was very warlike in manner:

- 1) Bravery in battle;
- 2) Refusal to retreat;
- 3) and loyalty to one's Lord.

Through the centuries, the church and literature gradually refined the qualities of chivalry. The term grew to include not only battlefield conduct, but courtly manners:

- 1) Honor: Be truthful and a willingness to uphold the pledged word.
- 2) Loyalty: Love of country and obedience to ones Lord.
- 3) Generosity: Extreme generosity to all.
- 4) Champion of Good over Evil: To wage merciless war on evil.
- 5) Respect and Pity for the Weak: Willingness to defend the helpless.
- 6) Refusal to Retreat: To show no fear before an enemy.

There are many other ideals knights have followed. These are the more historically popular views written about. Ultimately, the knight must establish their own code of conduct to fight and live by. If it is a viable code and the knight closely follows it, then they are worthy of respect. can be found at your local library:



## The Knight/Squire Relationship

by Guy Kasama

### Rules of Behavior and Edict:

1. A squire should never openly disrespect his or her knight, likewise it is also not a good idea to belittle one's squire. "Respect is like a mirror, you receive what you put forth."

2. Neither squire nor knight should let a challenge of each others' character or honor go without confrontation, or at least a discussion. If you don't respect your knight/squire enough to defend them, you shouldn't be in a knight/squire relationship.

3. The last and probably most important behavioural action is to speak well of one's knight/squire. The knight/squire relationship is similar to a parent/child, or mentor/student relationship. It is healthy to correct and constructively

criticize within the "family", but to do so without, could be very damaging. Praise is to be openly displayed and reprimands to be kept in private.

### Duties:

1. The knight should be responsible for helping his/her squire achieve the best possible results in the goal areas they are striving for.

These are various activities that can help this along:

- Regular sparring sessions.
- Setting one night aside a week to work on knight/squire goals.
- Cosponsoring fighting or cultural clinics. (It is always a great value to work along side one's knight in addition to studying beneath them.)

### Communication:

1. One of the most important parts of being a knight or a squire is communication. I am going to keep this section brief by summing it up with one statement: If something is bothering the knight or squire, they should speak up. The recipient of this talk should also be quick to act upon this and not ignore such pleas/commands. "Lack of communication is like constipation: Uncomfortable, and counter-productive."

### Closing Statement:

Make each other look good and for sanity's sake have fun.



## The Ten Commandments of Receiving Awards

- Never ever expect an award.
- Never go around proclaiming that you deserve said award.
- Never criticize another's award or question their merit.
- Never do work for just an award, if you enjoy what you're doing, it in itself is a reward.
- Always congratulate a recipient of an award.
- Do not belittle an award! It looks too much like jealousy.
- Paperwork a knight does not make!
- Being a squire does not insure knighthood!
- Do not question the monarch on their choice and creation of awards. You may be in their shoes next time, but you're not now.
- Appreciate when you are recognized, hopefully everyone will be in due time.

## Crown Qualifications by Ariona

### Arts Events:

(contestants wishing to run for monarch must enter a minimum of seven events, not including the Reeve's test.)

1. Reeve's Test (Does not count toward seven required for Crown contestants) - A test over the rules, real and imagined, in Amtgard.

2. Best Class Garb - Contestants will be judged on how cleverly they manage to meet the minimum garb requirements for their class while still effectively concealing what they are playing.

3. Flat Art - Art entered in this category must be flat, and will be judged in its thickness.

4. Three D Art - Art entered in this category will be judged on the originality of the stylistic interpretation of these classic triple letters.

5. Composition - Entries in this category will be judged based on their ingredients, how unusual and interesting they are.

6. The Rose - Entries in this category will be judged on which one best accomplishes sucking up to the Crown.

7. Herbal Poisons - The first entry in this category to put a judge down for a ten count wins. Antidotes will be judged separately.

Please note that, if there is sufficient interest in a sub-category, it will break into a new category. The new category will not be eligible to win any placings in the competition, nor will the entries be separated from those remaining in the original category. Subcategories which break off and form new categories do not count toward the seven events required of Crown contestants.

### War Events:

(Do not count toward the seven events required of Crown Contestants)

10:07am Archery - Arching styles and angles will be judged for unique and artistic merit.

11:13am Reeve's Tourney - Contestants reeve a fight in which both opponents are cheating. Contestant must list the ways in which opponents were cheating, and make them take the hits. Contestant with the most kills by this method wins.

12:00noon Assassin's Tourney - If anyone knows the contestant is competing in this category, the contestant is disqualified.

1:28pm Fools Tourney - Contestant rust fight a fully armed sixth level wizard using only a single sword.

1:28pm Magic Abuser's Tourney - Contestant must fight an opponent using only a single sword with all the

magic and weapons available at the sixth level of the magic based class of contestant's choice.

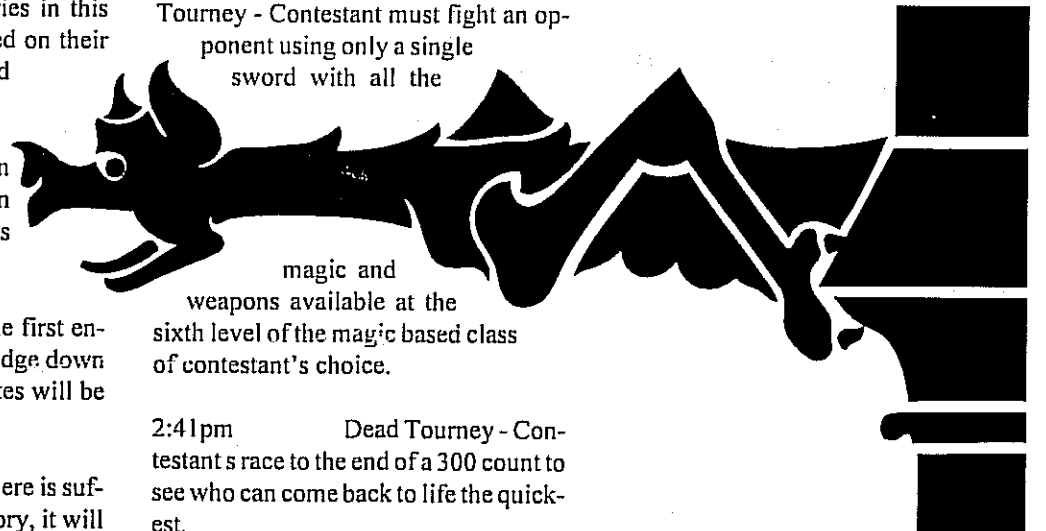
2:41pm Dead Tourney - Contestant's race to the end of a 300 count to see who can come back to life the quickest.

3:26pm Rhino's Tourney - Will form the fighting portion of Reeve's tourney. Contestant who can bully or trick reeves into believing they are wrong about their cheating the most wins.

4:72pm Underwater Full Contact Cherry Jello Wrestling - Contestants must have the appropriate garb in order to enter this event.

Remember, you do not have to be running for monarch to enter, do dredge up all those hidden talents from the sediment at the bottom of your soul and enter. The worst that could happen is you might win, then we'd expect you to enter every year.

Good luck, and remember, fun is for kids! Qualifications is for orders and titles!





## A Moral Tale by Gwynne

Once upon a time in a country not so very far away there were five great kingdoms: Arrogante, Hiferrous, Oroplainito, Vert, and Fey Aquatania, and two not so great kingdoms: Wurmbone and Huybrasat. Now it happened that the monarch and nobles of Huybrasat (who were incidentally all descended from trolls) were very dissatisfied with the status of their kingdom as compared with the five great kingdoms, and they fell to muttering among themselves.

"It is not meet nor just," declared Boneb'tock of Gimp, the monarch of Huybrasat, "that Arrogante should claim precedence over us just because they are the eldest and their warriors the best armed and most disciplined."

The nobles were vociferous in their agreement. Dame Zephreap Faerie lisped viciously that the Hiferrous men, though quite comely, were decidedly unfriendly. Duke Pawbear grunted much the same about the women of Vert. All agreed it was time their kingdom assumed its rightful position of dominance. To this end they tried by diverse and devious ways to solicit support amongst the disaffected in the other kingdoms. Alas, even the least in the kingdom of Arrogante ignored their subterfuge. Hiferrous looked upon her own fair sons and daughters and scorned the descendants of trolls. The King of Oroplainito was so disgusted by their sneaking overtures that he vowed to emigrate to Hiferrous just to put more distance between himself and Huybrasat. The monarch of Vert, being a king over wild and untameable peoples, uttered two vulgar noises, one vulgar odor and had the Huybrasat ambassador summarily beheaded by his personal executioner, one Simple Skullbreaker. Fey Aquatania, being a far kingdom, merely observed (quite politely) that trolls were not normally received in their court and promptly forgot about the whole thing. Small Wurmbone, who existed in ner-

vous proximity to Arrogante, wisely said nothing at all.

Huybrasat was stymied in its quest for glory.

Now it was the habit of Huybrasat each year to invite all kingdoms to a contest of the arts of war. It needn't be said that Huybrasat never did very well in these passages of arms, but this year they had a plan. Sir Jack du Balpeene, who had the ear of the king, suggested to His Majesty Boneb'tock that a contest be held utilizing two opposing teams of five players each and the skull of an ass.

King Boneb'tock was apathetic. "What use," he said. "You know how unfairly the five kingdoms always compete against us. Besides, where do we get an ass skull?"

Sir Jack sneered knowingly whilst closely examining some lint he had just pulled out of his own ear. "Easy, most glorious majesty, we serve roast ass to the other kingdoms at the feast, and use the skull afterward for our 'special' game. A double insult so cleverly delivered cannot fail but exhibit our cleverness and enhance our glory."

Boneb'tock was not impressed. "Well and good so far as the disgusting meal is concerned, but what use to have a game in which we cannot possibly win glory? After all, we never do win, you know... And incidentally, quit flicking that ear lint on the royal carpet."

"Ah," replied Sir Jack, glancing down at the already filthy and bespattered carpet, "but you see your majesty, along with the ass skull we will also provide- how shall I say, um... suitably enhanced rules and surprise them by announcing a special game to be held the day after the great feast." And he surreptitiously flicked the ear lint behind the royal dining table.

"Do I also take it that our stooges, ahem, that is to say, our reeves, will also be suitably enhanced?" King Boneb'tock smirked greasily and spat out a piece of gristle on to the royal carpet (he was eating cold, roast pig at the time).

"But of course, assured Sir Jack. "The rules have been changed to favor Huybrasat teams and the reeves are already undergoing stupidity and ignorance training... not that they need much of course, being already totally stupid and incredibly ignorant. Huybrasat cannot fail to win the games and prove our right to be counted first amongst all the kingdoms."

Thus the evil scheme was hatched, and refined, and sniggered over by the trollish nobles of Huybrasat and, before they knew it, the night of the great feast was upon them.

Now it so happened that the five great kingdoms (and small Wurmbone) had generously attended Huybrasat's rather inferior war games in great numbers but, as was usual, were sorely disappointed in the quality of the competition. Thus when Sir Jack du Balpeene stood before the court, unrolled a lengthy scroll, and announced a special game to be held the following day, the royal and noble guests were most pleased- at first. However, Sir Jack's tendency to lengthy oratory and fulsome bombast began to wear on his audience (it was indeed a very long scroll). After a solid hour of verbosity, trite attempts at humor, and lofty paeans to the generosity, cleverness and extreme honor of Huybrasat, some of the more temperamental guests were fingering their swords in a meaningful manner and murmuring darkly to each other.

"The man's an ass," the princess of Arrogante observed to Simple Skullbreaker, as she gnawed daintily on a rib bone.

The monarch of Oroplainito concurred, "the worst part of the ass at that," and he drank off an entire goblet of wine all at once.

Simple Skullbreaker, the royal headsman from Vert, was not much for words (some maintained that he was incapable of speech at all), but his eyes gleamed more and more the longer the speech went on, and he ran his hands over the various skulls depending from

his belt in silent contemplation. He gently caressed the edge of his great axe which, according to rumor, accompanied him everywhere (even to his bed, but this cannot be substantiated) and mutely agreed that Sir Jack was indeed an ass.

King Boneb'tock noticed these alarming developments and hissed at Sir Jack to "get on with it."

Sir Jack, who had been uneasily aware of Simple Skullbreaker for the last fifteen paragraphs of his speech, threw the remainder of the scroll to the floor. Striking a heroic pose, and with badly concealed malice, he said. "Dearest guests and most honored visitors, I conclude my brief comments with a puzzle. As you know this new game requires the skull of an ass; a difficult item to come by." He glanced scornfully at Skullbreaker, for he knew full well there was no ass skull hanging from the barbarian's belt.

As Sir Jack licked his lips and drew breath to pronounce his denouement, Skullbreaker edged forward on his bench- eyes intent on the posturing troll and axe gripped tightly in his massive hands.

Sir Jack plunged on, "Where, you might ask, are we to find an item of such rarity?"

These were, of course, the last words ever uttered by Sir Jack du Balpeene on this earth.

A court of inquiry was held as the precipitous decapitation of a belted knight cannot be passed off as a trifling incident, especially when it was found that the spots of gore simply would not come out of Duchess Olderuddy's new gown (her own fault; she would insist on sitting next to the court). However in Simple's defense, everyone agreed that the kingdoms were the better for Sir du Balpeene's loss, and the court was over and Simple Skullbreaker pardoned in only two minutes. As a reminder of proper manners however, he was not permitted to wear Sir Jack's ass skull on his belt for a period of six months.

## Bridge of Fate

by Caleom

*Two men on a bridge, alone there they stand,  
These two are warriors, finest swords in the land.*

*The bridge here to serve as the sight of their duel,  
"Both shall not live" says Fate, as She be cruel.*

*"There on a bridge will one kill the other",  
"and the War shall not end 'till Brother kills Brother."*

*Elder draws his sword, and stares off into space,  
Remebering how he has come to this place,*

*It had all started when the Old King had died,  
And the brother's rival Lords for his throne vied.*

*Each Lord choose a brother, his Champion to be,  
Then each brother, his fate he did see.*

*The Oracles said "Both shall not be living,"  
So each one went first to be shriven.*

*Now Elder's reverie is ended,  
And he clearly sees what Fate has intended.*

*Now Younger Brother loosens his blade,  
Ready and willing to do as Fate bade.*

*Both Brothers stood ready, to do as they must,  
Their Swords were a-ringing, as blood fell to the dust.*

*Bright, bloodied steel reflects Day's dying light,  
Yet the ringing of swords continues through Night.*

*As the sun rises come men from both sides,  
All of them curious to see who had died.*

*Imagine their dismay, for though the bridge was covered in Blood,  
Only the brothers' Swords lay broken in the river mud...*

## I, Gilos... by Gilos

Once far back in the mists of unassailable time, there was the mightiest king the world has even known. He was called Gilos, and his enemies trembled. In the fullness of time he surveyed his lands and saw the peaceful farmers tilling, the traders trading, and the warriors sleeping. He was not happy, and summoned his ministers. A pregnant silence pervaded the hall as King Gilos took the throne, "I will once again abdicate". Shock and murmurs of dismay rippled through the gathered nobles. "I will hear no arguments. Amtgard is boring. I will tell you of a time, the early days, the days of legend".

Once long ago a wanderer came to this land. It was in the days of strife and the land was ruled by petty lords. He was Peter Le Grue (Picture Ghee with a blond wig and an attitude problem.), the tranvestite lycanthrope. He drove the robber kings out and established free (Phillipine type) elections for the position of Puhbah. Amazingly, he won the election (378,421,311 to 3) and executed all who opposed him - all three. For many years the kingdom suffered under this tyrant's rule.

Then a great new force entered the land. The Far Travellers had arrived. They added their allies, the Lone Wolves, and The Alliance, consisting of the Starquesting Dragons and the Wandering Unicorns. Tawnee was allowed to take the throne, despite the fact that the might of the Far Travellers could easily have made Gilos the king.

Gilos soon became the king and the land was prosperous. The people were happy. Gilos resigned and the land cried. Why has he done it?... Because the land needed the energy that constant strife brought.

Thus began the Alliance Period, the period in which the forces of the Northern Alliance battled The Alliance. It was total war fought for the right to be called the one and only Alliance. Great battles were fought but the new Corsairs provided no real sport for the Far Travellers so they journeyed on. As

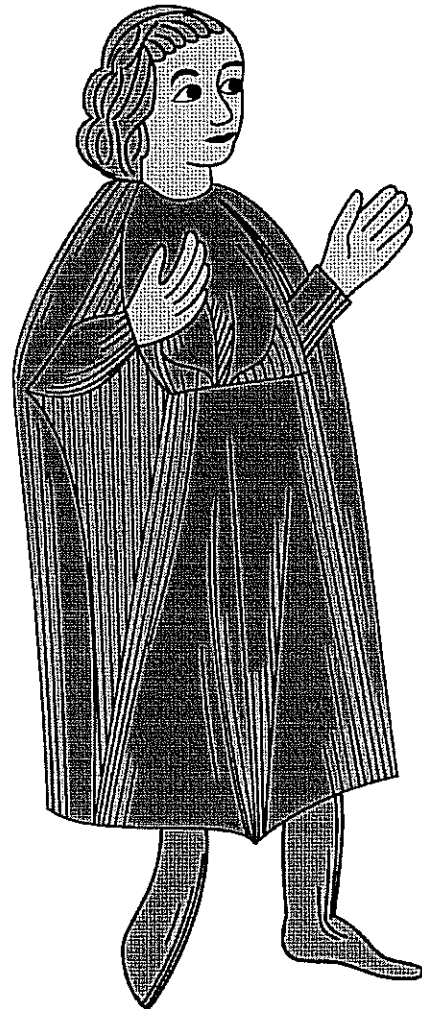
this period drew to an end many of the Crusaders (also called Corsairs or the Sacrifices of the Temple) departed humiliated. It was also during this period that an obscure and little known company called The Claw "Something" (I can never remember) appeared. I, of course, correctly realized that this group would never amount to anything. Also during this period a Wandering Unicorn was finally king. This period ended with the utter destruction of the Northern leader, Conan Ator Morningstar by the vengeance of the good taste and copy-right monsters.

The next period is the period of the Seven Boring Kings. The rise of such groups as the (Dis)Sable(d) Pegasi, the new almost decent Corsairs, the Phoenix Company (who claimed the Amtgard flag was their device and must be changed), and other silly groups. During this time such important questions were asked as, "so what is a Baronet?" (Shylarra), "Just exactly how do you get to be a knight?" (Ghee), "What do you mean, 'head shot'?", (Wu Tao), and "Wow, how do you kill Lee? Kryptonite bullets?" (Joella). Great advances were made as the old, noble, power-wielding class was replaced by the new semi-enlightened, noble, power-wielding class who favor certain history writers. This led to the period which we remember as the Period of Un-determined as yet Name. These were great times and adventurous ones. The history of Amtgard should be so good!

*Duke Gilos Dawnhope,  
Knight of the Sword  
Knight of the Crown  
Knight of the Flame  
Guildmaster of Reeves  
Princess' Guard  
Sardakar  
Sultan of the Eastern Wastes  
Prefect of the Northern Keep  
Minister without portfolio*

and....

*A damned funny guy.*



## Crown Feast by Ariona

The menu for this feast will include:

|               |   |
|---------------|---|
| Soup du Jour: | Live squid in it's own brine  |
| Entrees:      | Ford's Pick of the Day<br>Cajun style Blackened Cow Patties<br>Stir Fried Mongrel   |
| Vegetables:   | Charbroiled Asparagus in a light Yogurt-Garlic Sauce<br>Lettuce, Parsnips and Turnip greens, deep fried in a seasoned breading<br>Chilled Zucchini Compote<br>Horseradish & Garlic Cloves in a vinegar dressing |
| Dessert:      | Homemade Tomato Ice Cream<br>(For the King's Table)- Four and Twenty Blackbirds baked in a pie  |

Activities for this event to include:

Ignoring Bards  
Bobbing for Squid (Show no fear. Squids can smell fear.)  
Burning the Outgoing Monarch in Effigy

Rules for this site:

Alcohol may only be consumed under your table  
To reduce fire hazard, each table may only have one candle  
Bring tv trays, this site comes with no furniture  
Cloved suckling pigs are provided for your face-sucking pleasure

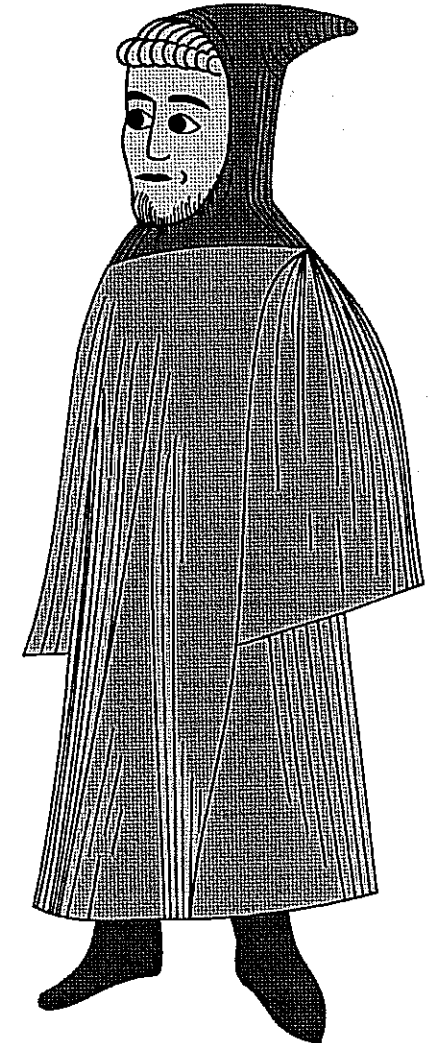
The Site for this Feast will be:

El Paso International Airport, Runway 23 (sporadic camping available). Please note: Court will be periodically interrupted by aircraft using the runway. Please schedule your interruptions to coincide so we can save time and end court quickly.

The Directions to the site follow:

Take I-10 north to the Lee Trevino Exit. Turn south on Lee Trevino. At the first light, turn left on Piedras, and follow it for 6.8 miles. You will come to a washed out riverbed. Follow this riverbed until you come to a sign which says "Pam Parson's School of Dance". The sign has been knocked down, but this is Country Club Road. It is a two way road, but the side with the 7-11 is one way, so you have to hop the median and come back to the 7-11. Go into the phone booth at the 7-11 and await further instructions.

Note: Once the feast has started, the cooks will be unavailable, as we are eating out to celebrate this culinary triumph.



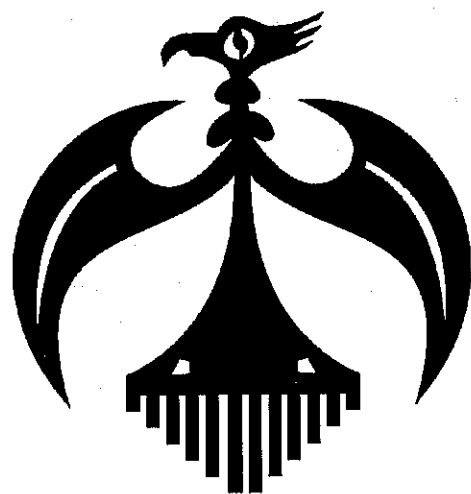
# The Knight's Listing by Aramithris, Emer, and Ivar

The following is a listing of the knights of Amtgard. It is not complete! If you see and errors or if you know someone not listed, please email [emer@nmsu.edu](mailto:emer@nmsu.edu) or [ivar@horus.anth.utep.edu](mailto:ivar@horus.anth.utep.edu) with the info listed below.

This list is mainly the product of Emer of Dragonspine. Without all of her work who knows how many knighthoods would have been lost to time...

A few simple stats:

Total Number of Knights: 162  
Total Number of Belts: 227  
Total Female Knights: 29  
Total Male Knights: 133  
Total Knights of the Crown: 68  
Total Knights of the Flame: 72  
Total Knights of the Serpent: 48  
Total Knights of the Sword: 39  
Total 3 Belters Knights: 7  
Total 4 Belters Knights: 3



Column P - Unique number for belt combination.

Value:

Unknown = 0  
Crown = 1  
Flame = 5  
Serpent = 7  
Sword = 15

Column Q Active (0=no, 1=yes, 2=unknown)

Column R Current group affiliation:

Group codes:

0 None  
1 Burning Lands  
2 Barad Duin  
3 Emerald Hills  
4 Celestial Kingdom  
5 Golden Plains  
6 Iron Mountains  
7 Dragonspine  
8 Valley of the Silver Rains  
9 Mystic Seas  
10 Goldenvale  
11 Unknown  
12 Caer Sidhe  
13 Pegasus Valley  
14 Wet Lands  
15 Blackhawk Keep  
16 Stormwall  
17 Wave Haven  
18 Shadowvale  
19 Irongate

Column S - Male (no=0, yes=1)

Column T - Female (no=0, yes=1)

## Explanation:

Column A - Knight's name

Column B - Total Number of Belts

Column C - Do they have a Crown belt (0=no, 1=yes, 2=unknown)

Column E - What year the Crown belt was received (0=none, 1=unknown, #=year)

Column F - What kingdom the belt was awarded by:

Kingdom codes:

0 None  
1 Burning Lands  
2 Barad Duin  
3 Emerald Hills  
4 Celestial Kingdom  
5 Golden Plains  
6 Iron Mountain  
7 Dragonspine  
8 Valley of the Silver Rains  
9 Mystic Seas  
10 Goldenvale  
11 Unknown  
12 Wetlands

Column G - Do they have a Flame belt (0=no, 1=yes, 2=unknown)

Column H - What year the Flame belt was received (0=none, 1=unknown, #=year)

Column I - What kingdom the Flame belt was awarded by (see column 5 for codes)

Column J - Do they have a Serpent belt (0=no, 1=yes, 2=unknown)

Column K - What year the Serpent belt was received (0=none, 1=unknown, #=year)

Column L - What kingdom the Serpent belt was awarded by (see column 5 for codes)

Column M - Do they have a Sword belt (0=no, 1=yes, 2=unknown)

Column N - What year the Sword belt was received (0=none, 1=unknown, #=year)

Column O - What kingdom the Sword belt was awarded by (see column 5 for codes)

|    | A                               | B   | C   | D  | E   | F   | G  | H  | I  | J  | K  | L  | M  | N  | O   | P                          | Q | R | S |
|----|---------------------------------|---|---|--|---|---|--|--|--|--|--|--|--|--|---|----------------------------|---|---|---|
|    |                                 | N<br>u<br>m<br>b<br>e<br>r<br><br>o<br>f<br><br>B<br>e<br>l<br>t<br>s | C<br>r<br>o<br>w<br>n<br><br>Y<br>e<br>a<br>r | C<br>r<br>o<br>w<br>n<br><br>K<br>i<br>n<br>g<br>d<br>o<br>m | C<br>r<br>o<br>w<br>n<br><br>Y<br>e<br>a<br>r | F<br>l<br>a<br>m<br>e<br><br>Y<br>e<br>a<br>r | F<br>l<br>a<br>m<br>e<br><br>K<br>i<br>n<br>g<br>d<br>o<br>m | F<br>l<br>a<br>m<br>e<br><br>S<br>e<br>r<br>p<br>e<br>n<br>t<br><br>Y<br>e<br>a<br>r | S<br>e<br>r<br>p<br>e<br>n<br>t<br><br>K<br>i<br>n<br>g<br>d<br>o<br>m | S<br>e<br>r<br>p<br>e<br>n<br>t<br><br>S<br>w<br>o<br>r<br>d<br><br>Y<br>e<br>a<br>r | S<br>w<br>o<br>r<br>d<br><br>K<br>i<br>n<br>g<br>d<br>o<br>m | S<br>w<br>o<br>r<br>d<br><br>C<br>o<br>m<br>b<br>i<br>n<br>a<br>t<br>i<br>o<br>n | B<br>e<br>l<br>t<br><br>A<br>c<br>t<br>i<br>v<br>e | C<br>u<br>r<br>r<br>e<br>n<br>t<br><br>G<br>r<br>o<br>u<br>p | C<br>u<br>r<br>r<br>e<br>n<br>t<br><br>M<br>a<br>l<br>e | F<br>e<br>m<br>a<br>l<br>e |   |   |   |
| 1  | Knight's Name                   |   |   |  |   |   |  |  |  |  |  |  |  |  |   |                            |   |   |   |
| 2  | Agar Knightsbane                | 2   | 1   | 1  | 11  | 1   | 1  | 11   | 0  | 0  | 0  | 0  | 0  | 6  | 2   | 11                         | 1 | 0 |   |
| 3  | Ahira Bandylegs                 | 1   | 1   | 91   | 1   | 0   | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 1   | 1                          | 1 | 0 |   |
| 4  | Aislinn                         | 1   | 0   | 0  | 0   | 0   | 0  | 0  | 1  | 91   | 3  | 0  | 0  | 7  | 1   | 3                          | 0 | 1 |   |
| 5  | Alaeric Sigurdsson              | 2   | 1   | 95   | 7   | 1   | 94   | 7  | 0  | 0  | 0  | 0  | 0  | 6  | 1   | 7                          | 1 | 0 |   |
| 6  | Alessandra Cheetara Nightowl    | 2   | 1   | 89   | 3   | 0   | 0  | 0  | 1  | 93   | 3  | 0  | 0  | 8  | 2   | 12                         | 0 | 1 |   |
| 7  | Amorden                         | 1   | 0   | 0  | 0   | 1   | 95   | 4  | 0  | 0  | 0  | 0  | 0  | 5  | 1   | 4                          | 1 | 0 |   |
| 8  | Anren the Tall                  | 1   | 1   | 95   | 10  | 0   | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 1   | 10                         | 1 | 0 |   |
| 9  | Andacar of Keccia               | 1   | 0   | 86   | 0   | 0   | 0  | 0  | 1  | 95   | 7  | 0  | 0  | 7  | 1   | 13                         | 1 | 0 |   |
| 10 | Andralaine of Stonehaven        | 2   | 1   | 86   | 1   | 1   | 95   | 1  | 0  | 0  | 0  | 0  | 0  | 6  | 1   | 1                          | 0 | 1 |   |
| 11 | Aramithris of Meadowlake        | 4   | 1   | 88   | 1   | 1   | 85   | 1  | 1  | 94   | 1  | 1  | 86   | 1  | 28  | 1                          | 1 | 0 |   |
| 12 | Aredhel Kemnval                 | 2   | 1   | 87   | 1   | 0   | 0  | 0  | 0  | 0  | 1  | 86   | 1  | 16   | 1   | 1                          | 1 | 0 |   |
| 13 | Argon Darkwolf                  | 1   | 1   | 92   | 1   | 0   | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0   | 1                          | 1 | 0 |   |
| 14 | Arioch                          | 1   | 1   | 95   | 4   | 0   | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0   | 4                          | 1 | 0 |   |
| 15 | Arion Reinquist                 | 1   | 1   | 0  | 4   | 0   | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 1   | 4                          | 1 | 0 |   |
| 16 | Arlona Mixtail of the Bear Clan | 1   | 0   | 0  | 0   | 0   | 0  | 0  | 1  | 87   | 1  | 0  | 0  | 7  | 0   | 1                          | 0 | 1 |   |
| 17 | Aron Nelsson                    | 1   | 1   | 93   | 3   | 0   | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 1   | 3                          | 1 | 0 |   |
| 18 | Arthon of the Golden City       | 1   | 0   | 0  | 0   | 0   | 0  | 0  | 0  | 0  | 1  | 95   | 4  | 15   | 2   | 4                          | 1 | 0 |   |
| 19 | Ashki                           | 2   | 1   | 95   | 8   | 1   | 94   | 8  | 0  | 0  | 0  | 0  | 0  | 6  | 1   | 8                          | 0 | 1 |   |
| 20 | Aslynn                          | 1   | 0   | 0  | 0   | 0   | 0  | 0  | 1  | 91   | 3  | 0  | 0  | 7  | 1   | 3                          | 1 | 0 |   |
| 21 | Auromax Silverhawk              | 1   | 0   | 0  | 0   | 0   | 0  | 0  | 0  | 0  | 1  | 93   | 6  | 15   | 1   | 6                          | 1 | 0 |   |
| 22 | Aurora Selene                   | 2   | 1   | 95   | 8   | 0   | 0  | 0  | 1  | 95   | 8  | 0  | 0  | 8  | 1   | 8                          | 0 | 1 |   |
| 23 | Avatar                          | 1   | 0   | 0  | 0   | 1   | 96   | 3  | 0  | 0  | 0  | 0  | 0  | 5  | 1   | 3                          | 1 | 0 |   |
| 24 | Blade Blackfang                 | 1   | 0   | 0  | 0   | 1   | 94   | 8  | 0  | 0  | 0  | 0  | 0  | 5  | 1   | 8                          | 1 | 0 |   |
| 25 | Bolt O' Saurus                  | 1   | 0   | 0  | 0   | 0   | 0  | 0  | 0  | 0  | 1  | 95   | 1  | 15   | 1   | 1                          | 1 | 0 |   |
| 26 | Brandobis McGregor              | 1   | 0   | 0  | 0   | 0   | 0  | 0  | 0  | 0  | 1  | 95   | 10   | 15   | 2   | 10                         | 1 | 0 |   |
| 27 | Brennan Mac Greggor             | 1   | 0   | 0  | 0   | 0   | 0  | 0  | 0  | 0  | 1  | 96   | 6  | 15   | 1   | 6                          | 1 | 0 |   |
| 28 | Cabal Nighthawk                 | 2   | 1   | 1  | 3   | 0   | 0  | 0  | 1  | 1  | 3  | 0  | 0  | 8  | 1   | 3                          | 1 | 0 |   |
| 29 | Caleom                          | 1   | 0   | 0  | 0   | 0   | 0  | 0  | 0  | 0  | 1  | 90   | 5  | 15   | 0   | 5                          | 1 | 0 |   |
| 30 | Caliope Crosswinds              | 1   | 0   | 0  | 0   | 0   | 0  | 0  | 1  | 94   | 1  | 0  | 0  | 7  | 1   | 1                          | 0 | 1 |   |
| 31 | Calvin MacDruin                 | 1   | 0   | 0  | 0   | 1   | 92   | 4  | 0  | 0  | 0  | 0  | 0  | 5  | 1   | 7                          | 1 | 0 |   |
| 32 | Cardinal Dunbar                 | 1   | 0   | 0  | 0   | 1   | 95   | 4  | 0  | 0  | 0  | 0  | 0  | 5  | 1   | 4                          | 1 | 0 |   |
| 33 | Chad'do                         | 1   | 0   | 0  | 0   | 0   | 0  | 0  | 0  | 0  | 1  | 92   | 4  | 15   | 2   | 4                          | 1 | 0 |   |
| 34 | Charloc Darkstar                | 1   | 1   | 85   | 1   | 0   | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 2   | 11                         | 1 | 0 |   |
| 35 | Christlan Darque                | 1   | 0   | 0  | 0   | 0   | 0  | 0  | 1  | 1  | 11   | 0  | 0  | 7  | 2   | 11                         | 1 | 0 |   |
| 36 | Conan Ator Morningstar          | 1   | 1   | 84   | 1   | 0   | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0   | 1                          | 1 | 0 |   |
| 37 | Corbin Shroom                   | 1   | 0   | 0  | 0   | 0   | 0  | 0  | 1  | 96   | 3  | 0  | 0  | 7  | 1   | 3                          | 1 | 0 |   |
| 38 | Darius                          | 1   | 0   | 0  | 0   | 1   | 1  | 11   | 0  | 0  | 0  | 0  | 0  | 5  | 0   | 11                         | 1 | 0 |   |
| 39 | Dellon Andalsa                  | 1   | 1   | 92   | 1   | 0   | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0   | 1                          | 1 | 0 |   |
| 40 | Delphos Darkheart               | 2   | 0   | 0  | 0   | 1   | 88   | 1  | 1  | 94   | 1  | 0  | 0  | 12   | 0   | 3                          | 1 | 0 |   |
| 41 | Derek Roth                      | 1   | 0   | 0  | 1   | 1   | 1  | 8  | 0  | 0  | 0  | 0  | 0  | 5  | 0   | 8                          | 1 | 0 |   |
| 42 | Deth the Direhearted            | 1   | 0   | 0  | 0   | 0   | 0  | 0  | 0  | 0  | 1  | 84   | 1  | 15   | 2   | 1                          | 1 | 0 |   |
| 43 | Drakknar                        | 1   | 0   | 0  | 0   | 0   | 0  | 0  | 0  | 0  | 1  | 95   | 4  | 15   | 2   | 4                          | 1 | 0 |   |
| 44 | Dustin Darkenmane               | 3   | 1   | 93   | 5   | 1   | 93   | 5  | 0  | 0  | 1  | 94   | 5  | 21   | 0   | 5                          | 1 | 0 |   |
| 45 | Egll Njalsson                   | 1   | 1   | 93   | 7   | 0   | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 1   | 7                          | 1 | 0 |   |
| 46 | Esuom aph'taed                  | 1   | 0   | 0  | 0   | 0   | 0  | 0  | 1  | 85   | 1  | 0  | 0  | 7  | 0   | 1                          | 0 | 1 |   |
| 47 | Euric Bloodstone                | 2   | 1   | 92   | 5   | 1   | 93   | 5  | 0  | 0  | 0  | 0  | 0  | 6  | 1   | 5                          | 1 | 0 |   |



|     | A                         | B | C | D  | E  | F | G  | H | I | J  | K  | L | M  | N  | O  | P  | Q  | R | S |   |
|-----|---------------------------|---|---|----|----|---|----|---|---|----|----|---|----|----|----|----|----|---|---|---|
| 48  | Flar Starfire             | 1 | 0 | 0  | 0  | 1 | 96 | 7 | 0 | 0  | 0  | 0 | 0  | 0  | 5  | 1  | 7  | 1 | 0 |   |
| 49  | Flynn Telemon             | 1 | 0 | 0  | 0  | 1 | 90 | 5 | 0 | 0  | 0  | 0 | 0  | 0  | 5  | 0  | 4  | 1 | 0 |   |
| 50  | Fnord Farthing IX         | 2 | 1 | 95 | 4  | 1 | 95 | 4 | 0 | 0  | 0  | 0 | 0  | 0  | 6  | 1  | 14 | 1 | 0 |   |
| 51  | Francesca di Pisa, etc... | 2 | 0 | 0  | 0  | 1 | 95 | 4 | 1 | 96 | 4  | 0 | 0  | 0  | 12 | 1  | 14 | 0 | 1 |   |
| 52  | Galen                     | 2 | 1 | 94 | 3  | 1 | 94 | 3 | 0 | 0  | 0  | 0 | 0  | 0  | 6  | 1  | 15 | 1 | 0 |   |
| 53  | Garath Blackhawke         | 2 | 1 | 90 | 3  | 0 | 0  | 0 | 0 | 0  | 0  | 1 | 90 | 3  | 16 | 1  | 12 | 1 | 0 |   |
| 54  | Gayan Morganson           | 1 | 0 | 0  | 0  | 1 | 94 | 8 | 0 | 0  | 0  | 0 | 0  | 0  | 5  | 1  | 8  | 1 | 0 |   |
| 55  | Gilos Dawnhope            | 3 | 1 | 83 | 1  | 1 | 85 | 1 | 0 | 0  | 0  | 1 | 96 | 1  | 21 | 1  | 1  | 1 | 0 |   |
| 56  | Grei Lar                  | 1 | 0 | 0  | 0  | 1 | 94 | 8 | 0 | 0  | 0  | 0 | 0  | 0  | 5  | 0  | 8  | 1 | 0 |   |
| 57  | Greywalker                | 1 | 1 | 92 | 1  | 0 | 0  | 0 | 0 | 0  | 0  | 0 | 0  | 0  | 1  | 1  | 4  | 1 | 0 |   |
| 58  | Gui Ben Amon              | 1 | 0 | 0  | 0  | 0 | 0  | 0 | 0 | 0  | 0  | 1 | 92 | 1  | 15 | 1  | 6  | 1 | 0 |   |
| 59  | Guy Kasama                | 1 | 0 | 0  | 0  | 1 | 95 | 5 | 0 | 0  | 0  | 0 | 0  | 0  | 5  | 1  | 6  | 1 | 0 |   |
| 60  | Gwindon Blackrose         | 1 | 0 | 0  | 0  | 0 | 0  | 0 | 1 | 90 | 3  | 0 | 0  | 0  | 7  | 0  | 3  | 1 | 0 |   |
| 61  | Gwynne of Tarnlea         | 2 | 0 | 0  | 0  | 1 | 88 | 1 | 1 | 87 | 1  | 0 | 0  | 0  | 12 | 1  | 1  | 1 | 0 |   |
| 62  | Heimdale Haroldson        | 3 | 1 | 84 | 1  | 1 | 86 | 1 | 0 | 0  | 0  | 1 | 86 | 1  | 21 | 1  | 3  | 1 | 0 |   |
| 63  | Hellspawn Soulcrusher     | 1 | 0 | 0  | 0  | 1 | 85 | 1 | 0 | 0  | 0  | 0 | 0  | 0  | 5  | 0  | 1  | 1 | 0 |   |
| 64  | Horus of Elam             | 1 | 0 | 0  | 0  | 1 | 95 | 4 | 0 | 0  | 0  | 0 | 0  | 0  | 5  | 1  | 4  | 1 | 0 |   |
| 65  | Hulka of Allender         | 1 | 1 | 94 | 4  | 0 | 0  | 0 | 0 | 0  | 0  | 0 | 0  | 0  | 1  | 1  | 4  | 1 | 0 |   |
| 66  | Icelyre S'hall nar        | 3 | 1 | 1  | 8  | 1 | 1  | 8 | 0 | 0  | 0  | 1 | 1  | 8  | 21 | 2  | 8  | 1 | 0 |   |
| 67  | IMAGG N'Feasant           | 2 | 0 | 0  | 0  | 1 | 95 | 4 | 0 | 0  | 0  | 1 | 92 | 4  | 20 | 1  | 4  | 1 | 0 |   |
| 68  | Infinity                  | 1 | 0 | 0  | 0  | 0 | 0  | 0 | 0 | 0  | 0  | 1 | 95 | 3  | 15 | 1  | 2  | 1 | 0 |   |
| 69  | Ironpaw Lightfoot         | 2 | 1 | 96 | 7  | 1 | 1  | 7 | 0 | 0  | 0  | 0 | 0  | 0  | 6  | 1  | 16 | 1 | 0 |   |
| 70  | Ivar Nefarious            | 3 | 1 | 91 | 5  | 1 | 91 | 3 | 1 | 94 | 1  | 0 | 0  | 0  | 13 | 1  | 1  | 1 | 0 |   |
| 71  | Jamethiel                 | 1 | 0 | 0  | 0  | 0 | 0  | 0 | 1 | 96 | 4  | 0 | 0  | 0  | 7  | 1  | 4  | 0 | 1 |   |
| 72  | Jaxom Jacobson            | 1 | 1 | 1  | 11 | 0 | 0  | 0 | 0 | 0  | 0  | 0 | 0  | 0  | 1  | 2  | 4  | 1 | 0 |   |
| 73  | Jetara Starlamaine        | 1 | 0 | 0  | 0  | 0 | 0  | 0 | 0 | 0  | 0  | 1 | 95 | 7  | 15 | 1  | 17 | 1 | 0 |   |
| 74  | Joella Starwatcher        | 3 | 1 | 86 | 1  | 1 | 83 | 1 | 1 | 85 | 1  | 0 | 0  | 0  | 13 | 0  | 1  | 0 | 1 |   |
| 75  | Johann Von Balduinseck    | 1 | 0 | 0  | 0  | 0 | 0  | 0 | 0 | 0  | 0  | 1 | 86 | 1  | 15 | 0  | 1  | 1 | 0 |   |
| 76  | Kalibria de Grenolite     | 2 | 1 | 89 | 1  | 1 | 85 | 1 | 0 | 0  | 0  | 0 | 0  | 0  | 6  | 0  | 4  | 0 | 1 |   |
| 77  | Kalxen                    | 1 | 0 | 0  | 0  | 1 | 96 | 3 | 0 | 0  | 0  | 0 | 0  | 0  | 5  | 1  | 3  | 1 | 0 |   |
| 78  | Kamal                     | 1 | 0 | 0  | 0  | 0 | 0  | 0 | 1 | 95 | 5  | 0 | 0  | 0  | 7  | 1  | 5  | 1 | 0 |   |
| 79  | Kane                      | 1 | 0 | 0  | 0  | 1 | 95 | 3 | 0 | 0  | 0  | 0 | 0  | 0  | 5  | 2  | 3  | 1 | 0 |   |
| 80  | Kane Darkwraith           | 1 | 0 | 0  | 0  | 0 | 0  | 0 | 1 | 96 | 6  | 0 | 0  | 0  | 7  | 0  | 6  | 1 | 0 |   |
| 81  | Katrina Sapphire          | 1 | 0 | 0  | 0  | 0 | 0  | 0 | 1 | 95 | 10 | 0 | 0  | 0  | 7  | 1  | 10 | 0 | 1 |   |
| 82  | Kayrana Lissa             | 1 | 0 | 0  | 0  | 0 | 0  | 0 | 1 | 96 | 9  | 0 | 0  | 0  | 7  | 1  | 9  | 0 | 1 |   |
| 83  | Kaz                       | 1 | 1 | 91 | 0  | 0 | 0  | 0 | 0 | 0  | 0  | 0 | 0  | 0  | 1  | 1  | 3  | 1 | 0 |   |
| 84  | Kindrick                  | 1 | 0 | 0  | 0  | 0 | 0  | 0 | 0 | 0  | 0  | 1 | 1  | 11 | 15 | 0  | 11 | 1 | 0 |   |
| 85  | Ladyhawke                 | 1 | 1 | 94 | 1  | 0 | 0  | 0 | 0 | 0  | 0  | 0 | 0  | 0  | 1  | 2  | 18 | 0 | 1 |   |
| 86  | Larce de Loeper           | 1 | 0 | 0  | 0  | 0 | 0  | 0 | 0 | 0  | 0  | 1 | 87 | 1  | 15 | 0  | 1  | 1 | 0 |   |
| 87  | Letrey                    | 1 | 0 | 0  | 0  | 0 | 0  | 0 | 0 | 1  | 11 | 0 | 0  | 0  | 7  | 2  | 11 | 1 | 0 |   |
| 88  | Levlatar Torrid           | 1 | 0 | 0  | 0  | 1 | 95 | 6 | 0 | 0  | 0  | 0 | 0  | 0  | 5  | 1  | 6  | 0 | 1 |   |
| 89  | Logan the Black           | 1 | 1 | 96 | 4  | 0 | 0  | 0 | 0 | 0  | 0  | 0 | 0  | 0  | 1  | 1  | 4  | 1 | 0 |   |
| 90  | Lorn Ironwulf             | 1 | 1 | 90 | 3  | 0 | 0  | 0 | 0 | 0  | 0  | 0 | 0  | 0  | 1  | 0  | 3  | 1 | 0 |   |
| 91  | Lukor Majicka             | 1 | 1 | 94 | 9  | 1 | 95 | 1 | 0 | 0  | 0  | 0 | 0  | 0  | 6  | 0  | 9  | 1 | 0 |   |
| 92  | Lyra                      | 1 | 0 | 0  | 0  | 0 | 0  | 0 | 1 | 94 | 5  | 0 | 0  | 0  | 7  | 1  | 5  | 0 | 1 |   |
| 93  | Madelaine d'Alsace        | 1 | 0 | 0  | 0  | 0 | 0  | 0 | 1 | 95 | 6  | 0 | 0  | 0  | 7  | 1  | 6  | 0 | 1 |   |
| 94  | Mandrake Hawke            | 1 | 0 | 0  | 0  | 1 | 96 | 7 | 0 | 0  | 0  | 0 | 0  | 0  | 5  | 1  | 7  | 1 | 0 |   |
| 95  | Martel                    | 1 | 0 | 0  | 0  | 0 | 0  | 0 | 1 | 94 | 4  | 0 | 0  | 0  | 7  | 1  | 4  | 1 | 0 |   |
| 96  | M'Deth of Benden          | 4 | 1 | 86 | 1  | 1 | 94 | 1 | 1 | 87 | 1  | 1 | 85 | 1  | 28 | 1  | 1  | 1 | 0 |   |
| 97  | Melinda MacLaren          | 1 | 0 | 0  | 0  | 0 | 0  | 0 | 1 | 95 | 4  | 0 | 0  | 0  | 7  | 2  | 4  | 0 | 1 |   |
| 98  | Michael Hammer of God     | 3 | 1 | 90 | 4  | 1 | 95 | 4 | 0 | 0  | 0  | 1 | 92 | 4  | 21 | 1  | 4  | 1 | 0 |   |
| 99  | Militarus                 | 1 | 0 | 0  | 0  | 0 | 0  | 0 | 1 | 94 | 9  | 0 | 0  | 0  | 9  | 7  | 1  | 9 | 0 |   |
| 100 | Morgan Kilpatrick         | 1 | 1 | 1  | 11 | 0 | 0  | 0 | 0 | 0  | 0  | 0 | 0  | 0  | 1  | 2  | 11 | 1 | 0 |   |
| 101 | Morluk the Merciless      | 2 | 1 | 86 | 1  | 0 | 0  | 0 | 0 | 0  | 0  | 1 | 83 | 1  | 16 | 1  | 1  | 1 | 0 |   |
| 102 | Mosher                    | 1 | 0 | 0  | 0  | 0 | 0  | 0 | 0 | 0  | 0  | 1 | 94 | 3  | 15 | 2  | 3  | 1 | 0 |   |
| 103 | Moss du Percheron         | 2 | 1 | 95 | 6  | 1 | 95 | 6 | 0 | 0  | 0  | 0 | 0  | 0  | 6  | 1  | 6  | 1 | 0 |   |
| 104 | Naes Welssdrake           | 2 | 1 | 90 | 1  | 1 | 90 | 1 | 0 | 0  | 0  | 0 | 0  | 0  | 6  | 0  | 3  | 1 | 0 |   |
| 105 | Naft                      | 1 | 0 | 0  | 0  | 0 | 0  | 0 | 0 | 0  | 0  | 0 | 1  | 1  | 3  | 15 | 2  | 3 | 1 | 0 |
| 106 | Narsyasura Vasusdeva      | 1 | 1 | 92 | 4  | 0 | 0  | 0 | 0 | 0  | 0  | 0 | 0  | 0  | 1  | 2  | 4  | 0 | 1 |   |
| 107 | Nashomi the Lonely Wulf   | 3 | 1 | 84 | 1  | 1 | 83 | 1 | 0 | 0  | 0  | 1 | 86 | 1  | 21 | 0  | 1  | 1 | 0 |   |

|     | A                         | B | C | D  | E | F | G  | H  | I | J  | K | L | M  | N | O  | P  | Q  | R | S |   |
|-----|---------------------------|---|---|----|---|---|----|----|---|----|---|---|----|---|----|----|----|---|---|---|
| 108 | Nevron Dreadstarr         | 4 | 1 | 90 | 3 | 1 | 88 | 3  | 1 | 94 | 3 | 1 | 1  | 3 | 28 | 1  | 3  | 1 | 0 |   |
| 109 | Nighlynx Neitrik          | 1 | 0 | 0  | 0 | 0 | 0  | 0  | 1 | 94 | 4 | 0 | 0  | 0 | 7  | 2  | 4  | 1 | 0 |   |
| 110 | Nithanalom                | 1 | 0 | 0  | 0 | 0 | 0  | 0  | 1 | 88 | 2 | 0 | 0  | 0 | 7  | 0  | 2  | 1 | 0 |   |
| 111 | Nomad Fishslayer          | 1 | 0 | 0  | 0 | 1 | 94 | 5  | 0 | 0  | 0 | 0 | 0  | 0 | 5  | 1  | 14 | 1 | 0 |   |
| 112 | Palan Torrid              | 1 | 1 | 95 | 6 | 0 | 0  | 0  | 0 | 0  | 0 | 0 | 0  | 0 | 1  | 1  | 6  | 0 | 1 |   |
| 113 | Pebyr Ap'Cucorin          | 3 | 1 | 93 | 4 | 1 | 95 | 4  | 1 | 91 | 4 | 0 | 0  | 0 | 13 | 1  | 4  | 1 | 0 |   |
| 114 | Quicksilver Lightfoot     | 2 | 1 | 94 | 7 | 1 | 93 | 1  | 0 | 0  | 0 | 0 | 0  | 0 | 6  | 1  | 18 | 0 | 1 |   |
| 115 | Reyna Arafael             | 1 | 1 | 89 | 3 | 0 | 0  | 0  | 0 | 0  | 0 | 0 | 0  | 0 | 1  | 0  | 3  | 0 | 1 |   |
| 116 | Rift Gorhan Iele          | 2 | 0 | 0  | 0 | 1 | 92 | 6  | 0 | 0  | 0 | 1 | 85 | 1 | 5  | 1  | 6  | 1 | 0 |   |
| 117 | Rufus the Grimwolf        | 3 | 1 | 95 | 4 | 1 | 93 | 4  | 1 | 94 | 4 | 0 | 0  | 0 | 13 | 1  | 4  | 1 | 0 |   |
| 118 | Ryah hap Illys de Visclo  | 1 | 0 | 0  | 0 | 1 | 86 | 1  | 0 | 0  | 0 | 0 | 0  | 0 | 5  | 0  | 1  | 0 | 1 |   |
| 119 | Sasha                     | 1 | 0 | 0  | 0 | 1 | 94 | 5  | 0 | 0  | 0 | 0 | 0  | 0 | 5  | 0  | 5  | 0 | 1 |   |
| 120 | Scorpio                   | 1 | 0 | 0  | 0 | 1 | 95 | 8  | 0 | 0  | 0 | 0 | 0  | 0 | 5  | 1  | 8  | 1 | 0 |   |
| 121 | Selka Shadowcat           | 2 | 1 | 94 | 3 | 1 | 93 | 3  | 0 | 0  | 0 | 0 | 0  | 0 | 6  | 1  | 3  | 0 | 1 |   |
| 122 | Shanti Jorvik             | 1 | 0 | 0  | 0 | 1 | 96 | 4  | 0 | 0  | 0 | 0 | 0  | 0 | 5  | 1  | 4  | 1 | 0 |   |
| 123 | Silverthorne              | 1 | 0 | 0  | 0 | 0 | 0  | 0  | 0 | 0  | 0 | 0 | 0  | 0 | 0  | 0  | 3  | 1 | 0 |   |
| 124 | Snake Eyes                | 2 | 1 | 1  | 4 | 1 | 1  | 8  | 0 | 0  | 0 | 0 | 0  | 0 | 5  | 1  | 8  | 1 | 0 |   |
| 125 | Solaris Silversword       | 1 | 0 | 0  | 0 | 1 | 94 | 0  | 0 | 0  | 0 | 0 | 0  | 0 | 0  | 1  | 8  | 1 | 0 |   |
| 126 | Squeak                    | 1 | 1 | 96 | 3 | 0 | 96 | 3  | 0 | 0  | 0 | 0 | 0  | 0 | 1  | 1  | 3  | 0 | 1 |   |
| 127 | Stefan                    | 1 | 0 | 0  | 0 | 0 | 0  | 0  | 0 | 0  | 0 | 1 | 95 | 7 | 15 | 0  | 7  | 1 | 0 |   |
| 128 | Swift Wind                | 1 | 0 | 0  | 0 | 1 | 1  | 11 | 0 | 0  | 0 | 0 | 0  | 0 | 5  | 2  | 11 | 1 | 0 |   |
| 129 | Sylvas                    | 1 | 1 | 94 | 5 | 0 | 0  | 0  | 0 | 0  | 0 | 0 | 0  | 0 | 1  | 2  | 19 | 1 | 0 |   |
| 130 | Taldak                    | 1 | 1 | 95 | 3 | 0 | 0  | 0  | 0 | 0  | 0 | 0 | 0  | 0 | 1  | 2  | 3  | 1 | 0 |   |
| 131 | Talinor Darkwolf          | 2 | 1 | 92 | 1 | 0 | 0  | 0  | 1 | 95 | 1 | 0 | 0  | 0 | 8  | 1  | 1  | 1 | 0 |   |
| 132 | Tawnee Darkfalcon         | 3 | 1 | 83 | 1 | 1 | 85 | 1  | 1 | 85 | 1 | 0 | 0  | 0 | 13 | 0  | 1  | 0 | 1 |   |
| 133 | Taz                       | 1 | 0 | 0  | 0 | 0 | 0  | 0  | 1 | 1  | 3 | 0 | 0  | 0 | 7  | 0  | 3  | 1 | 0 |   |
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| 135 | Thanatos                  | 1 | 0 | 0  | 0 | 1 | 95 | 7  | 0 | 0  | 0 | 0 | 0  | 0 | 5  | 0  | 3  | 1 | 0 |   |
| 136 | Thanos Darkside           | 1 | 1 | 83 | 1 | 0 | 0  | 0  | 0 | 0  | 0 | 0 | 0  | 0 | 1  | 0  | 1  | 1 | 0 |   |
| 137 | Theodrick Blackflame      | 3 | 1 | 91 | 4 | 1 | 88 | 1  | 0 | 0  | 0 | 1 | 92 | 4 | 21 | 1  | 4  | 1 | 0 |   |
| 138 | Tholden von Brazilius     | 3 | 0 | 0  | 0 | 1 | 90 | 4  | 1 | 95 | 4 | 1 | 90 | 4 | 27 | 1  | 4  | 1 | 0 |   |
| 139 | Thorin                    | 1 | 0 | 0  | 0 | 0 | 0  | 0  | 1 | 93 | 4 | 0 | 0  | 0 | 7  | 1  | 3  | 1 | 0 |   |
| 140 | Thorn Crossbearer         | 1 | 1 | 91 | 1 | 0 | 0  | 0  | 0 | 0  | 0 | 0 | 0  | 0 | 1  | 0  | 6  | 1 | 0 |   |
| 141 | Tiberius Augustus         | 1 | 0 | 0  | 0 | 1 | 94 | 4  | 0 | 0  | 0 | 0 | 0  | 0 | 5  | 2  | 4  | 1 | 0 |   |
| 142 | Tiger's Paw               | 1 | 0 | 0  | 0 | 0 | 0  | 0  | 1 | 95 | 7 | 0 | 0  | 0 | 7  | 1  | 7  | 1 | 0 |   |
| 143 | Tomadichhi Koranada       | 1 | 0 | 0  | 0 | 0 | 0  | 0  | 1 | 92 | 4 | 0 | 0  | 0 | 7  | 2  | 4  | 1 | 0 |   |
| 144 | Trenton Kenman            | 1 | 0 | 0  | 0 | 1 | 95 | 8  | 0 | 0  | 0 | 0 | 0  | 0 | 5  | 2  | 8  | 1 | 0 |   |
| 145 | Trevar Kirkpatrick        | 1 | 0 | 0  | 0 | 1 | 1  | 4  | 0 | 0  | 0 | 0 | 0  | 0 | 5  | 2  | 4  | 1 | 0 |   |
| 146 | Trinity                   | 1 | 0 | 0  | 0 | 1 | 94 | 1  | 0 | 0  | 0 | 0 | 0  | 0 | 5  | 1  | 1  | 1 | 0 |   |
| 147 | Tristan Malaskin          | 1 | 0 | 0  | 0 | 1 | 96 | 8  | 0 | 0  | 0 | 0 | 0  | 0 | 5  | 1  | 8  | 1 | 0 |   |
| 148 | Trylc the Axe             | 1 | 0 | 0  | 0 | 0 | 0  | 0  | 1 | 95 | 8 | 0 | 0  | 0 | 0  | 7  | 1  | 8 | 1 | 0 |
| 149 | Tunear                    | 1 | 0 | 0  | 0 | 0 | 0  | 0  | 0 | 0  | 0 | 0 | 1  | 1 | 3  | 15 | 2  | 3 | 1 | 0 |
| 150 | Vaargard Malorius         | 1 | 0 | 0  | 0 | 0 | 0  | 0  | 1 | 95 | 5 | 0 | 0  | 0 | 7  | 1  | 14 | 1 | 0 |   |
| 151 | Valeris                   | 2 | 0 | 0  | 0 | 1 | 93 | 8  | 1 | 94 | 8 | 0 | 0  | 0 | 12 | 2  | 8  | 1 | 0 |   |
| 152 | Vasa Calametar Wolfriider | 1 | 0 | 0  | 0 | 0 | 0  | 0  | 1 | 95 | 5 | 0 | 0  | 0 | 7  | 1  | 19 | 1 | 0 |   |
| 153 | Wellok                    | 1 | 0 | 0  | 0 | 1 | 95 | 7  | 0 | 0  | 0 | 0 | 0  | 0 | 5  | 1  | 7  | 0 | 1 |   |
| 154 | Whitewolf the Hunter      | 1 | 1 | 93 | 9 | 0 | 0  | 0  | 0 | 0  | 0 | 0 | 0  | 0 | 1  | 1  | 9  | 1 | 0 |   |
| 155 | William Christopher       | 1 | 0 | 0  | 0 | 1 | 94 | 8  | 0 | 0  | 0 | 0 | 0  | 0 | 0  | 5  | 1  | 8 | 1 | 0 |
| 156 | Wolfram Bloodletter       | 2 | 1 | 93 | 6 | 0 | 0  | 0  | 0 | 0  | 0 | 1 | 95 | 6 | 16 | 1  | 6  | 1 | 0 |   |
| 157 | Wrath                     | 1 | 0 | 0  | 0 | 1 | 1  | 11 | 0 | 0  | 0 | 0 | 0  | 0 | 5  | 2  | 11 | 1 | 0 |   |
| 158 | Xenos Perserverus         | 1 | 0 | 0  | 0 | 0 | 0  | 0  | 0 | 0  | 0 | 1 | 1  | 3 | 15 | 1  | 3  | 1 | 0 |   |
| 159 | Zantikali                 | 1 | 0 | 0  | 0 | 0 | 0  | 0  | 0 | 0  | 0 | 1 | 95 | 3 | 15 | 1  | 3  | 1 | 0 |   |
| 160 | Zephram MacLaren          | 2 | 1 | 94 | 4 | 0 | 0  | 0  | 1 | 93 | 4 | 0 | 0  | 0 | 8  | 1  | 4  | 1 | 0 |   |
| 161 | Zircon                    | 1 | 1 | 92 | 4 | 0 | 0  | 0  | 0 | 0  | 0 | 0 | 0  | 0 | 1  | 1  | 4  | 1 | 0 |   |
| 162 | Zyax Blackraven           | 1 | 0 | 0  | 0 | 0 | 0  | 0  | 0 | 0  | 0 | 1 | 86 | 1 | 15 | 0  | 1  | 1 | 0 |   |
| 163 | Zyphus                    | 1 | 0 | 0  | 0 | 1 | 96 | 3  | 0 | 0  | 0 | 0 | 0  | 0 | 5  | 1  | 3  | 1 | 0 |   |

## Amtgard Online

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### Amtgard World Wide Web

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## What's Best in Life

by Scarhart

Blood was everywhere that day,  
Corpses lined the battlefield;  
Laughing children among them played;  
Drenched with gore, we would not yield.

The stench of death, sun standing high;  
Raven's pluck out the dead men's eyes.  
It was such a glorious sight!  
It was such a glorious fight!

And at the corners of the meadows,  
Flowers bloom in the soft sunlight;  
Those at least not trampled down  
By our armoured might!

So I sing a song of what's best in life:  
To crush your enemies left and right,  
To see them driven before your might,  
And hear the women crying all night.  
What's best in life!

Our swords are all notched now,  
arrows are all spent.  
We mowed them all down now,  
and off to Hel they went!


So we stand bruised and battered  
On the ruined meadow grass.  
But what the hell does it matter?

We kicked their ass!  
What's best in life!

So I sing a song of what's best in life:  
To crush your enemies left and right,  
To see them driven before your might,  
And hear the women crying all night.  
What's best in life!

So let's sing a song of what's best in life,  
Yes, let's sing a song of that testing life!  
Everybody, sing!

So we sing a song of what's best in life:  
To crush your enemies left and right,  
To see them driven before your might,  
And hear the women crying all night.  
What's best in life!



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## ABOUT THE CONTRIBUTORS

Sir Andacar of Keccia (Darrell S. Leland) from the Duchy of Pegasus Valley is the first knight from that group. (Not in issue due to space.)

Duchess Dame Andralaine of Stonehelvan (Kerry Hunter) from the Kingdom of the Burning Lands is the autocrat for Gathering of the Clans 14.

Grand Duke Sir Aramithris of Meadowlake (J.W. Donnelly) from the Kingdom of the Burning Lands is a professional SF writer and poet and has a book, *Babylon Gardens*, due out later this year.

Countess Dame Ariona Mixtatl of the Bear Clan (Kathleen Ashcraft) from the Kingdom of the Burning Lands was the first Knight of the Serpent after its creation as a distinct Order.

Duke Sir Aron Nelsson (Len Nellson) from the Kingdom of the Emerald Hills is the role model for all Amtgard barbarians and is rumoured to have run naked through cactus patches during the full moon.

Lord Covenant the Scarred Hart (i.e.-Scarhart) (Scott Casart-Jernigan) from the Kingdom of the Burning Lands has written many Amtgard songs and ballads, and though not a knight, has earned the honor and respect due one.

Cullum Eyrewolf (Mark Zaynard) from the Kingdom of the Iron Mountains makes his first appearance in these pages.

Lady Emer Rustytongue (Lisa Manguso) from the Kingdom of Dragonspine has done a world wide web page devoted to the knights of Amtgard.

Grand Duke Sir Gilos Dawnhope (Ben Hill Passmore IV) from the Kingdom of the Burning Lands (aka The Purple Duck) is the founder of the Discolored Bird Society.

Sir Guy Kasama (Matt Schufeldt) from the Kingdom of the Iron Mountains is a great guy <grin>.

Countess Dame Gwynne of Tarnlea (Kris Donnelly-Sasser) from the Kingdom of the Burning Lands has created more fine garb and earned more dragons than anyone else, and scored 26 out of a total of 30 points in the garb categories at the most recent interkingdom Olympiad.

Grand Duke Sir Ivar Nefarious (Mark Willis) from the Kingdom of the Burning Lands is layout editor for this *Talons* and administrates the Amtgard listserve, mux, and mud.

Viscountess Dame Joella Starwatcher (Mandy Burgin) from the Kingdom of the Burning Lands was the first ever Champion of Amtgard.

Sir Kane Darkwraith (Chris Powell) from the Kingdom of the Iron Mountains is well known and honored for his quality

metalworking.

Duke Sir Nashomi the Lonely Wolf (Sam Snoddy) from the Kingdom of the Burning Lands was the first warlord and Knight of the Sword in Amtgard.

Duke Sir Nevron Dreadstar (Mike Murphy) from the Kingdom of the Emerald Hills is the first knight who was not a Burning Lander.

Sir Nomad Fishslayer (Robert Schoenberger) from the Kingdom of the Wetlands is the reigning Mordengard drunken barbarian champion.

Duchess Dame Reyna Arafael (Renee Spahr) from the Kingdom of the Emerald Hills was the first monarch of that kingdom.

Duke Sir Talinor Darkwolf (Alf Enriquez) from the Kingdom of the Burning Lands just recieved his Serpent belt and is the most recent Burning Lands knight.

Talthyr Dszardin (Shelby Williams) from the Kingdom of the Emerald Hills is a new contributor to Amtgard, International publications.

Arch Duke Sir Wolfram Bloodletter (Steve Speth) from the Kingdom of the Iron Mountains is king of that group (they call it an 'empire') and likes to hide his wife's knight chain in his underwear. (Not in issue due to space.)



by Diego

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