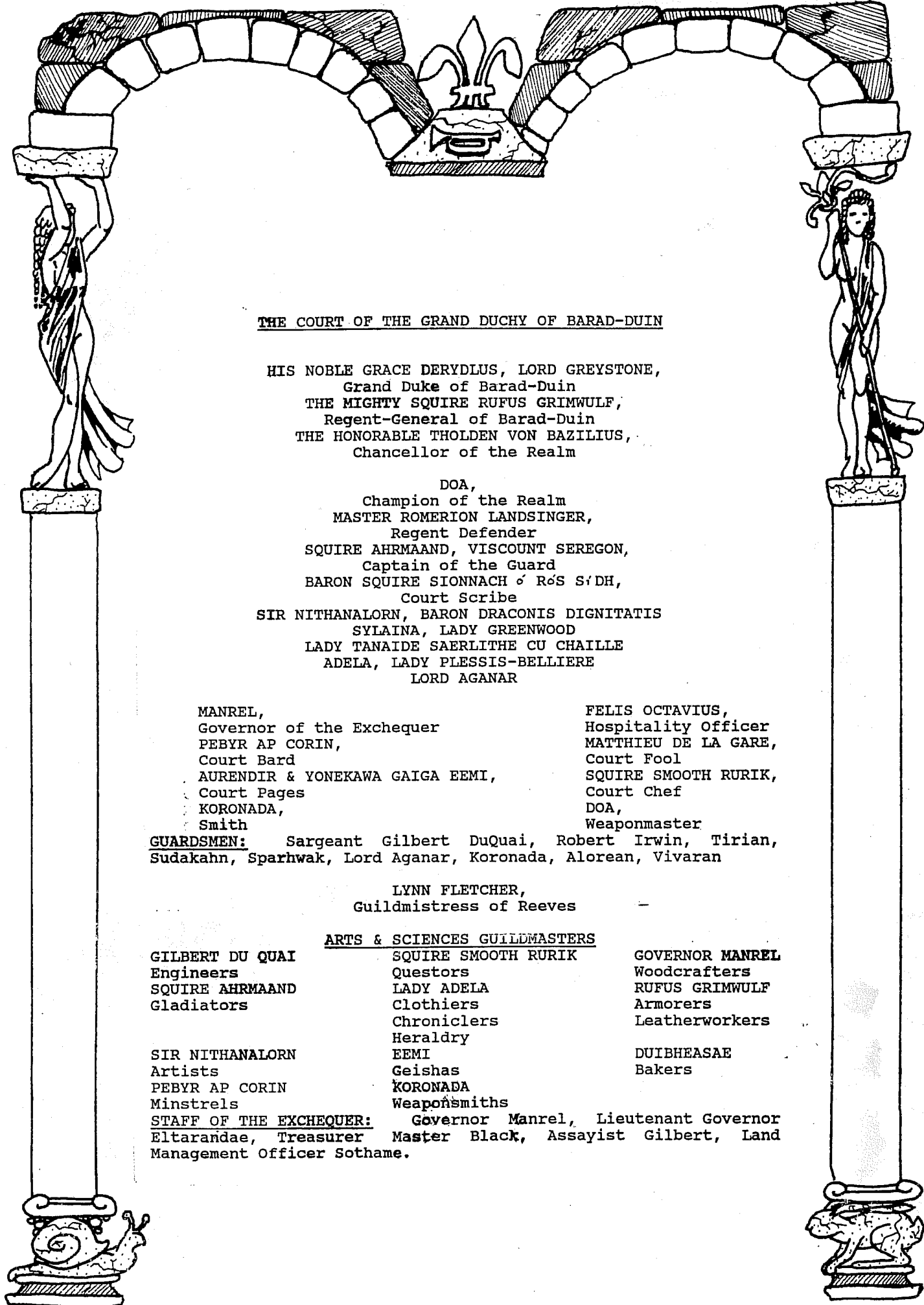


the palace  
of  
barad-dûr  
68, 69





THE COURT OF THE GRAND DUCHY OF BARAD-DUIN

HIS NOBLE GRACE DERYDLUS, LORD GREYSTONE,  
Grand Duke of Barad-Duin  
THE MIGHTY SQUIRE RUFUS GRIMWULF,  
Regent-General of Barad-Duin  
THE HONORABLE THOLDEN VON BAZILIUS,  
Chancellor of the Realm

DOA,  
Champion of the Realm  
MASTER ROMERION LANDSINGER,  
Regent Defender  
SQUIRE AHRMAAND, VISCOUNT SEREGON,  
Captain of the Guard  
BARON SQUIRE SIONNACH o' RóS S'íDH,  
Court Scribe  
SIR NITHANALORN, BARON DRACONIS DIGNITATIS  
SYLAINE, LADY GREENWOOD  
LADY TANAIDE SAERLITHE CU CHAILLE  
ADELA, LADY PLESSIS-BELLIERE  
LORD AGANAR

MANREL,  
Governor of the Exchequer  
PEBYR AP CORIN,  
Court Bard  
AURENDIR & YONEKAWA GAIGA EEMI,  
Court Pages  
KORONADA,  
Smith

FELIS OCTAVIUS,  
Hospitality Officer  
MATTHIEU DE LA GARE,  
Court Fool  
SQUIRE SMOOTH RURIK,  
Court Chef  
DOA,  
Weaponmaster

GUARDSMEN: Sargeant Gilbert DuQuai, Robert Irwin, Tirian,  
Sudakahn, Sparhwak, Lord Aganar, Koronada, Alorean, Vivaran

LYNN FLETCHER,  
Guildmistress of Reeves

ARTS & SCIENCES GUILDMASTERS

GILBERT DU QUAI  
Engineers  
SQUIRE AHRMAAND  
Gladiators

SQUIRE SMOOTH RURIK  
Questors  
LADY ADELA  
Clothiers  
Chroniclers  
Heraldry  
EEMI  
Geishas  
KORONADA  
Weaponsmiths

GOVERNOR MANREL  
Woodcrafters  
RUFUS GRIMWULF  
Armors  
Leatherworkers

SIR NITHANALORN  
Artists  
PEBYR AP CORIN  
Minstrels

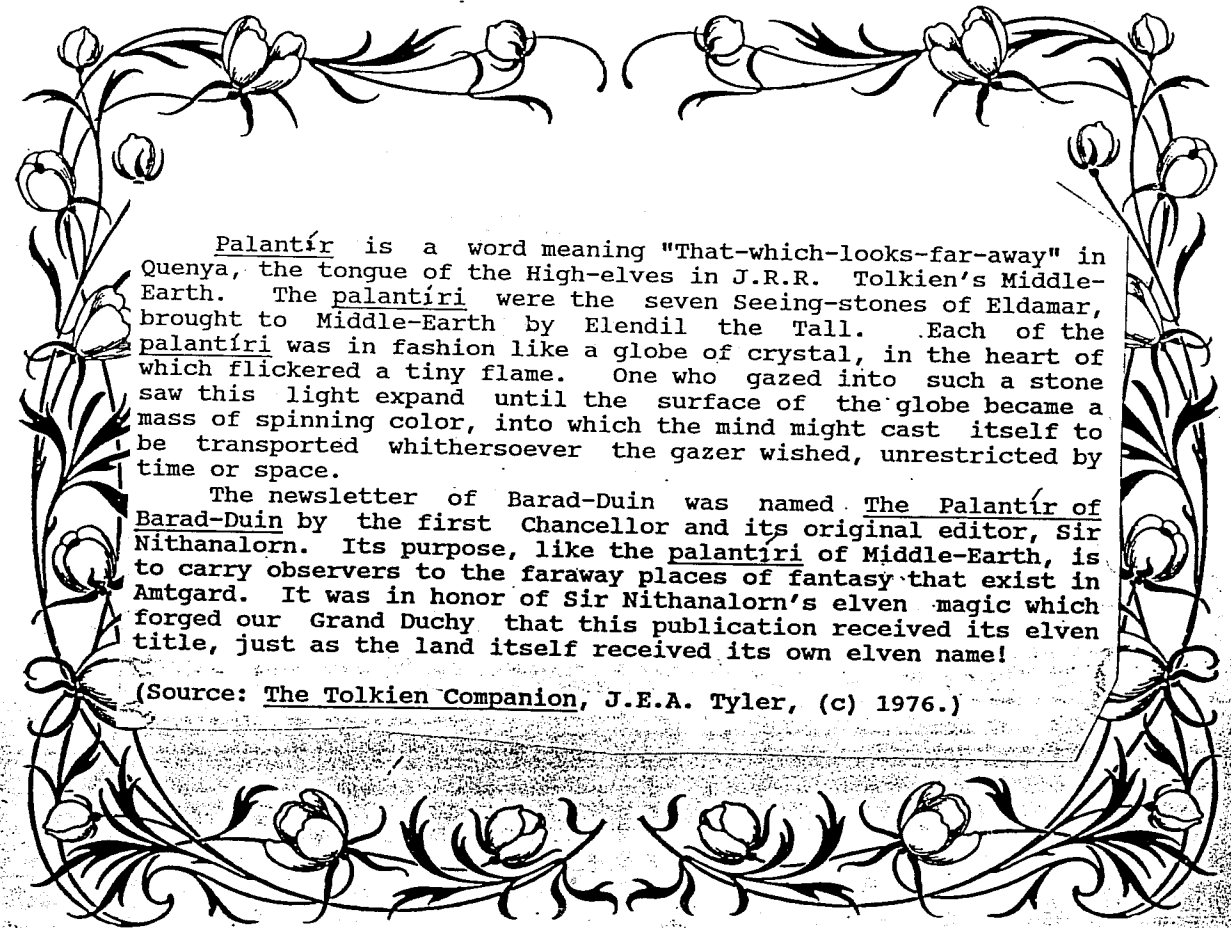
DUIBHEASAE  
Bakers

STAFF OF THE EXCHEQUER: Governor Manrel, Lieutenant Governor  
Eltarandae, Treasurer Master Black, Assayist Gilbert, Land  
Management Officer Sothame.

BARON SIONNACH (SCRIBE, BARAD-DUIN)  
c/o KRIS ANDREWS  
5701 JOHNNY MORRIS RD. #160  
AUSTIN, TX 78724  
(512) 926-6930

TABLE OF CONTENTS

Cover  
The Court of Barad-Duin.....Inside Cover  
Table of Contents.....1  
A Letter from the Duke..His Noble Grace.....2  
Allthing Results..April 22nd, 1989.....5  
Clarifications on the Rules - I..Lynn Fletcher.....6  
Court Notes..April 15th, 1989.....9  
Calendar for the Reign of His Grace.....12  
Allthings Considered.....13  
"The Coming of the Storm"...Composition  
1st-Place Finisher in the Ducal Qualifications  
by Grand Duke Derydlus of the Grey Stone.....14  
From the Chancellor..The Honorable Tholden.....18  
"De Astribus"...Nonfiction  
1st-Place Finisher in the Ducal Qualifications  
by Lynn Fletcher.....21  
Recipe..Lady Sylaina of the Green Wood.....23  
An Epistle to the Populace..Gilbert du Quai.....24  
Children of the Night..Viscount Ahrmaand.....28  
Court Notes..April 22nd, 1989.....31  
Dues Update.....37  
Weeks Update.....40  
Scarborough Fair Information.....Inside Back Cover



Palantír is a word meaning "That-which-looks-far-away" in Quenya, the tongue of the High-elves in J.R.R. Tolkien's Middle-Earth. The palantíri were the seven Seeing-stones of Eldamar, brought to Middle-Earth by Elendil the Tall. Each of the palantíri was in fashion like a globe of crystal, in the heart of which flickered a tiny flame. One who gazed into such a stone saw this light expand until the surface of the globe became a mass of spinning color, into which the mind might cast itself to be transported whithersoever the gazer wished, unrestricted by time or space.

The newsletter of Barad-Duin was named The Palantír of Barad-Duin by the first Chancellor and its original editor, Sir Nithanalorn. Its purpose, like the palantíri of Middle-Earth, is to carry observers to the faraway places of fantasy that exist in Amtgard. It was in honor of Sir Nithanalorn's elven magic which forged our Grand Duchy that this publication received its elven title, just as the land itself received its own elven name!

(Source: The Tolkien Companion, J.E.A. Tyler, (c) 1976.)

# A Letter from the Duke ~

**H**AIL AND HALLO to all members of the noble populace of Barad Duin; I send you greetings and felicitations!! It is my sincerest hope and wish that this short letter finds you healthy and happy, and that the spirit of Amtgard is contributing to both. We find ourselves passing through yet another month, what with May over halfway finished, and still so many things to do.

This month marks the third month of my reign, and I'm proud to say that Barad Duin is going stronger than ever. We've just recently had an influx of new people, and our ranks are growing by leaps and bounds. I understand that we should be getting several others to join us soon through our best source of advertising so far - word of mouth. I would like to personally thank all of you who have brought in new members, because it's service like that that makes us thrive.

To the newer members of Amtgard, I would like to now extend a hale and hearty "Welcome!", and let you know about my "open door" policy.

What is that? Quite simply, if you see me, my "door is open", and I'll be more than happy to talk to you, and listen to what you have to say. I may not have all the answers, but I can usually tell you who to talk to if you have a particular question or problem. So come on up, I don't bite.

The next several weeks are going to be quite a smasher! We've got loads of doin's in Barad Duin (to steal a phrase), and it looks like it'll be pretty interesting! As a matter of fact, this very day we are having the Election of Barad Duin's third Chancellor of the Realm, sponsored by the Reeves' Guild and its Guildmistress, Lynn Fletcher. Just in case you don't know who the candidates are, I'll tell you here and now.

The candidates are (drum roll, please):

Lady Adela	Mage Black	Sparhawk
Wizard Thariand	Lord Agenar	Romerion Landsinger

As you can see, it is going to be a tough race, and the only way to make certain that your candidate will win is if you vote. I want, at this time, to encourage you all to talk to Lynn Fletcher and find out if you are eligible to vote. If so, then vote!!! I can't stress the importance of this enough! It is vital that every person who can possibly vote do so, because the Chancellor is a vital member of the Court and is the recordskeeper of the Duchy. At 2:00 pm today, all of the candidates will gather to have a short discussion of their beliefs and policies-to-be, so that when your vote is made, it is an informed one.

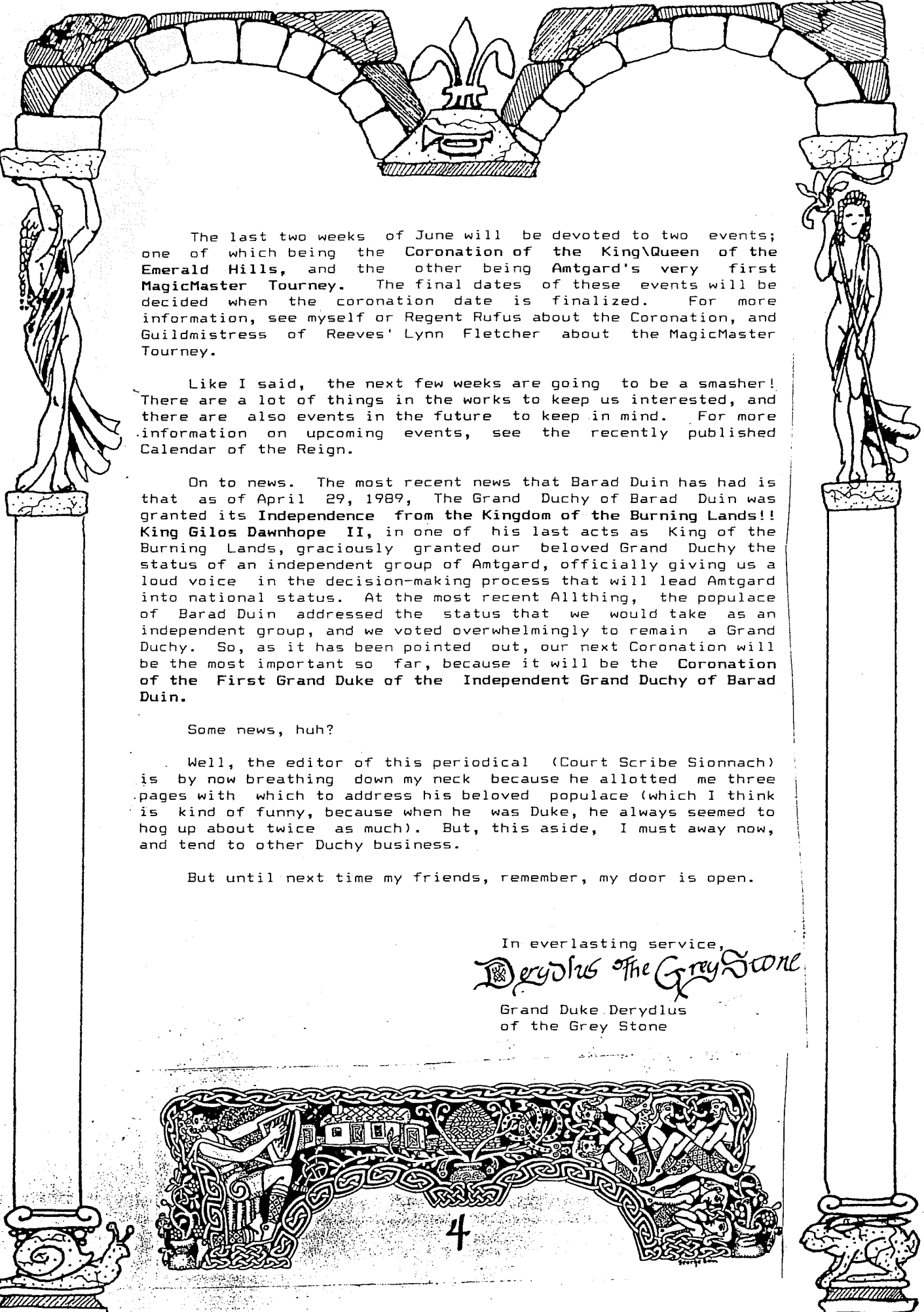
The next Chancellor of the Realm of Barad Duin will be announced tonight at court, which will start at 8:00 pm, at the clubhouse of Tanaide. For directions, see your Guildmaster.

Next week, we are having Barad Duin's first Fair and Exposition, an event which will be a preview of what to expect this coming August in the next Qualifications for Grand Duke/Duchess. This is an Arts & Sciences contest only, with the exception that there will be no written materials entered. Written materials will be judged in the upcoming Contest of Chroniclers, which will take place in June. We need volunteers for judging in the Fair, and encourage everyone to participate. Entries will be limited to items that have never been entered in an Amtgard contest, and will be for the categories used in the First Interkingdom Olympiad. All entries may be entered in the upcoming Qualifications for Grand Duke/Duchess. For more information, please see Regent General Rufus Grimwulf.

Also next week is the Mid Reign Revel, which I will sponsor and hold at The Wizard's Keep on May 27, beginning at 7:00 pm. This will be a chance for us all to relax, have fun, feast and dance with one another, without the stuffiness of a court. Court attire is desired, but make it cool, because the Wizard's Keep is not air conditioned. A rain date for the event is June 10. This affair is open to every member of Barad Duin, and is B.Y.O.B., though the feast will be provided at no cost to the populace. Please feel free to supply any garnishments to the feast, but it is not necessary. So come, and enjoy! Further details will be forthcoming.

The first weekend in June, on the 3rd and 4th, we will be having a mass trip to Scarborough Fair near Dallas. This is a medieval fair that takes place every year about this time, and it promises to be great fun! While we're there, we can pop in on the Qualifications for King/Queen of the Emerald Hills, which will be taking place on the same weekend. We hope to get many people going, so that we can make a good showing. Tickets are \$ 9.50 plus tax for adults, and \$ 4.50 plus tax for children. Two day rates are available, and I know for a fact that several of us will be going for the two days. If you want to go, or need more information, please see me very soon, because we need to organize travelling parties.

On June 10th, the great and mysterious Elves of Barad Duin will officially open up the Elven Forest for our games, and we are going to kick it off with a great and mysterious Quest. The Guildmaster of Questors, Squire Rurik of Seregon, has informed me that the upcoming Quest will be such a knock-down, drag-out that Questors will be granted FULL LIVES in the Quest!! If you expect to get further information, you're going to have to be reeeaaaall nice to Squire Rurik: all he's done so far is said nothing and grinned like a Cheshire Cat.



The last two weeks of June will be devoted to two events; one of which being the Coronation of the King/Queen of the Emerald Hills, and the other being Amtgard's very first MagicMaster Tourney. The final dates of these events will be decided when the coronation date is finalized. For more information, see myself or Regent Rufus about the Coronation, and Guildmistress of Reeves' Lynn Fletcher about the MagicMaster Tourney.

Like I said, the next few weeks are going to be a smasher! There are a lot of things in the works to keep us interested, and there are also events in the future to keep in mind. For more information on upcoming events, see the recently published Calendar of the Reign.

On to news. The most recent news that Barad Duin has had is that as of April 29, 1989, The Grand Duchy of Barad Duin was granted its Independence from the Kingdom of the Burning Lands!! King Gilos Dawnhope II, in one of his last acts as King of the Burning Lands, graciously granted our beloved Grand Duchy the status of an independent group of Amtgard, officially giving us a loud voice in the decision-making process that will lead Amtgard into national status. At the most recent Allthing, the populace of Barad Duin addressed the status that we would take as an independent group, and we voted overwhelmingly to remain a Grand Duchy. So, as it has been pointed out, our next Coronation will be the most important so far, because it will be the Coronation of the First Grand Duke of the Independent Grand Duchy of Barad Duin.

Some news, huh?

Well, the editor of this periodical (Court Scribe Sionnach) is by now breathing down my neck because he allotted me three pages with which to address his beloved populace (which I think is kind of funny, because when he was Duke, he always seemed to hog up about twice as much). But, this aside, I must away now, and tend to other Duchy business.

But until next time my friends, remember, my door is open.

In everlasting service,

*Derydlus of the Grey Stone*

Grand Duke Derydlus  
of the Grey Stone



THE DOCKET, ISSUES AND RESULTS OF THE ALLTHING, on the occasion of XXII April MCMLXXXIX.

1. Brought forth by Lynn Fletcher:  
That the Reeves' Guild be given the express authority to clarify the rules of battle.  
Results: The authority is granted.
2. Brought forth by Robert Irwin Reeves:  
That the weight limit of crossbows be raised to 55 lbs.  
Discussion: The purpose of this proposal was that the weight-to-power ratio of crossbows was different from that of bows, and thus crossbows should not have the same weight-pull requirement. It was the general consensus that the reeves must test the as-yet-unplayed crossbows out first.  
Results: Tabled for testing.
3. Brought forth by Robert Irwin Reeves:  
That warriors be given the option either of using their full six lives in a battlegame, or of utilizing missile weapons.  
Results: Tabled for playtesting.
4. Brought forth by His Noble Grace:  
When Barad-Duin is granted its independence, should it retain its Grand Duchy status or be elevated to a Kingdom?  
Discussion: The Mighty Rufus burped.  
Results: Barad-Duin remains a Grand Duchy.
5. Brought forth by His Noble Grace:  
Should Barad-Duin be independent?  
Results: Barad-Duin will be an independent Grand Duchy.
6. That the wizards' Magic Shop have a limitation.  
Discussion: The possibility was discussed for the Magic Shop to be established inside of a small town present on the battlefield. Also within this town could be a hospital (healers' shop), casino, or other such establishments. It was suggested that the town could be attacked, and that it would therefore need to hire mercenaries for its own defense. The proposition was then changed to:  
That a "town" be established, with its own set of governing rules, within the structure of the battlegame, that the Magic Shop and other such establishments be placed under the auspices of this town, and that rules governing this town would be put forth by the Reeves' Guild.  
Results: The town has been voted into existence.
7. That red weapons be required to weigh 1 lbs. per foot of length from the present 2 lb. per foot of length.  
Results: The weight requirement is changed.



## CLARIFICATIONS ON THE RULES - I

Actually, the clarifications are on the next page but please read the reminders listed on this page, too.

### REMINDERS

Many of the populace, reeves included, misunderstand exactly what reeves can and cannot do. Here are a few things:

Reeves have never been empowered to approve weapons. Only the Champion, with the help of the Guildmaster of Reeves and the Smith, can approve weapons. Speaking of approving weapons, read reminders on weapons right after all the reminders on limitations on the powers of reeves.

Reeves have never been empowered to approve shields. Once again, the Champion, Guildmaster of Reeves and Smith are in charge of this.

Reeves have never been empowered to rate armor or to approve it. Armor is rated by the Monarch, Chancellor and Guildmaster of Reeves, and checked for safety by (you guessed it) the Champion, Guildmaster of Reeves and Smith.

Reeves, including the Guildmaster, have never been empowered to give permission to play a monster. With the exception of special scenarios, you must have the permission of the Monarch, Chancellor and Guildmaster of Monsters.

Reeves HAVE been empowered by the corpora to disapprove weapons during the course of a battlegame, until further inspection or repairs. This is for safety's sake.

### Reminders on weapons:

If a weapon is not listed in the rulebook, or if it has a striking surface not listed in the rulebook, it gets to go through special approval. That means that the Monarch and Chancellor get to look at it, too. Weapons will be checked for safety of construction, safety of use, and feasibility. (And historical accuracy would be nice.) ASSUMING that your weapon meets these criteria, it will also need to be color-coded as per the rules, to make it plain which striking surfaces have been declared legal on the weapon. Don't expect a non-standard weapon to be allowed before the color coding is in place.

RED is a reserved color on weapons. It denotes weapons that do extra damage if wielded two-handed. Please do NOT make your weapons red. This includes throwing weapons, since a red throwing weapon will be mistaken for a fireball.

## RULES CLARIFICATIONS - I

May 2, 1989

Here they are, the long-awaited, much-anticipated first set of rules clarifications. These will officially go into effect on May 13:

Barkskin and stonесkin armor points stop vibrating palm, touch of death, poison and paralyzation. The premise is that in these cases that the nature of the skin is altered.

Barbarian berserk armor consists of two points per body location. It does not stop vibrating palm or touch of death since this berserker armor is seen to reflect a higher resistance to melee, not to other attacks. It does stop poison, on the premise that if you take no wound, you can take no poison through the wound.

Barbarians cannot fight after death when killed with a sphere of annihilation, fireball, or call lightning. The reason is the specific spell descriptions: "will destroy even enchanted, hardened or protected items..."; "destroys anything it touches, even on a roll or foot shot"; "person is fried, dead, crispy critter". Lightning bolt was felt to be less powerful, and insufficient to stop a barbarian from fighting after death.

Spheres of annihilation will kill someone who is petrified, iceballed or entangled. You cannot mend annihilated items, the items no longer exist. You cannot resurrect (reincarnate, etc.) annihilated people unless you first summon them. A sphere of annihilation will kill someone wearing a wizard's "protection".

Wizard "protection" does not work against iceball or entangle, since they do no damage. Wizard "protection" does not work against a sphere of annihilation, since only levels of invulnerability work against spheres of annihilation.

Fireballs have no effect on someone who is petrified. People who are fireballed can be resurrected.

Access to game items can be "blocked" with a thornwall because a thornwall is destructible with a plain old sword. The same holds for an assassin's trap being near a flag. You cannot put a flag inside an assassin's trap. The idea is that the game item must be accessible without the use of special class abilities.

Thornwall is a spell and does not die with its caster. It can be dispelled only because the spell description specifically says so, despite the thorns being physical. Since it can be dispelled by others, it can be cancelled by the caster.

Confusion's range will be played at 50 feet.

You cannot cancel or dispel iceball, petrify, or entangle. Once these spells have been cast, the effect becomes physical. The actual ice, rock or foliage is not magical, but a physical effect.

People can be teleported against their will. People may only be teleported where they could go on their own power, not into a tree, not a hundred feet into the air. People may not be forced into a dangerous situation, we're using "shove" for a precedent here. You can teleport within 20 feet of a base, just make sure you say "arriving" x 5 loudly. You cannot teleport with possession of a game item.

When you die, immediately begin walking to nirvana, as per the rules. Once dead, you may not ask for resurrection (reincarnation, etc.). If a battlegame participant stops you on your way to nirvana, the effect in question (normally resurrection) will work on you. This clarifies the contradiction between the description of the healer "resurrect" spell (page 45) and the note on death and lives on page 25. Once you reach nirvana, you must be summoned in order for any battlefield effect to work on you. The 5 minute count on your death begins when you reach nirvana. Do not use the excuse of collecting equipment as a means to loiter on the battlefield in hopes of resurrection.

Monks using the sanctuary chant are unnoticeable within 20 ft., but are noticeable from a distance and may be attacked from further than 20 ft. away. Also note that sanctuary is not a protection from battlefield effects, but only from deliberate melee attacks.

Monks cannot, as the rules stand, block rocks, throwing daggers, etc. with their hands. They may of course block arrows. Per the rules, anyone can try to block a javelin with their hands. If you only touch the shaft of the javelin then you take no damage, but if the point hits, then you take a wound.

by

Lynn

"the Red"

Fletcher

(A NOTE FROM THE SCRIBE: What follows is a translation of an account of the court of His Noble Grace on the occasion of XV April MCMLXXXIX, penned in an esoteric script by the diligent Dierdre Quantain in my absence that evening. My gracious thanks to the lovely lady. -- the humble Sionnach.)

'His Grace announced an Exposition tomorrow, which is to be an informal event. "Bring all your wares to the park," he said.

'Tonight will be an informal and short court due to the Allthing convening afterwards. Between court and the Allthing will occur a short Bardic event. The docket for the Allthing will be opened during the Bardic for a short while.

'Sunday at the Weaponmaster Tourney, a 5 ducat purse will be awarded. The total prize was decided upon after spirited bidding by those blessed with an abundance of clay.

'In a letter given at the Olympiad, King Gilos Dawnhope II Rex of the Burning Lands stated:

"The price of independence will be 500 shillings, or the victory of your champion."

'The following honors were announced as being won at the Olympiad by members of the populace of Barad-Duin:

'In War Events:

'Squire Ahrmaand: 2-way tie for 6th place overall out of 51 contestants.

'Regent-General Squire Rufus: 3-way tie for 10th place overall out of 51 contestants.

'Squire Ahrmaand: 4th place in Fencing, 3rd place in Short Weapons, and 4th place in Flourentine.

'Squire Sionnach: 3rd place in Fencing.

'In Arts & Sciences:

'Gilbert: 5th place - overall.

'Grand Duke Derydlus: 6th place - overall.

'Angrillyus: 10th place - overall.

'Sir Nithanalorn: 12th place - overall.

'Lynn Flether: 13th place - overall.

'Master Romerion: 14th place - overall.

'Eltarandae: 16th place - overall.

'Master Romerion: 3rd place - painting.

'Grand Duke Derydlus: 3rd place - persona history.

'Gilbert: 3rd place - lavender perfume.

'Master Black: 3rd place - wizard scroll.

'Regent-General Squire Rufus: 3rd place - drinking horn.

'Sir Nithanalorn: 3rd place - feast garb - doublet.

'Gilbert: 3rd place - specialty garb - chess tabards.  
'Grand Duke Derydlus: 3rd place - singing.

'Next, concerning the Burning Lands coronation, it was announced that maps would be sent with invitations. His Noble Grace needs to get a list together to inform His Majesty how many of Barad-Duin's people are coming to the Crown Feast.

'The First Coronation of the Sable Realm was scheduled for XXII April MCMLXXXIX.

'His Noble Grace greeted the visitors present from the Dreadwood Hold and the Kingdom of the Emerald Hills.

'Next, the topic of a trip to the Dreadwood Hold was brought up for XIII May MCMLXXXIX. Later that night, it was announced, there would be an event known as Casino Night, occurring here in Barad-Duin. Volunteers were requested for its organization, and Lady Adela offered her services as cashier.

'Regent Squire Rufus greeted the populace with a resounding belch!

'The Chancellor of Barad-Duin, the Honorable Tholden von Bazilius, spoke to the populace regarding:  
Sign-in Sheets  
Payment of dues  
The scheduling of Heralds' classes, to take place at fighter practice.

'Next, House Business was opened.

'Squire Ahrmaand, Viscount Seregon, stepped down as Lord of House Seregon and handed that position over to Squire Rurik.

'Sinjen withdrew himself from that household at the same lord's request, and left his Seregon favor at the base of the table.

'Company Black joined Aurendir into its ranks.

'Next, Guild Business was opened.

'Master Thariand, representing the Magic Shop, announced that he will furnish a price list. There will be no credit issued; payment for enchantments must be made daily. Representing the Mercenaries, he said anyone wishing to act as a mercenary-for-a-day must join the guild & pay taxes OR ELSE. He explained the distinction between a mercenary, who fights against a group or side, and an assassin, who is assigned to a specific person.

'Lady Tanaide announced that she will make arrows @ \$1 plus 1 shilling, if she is provided with a shaft. She will also provide gladiator tabards @ \$20 for tabard + belt, \$11 for a tabard alone, or \$9 for a belt alone.

'The good and loyal Master Tiberius, Guildmaster of Healers, proclaimed that Master Vivaran had achieved 4th level, and presented him with a spell scroll. Lady Adela also received a spell scroll.

'The garbage detail was then chosen.

'Next came Personal Business.

'Sir Nithanalorn, Baron Draconis Dignitatis, announced a visit by the Lord of Chaos and his lady at the next court.

'Master Romerion's brother, Artego, awarded a prize of 1 coronet each to his opponents in the day's Weaponmaster Tourney events, both winners and losers. He presented a beautiful tapestry to Squire Ahrmaand, who then made Artego his ward. Artego then presented a beauteous poem to a friend.

'The Honorable Tholden von Bazilius lauded Squire Ahrmaand for taking on a ward, announcing that he has taken on Wulfgar as his own ward.

'Next, there was more Guild business.

'Sothame made an announcement concerning Sinjen, and subsequently resigned as Guildmaster of Heraldry. His Noble Grace requested of Sothame any suggestions for replacements. The warrior offered either Lady Adela or Tholden von Bazilius. His Noble Grace thought to reflect upon this awhile.

'Next, a Bardic Interlude followed.'

(Here ended good Dierdre's account of the court. History has noted that the Allthing scheduled for that evening did not take place; instead the excitement of an assassination took precedent. The wicked Nightstalker most foully stabbed Sparhawk by surprise from beneath the very table at which the barbarian sat. Luckily, a healer's resurrection was close at hand. Subsequently the assassin was brought forth before His Noble Grace for judgement. Nightstalker pleaded that he was ensorcelled by the spell of a muse, and His Noble Grace must have taken pity, for though a duel of honor was fought between Sparhawk and the assassin the very next week, it is said the dark swordsman yet hunts through the shadows of Barad-Duin. Though I myself witnessed the duel, and the return of Sparhawk alive, I cannot say that these rumors are untrue. But such history is best left to other pages. For here will I end my annotation, thank Diedre once again, and bid all readers joy. -- the humble Sionnach.)



# Calendar For the Realm

MAY, 1989

20 (Saturday) -- Election of the Chancellor of the Realm.

Third Official Court of Grand Duke Derydlus.

27 (Saturday) -- Arts and Sciences Fair and Exposition.  
Mid-Reign Revel, at the Wizard's Keep.

29 (Monday) -- Birthday of Grand Duke Derydlus.

JUNE, 1989

3 (Saturday) -- Scarborough Fair Excursion, Day One.

4 (Sunday) -- Scarborough Fair Excursion, Day Two.

10 (Saturday) -- A Very Dangerous Quest.

Allthing.

11 (Sunday) -- Third General Congress of the Exchequer.

17 (Saturday) -- Coronation of the Emerald Hills.

24 (Saturday) -- Magemaster Tourney.

Fourth Official Court of Grand Duke Derydlus.

JULY, 1989

1 (Saturday) -- Battlegames.

8 (Saturday) -- Travel to Land's End (our barony in Arkansas).

9 (Sunday) -- Land's End.

14 (Friday) -- Birthday of Regent-General Rufus Grimwulf.

15 (Saturday) -- War for Waco.

16 (Sunday) -- Waco Event, Day Two.

22 (Saturday) -- Fifth Official Court of Grand Duke Derydlus.

29 (Saturday) -- Quest.

AUGUST, 1989

5 (Saturday) -- Deadline for Intention to run for Grand Duke.

Allthing.

12 (Saturday) -- Not yet planned.

19 (Saturday) -- Coronet Qualifications, Day One.

20 (Sunday) -- Coronet Qualifications, Day Two.

Sixth Official Court of Grand Duke Derydlus.

26 (Saturday) -- Not yet planned.

SEPTEMBER, 1989

2 (Saturday) -- Seventh and Final Court of Grand Duke Derydlus.

9 (Saturday) -- Coronation Weekend, Day One.

Closing Court of Grand Duke Derydlus.

Coronation of Barad-Duin's Fourth Monarch.

10 (Sunday) -- Coronation Weekend, Day Two.



# Allthings Considered

This column is a new feature in the Palantír, and its purpose is one which should have been fulfilled since the time of the first Allthing, many moons ago. That is, if anyone intends to bring up a topic for discussion and voting in an Allthing, he may present the details of that subject in this column, so that the populace can familiarize themselves with the nuances of the issue beforehand, and save valuable time at the Allthing itself. Likewise, if a topic is discussed and subsequently tabled for further research, "Allthings Considered" is the place for the results of that research to be displayed. Hopefully, we can hereby eliminate some of the confusion, oversights, and time problems which have always plagued Allthings.

So let the call go out, to anyone with a beef, or an issue that got tabled: Write down the details, and give it to the scribe prior to the next Palantír (which is published every six weeks; the next edition is scheduled for release on Saturday, July 1, 1989). A supplementary issue of "Allthings Considered" may be printed just prior to the Allthing scheduled for Saturday, June 10, if there is a demand for it. Again, let the scribe know your feelings on this. And let's make Allthings something to look forward to!

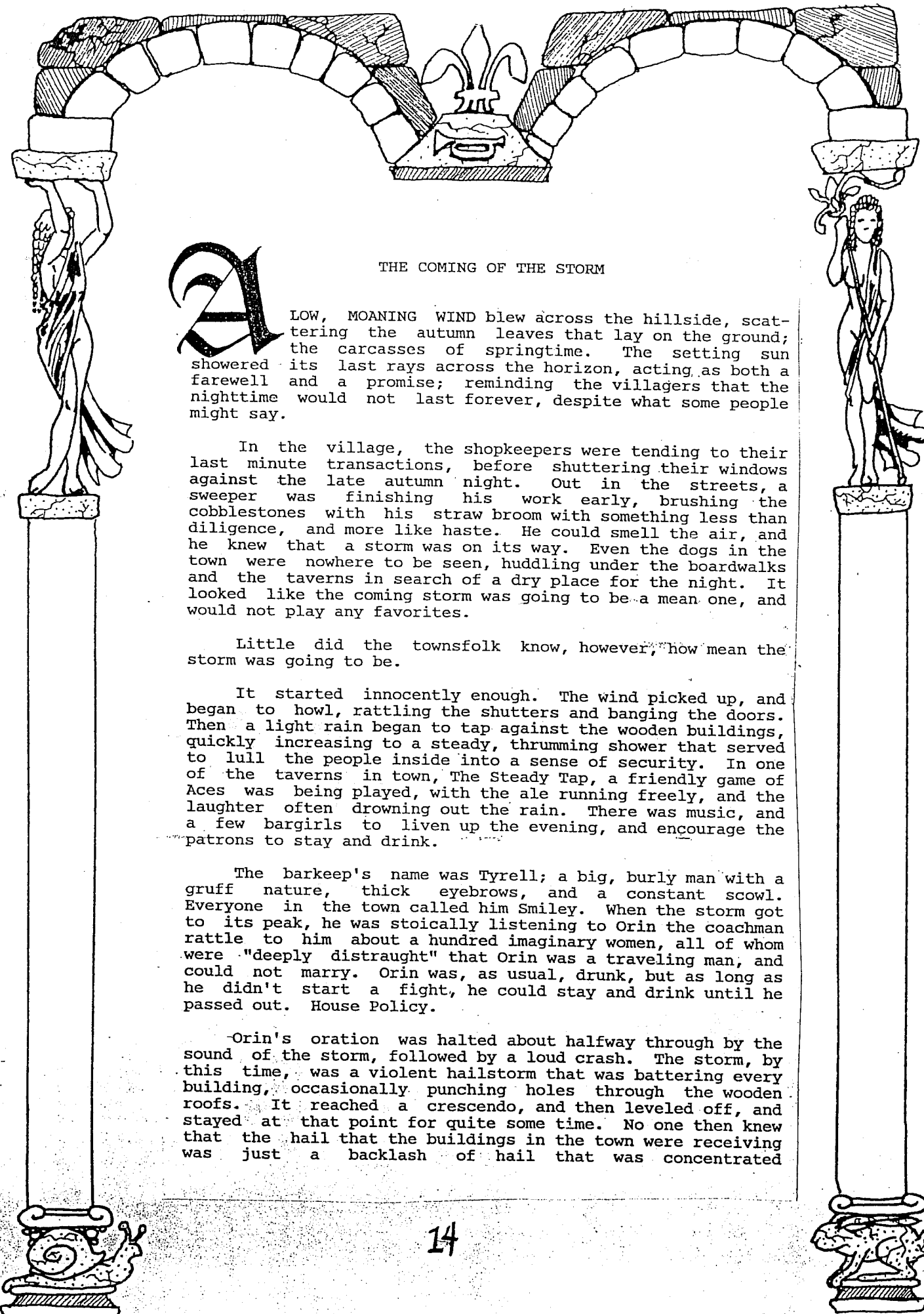


Barad-Duin means "River Tower" in Sindarin, the language of the Grey-elves of J.R.R. Tolkien's Middle-Earth. Readers of The Lord of the Rings may recognize its similarity to Barad-dûr, the "Dark Tower," or Baranduin, the "Golden-Brown-River," better known as the Brandywine. Both of these names are also from the Sindarin tongue. Needless to say, barad means "tower" and duin means "river." An older and more fluid translation is "Riverkeep."

Our Grand Duchy received the name Barad-Duin from Sir Nithanalorn shortly after his brother, the horrid tyrant-sorcerer Kryton, was expelled from his throne. Kryton had built the immense basalt tower which now stands as the seat of the Coronet, and it had long stood as a symbol of the villain's cruelty. When the Dark Times came to an end, it was decided that the tower would forever stand as a symbol of Good overcoming Evil, and of the undying spirit of the people of the Duchy. And so the land was named Barad-Duin, after the mighty tower which sits invincibly on the Red River.

(Source: The Tolkien Companion, J.E.A. Tyler, (c) 1976.)





## THE COMING OF THE STORM

**A** LOW, MOANING WIND blew across the hillside, scattering the autumn leaves that lay on the ground; the carcasses of springtime. The setting sun showered its last rays across the horizon, acting as both a farewell and a promise; reminding the villagers that the nighttime would not last forever, despite what some people might say.

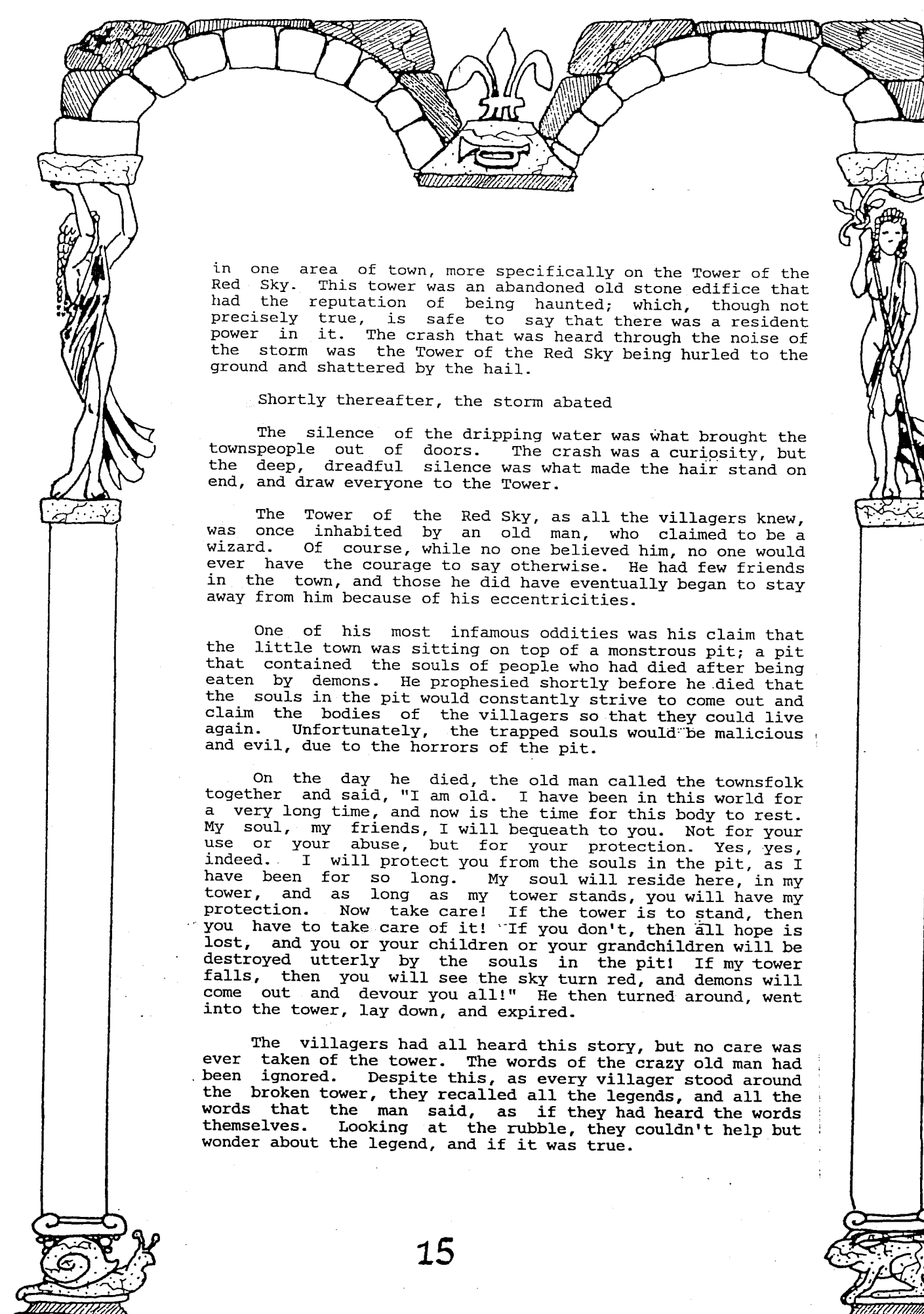
In the village, the shopkeepers were tending to their last minute transactions, before shuttering their windows against the late autumn night. Out in the streets, a sweeper was finishing his work early, brushing the cobblestones with his straw broom with something less than diligence, and more like haste. He could smell the air, and he knew that a storm was on its way. Even the dogs in the town were nowhere to be seen, huddling under the boardwalks and the taverns in search of a dry place for the night. It looked like the coming storm was going to be a mean one, and would not play any favorites.

Little did the townsfolk know, however, how mean the storm was going to be.

It started innocently enough. The wind picked up, and began to howl, rattling the shutters and banging the doors. Then a light rain began to tap against the wooden buildings, quickly increasing to a steady, thrumming shower that served to lull the people inside into a sense of security. In one of the taverns in town, The Steady Tap, a friendly game of Aces was being played, with the ale running freely, and the laughter often drowning out the rain. There was music, and a few bargirls to liven up the evening, and encourage the patrons to stay and drink.

The barkeep's name was Tyrell; a big, burly man with a gruff nature, thick eyebrows, and a constant scowl. Everyone in the town called him Smiley. When the storm got to its peak, he was stoically listening to Orin the coachman rattle to him about a hundred imaginary women, all of whom were "deeply distraught" that Orin was a traveling man, and could not marry. Orin was, as usual, drunk, but as long as he didn't start a fight, he could stay and drink until he passed out. House Policy.

Orin's oration was halted about halfway through by the sound of the storm, followed by a loud crash. The storm, by this time, was a violent hailstorm that was battering every building, occasionally punching holes through the wooden roofs. It reached a crescendo, and then leveled off, and stayed at that point for quite some time. No one then knew that the hail that the buildings in the town were receiving was just a backlash of hail that was concentrated



in one area of town, more specifically on the Tower of the Red Sky. This tower was an abandoned old stone edifice that had the reputation of being haunted; which, though not precisely true, is safe to say that there was a resident power in it. The crash that was heard through the noise of the storm was the Tower of the Red Sky being hurled to the ground and shattered by the hail.

Shortly thereafter, the storm abated.

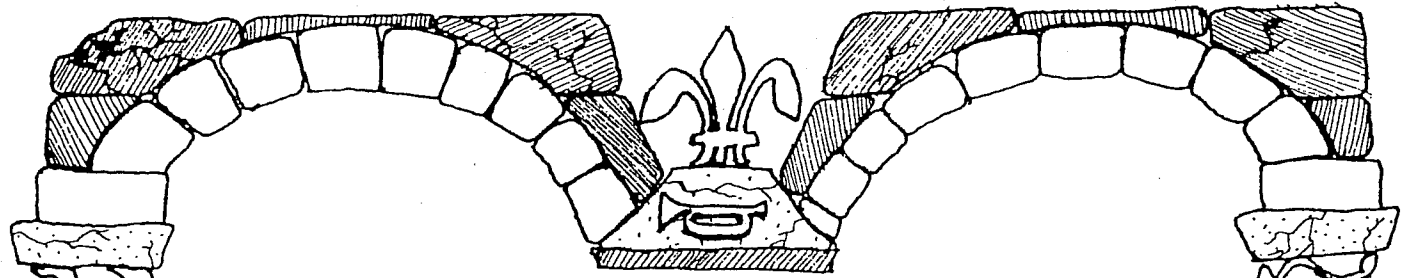
The silence of the dripping water was what brought the townspeople out of doors. The crash was a curiosity, but the deep, dreadful silence was what made the hair stand on end, and draw everyone to the Tower.

The Tower of the Red Sky, as all the villagers knew, was once inhabited by an old man, who claimed to be a wizard. Of course, while no one believed him, no one would ever have the courage to say otherwise. He had few friends in the town, and those he did have eventually began to stay away from him because of his eccentricities.

One of his most infamous oddities was his claim that the little town was sitting on top of a monstrous pit; a pit that contained the souls of people who had died after being eaten by demons. He prophesied shortly before he died that the souls in the pit would constantly strive to come out and claim the bodies of the villagers so that they could live again. Unfortunately, the trapped souls would be malicious and evil, due to the horrors of the pit.

On the day he died, the old man called the townsfolk together and said, "I am old. I have been in this world for a very long time, and now is the time for this body to rest. My soul, my friends, I will bequeath to you. Not for your use or your abuse, but for your protection. Yes, yes, indeed. I will protect you from the souls in the pit, as I have been for so long. My soul will reside here, in my tower, and as long as my tower stands, you will have my protection. Now take care! If the tower is to stand, then you have to take care of it! If you don't, then all hope is lost, and you or your children or your grandchildren will be destroyed utterly by the souls in the pit! If my tower falls, then you will see the sky turn red, and demons will come out and devour you all!" He then turned around, went into the tower, lay down, and expired.

The villagers had all heard this story, but no care was ever taken of the tower. The words of the crazy old man had been ignored. Despite this, as every villager stood around the broken tower, they recalled all the legends, and all the words that the man said, as if they had heard the words themselves. Looking at the rubble, they couldn't help but wonder about the legend, and if it was true.



It was then that they all heard the sound. It was very loud and very clear in the still night air, and it brought a chill of horror shivering down their backs, and made them dart their eyes at one another in suspicion and fear. The sound was a very ordinary sound in itself, but somehow it had been altered and twisted into a grim herald of doom.

They all very clearly heard the sharp clip clop clip clop of a horse's hooves striking the cobblestone streets of the village. Fearing that the horse carried on its foul back a spirit of condemnation, the people of the town rushed to the source of the sound to see what dark messenger was waiting.

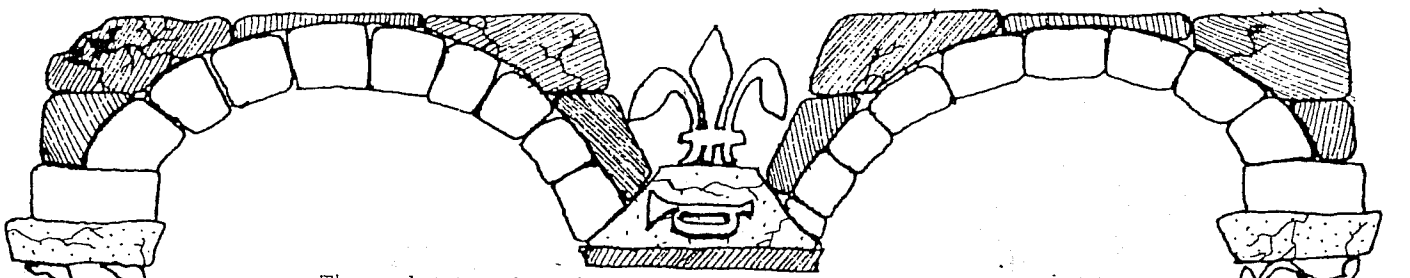
Breathlessly, they arrived at The Steady Tap, and found outside a black horse, breathing quickly, showing its exhaustion from carrying its dire passenger, who was not in sight. As a unit, the town converged upon the little tavern and went inside to find the black robed figure of a man, sitting with his back to the door. Without turning, he said to them, "Well, I was hoping you hadn't all disappeared. That would make things so dull." Then he turned around, and flashed a big grin to them. "What's the matter with you all? You look like you've seen a demon!", he said, laughing.

The town heard this, and saw this man laughing at them, taunting them, and they knew that it was all true. Every word that the old man spoke was true, and they never did listen to him. Collectively, they all felt the same thing: that even though the old man was right, they were not going to let a demon take over their souls. As a unit, they reacted.

"Kill him!!", they shouted. "Kill his horse!"

Advancing upon him, the townspeople easily overcame him and his horse, killing both, and turning both into a gruesome patch of blood and bones. Unable to reason, unable to think, not one of them recognized the man as a circulating constable who traveled in their area once every few weeks. It was only when their orgy of death was over, that they noticed his badge of office lying nearby. They saw what had been done and took in the enormity of their action, and were stricken with the horror of what had happened. An innocent had died because of an old story. But who was to blame?

The old man? The Constable? Or was it Orin the coachman, who wasn't from around these parts, and had been the first to shout for the death of the constable. Orin, still drunk, but sickened by what had happened did not even notice at first when Tyrell grabbed him and threw him down on the ground, being the first to kick the hapless Orin, but not the last. Soon, Orin was dead. Tyrell was to blame.



Throughout the night, the hideous pattern of murder and blame repeated itself, until out of the entire town, there was only one man left. His name was Elyourm, and he was old. He went to the tower, and sat down on the rubble, and laughed.

It had been over three hundred years since he had built this tower and "left it to protect the town". In that time, he had watched his little legacy grow of its own accord, only occasionally requiring a careful twist in the legend, so that a deep, inbred terror of the tower was eventually the result. All it finally required was to push the tower over, which he did with a relatively minor weather control. And when the tower fell, so did the conscious minds of the townsfolk, yielding to the oh so malleable subconscious, that was filled with all sorts of fears and prejudices that Elyourm could play with.

He sat there for a while, and laughed about his little joke, while the collective butt of it all was heaped around his feet, growing cold and stiffening in rigor mortis. After a while, Elyourm got up, and walked away; his prank played, and having no further business in the town that was no more. Before leaving, he stopped at The Steady Tap once more, and drew himself a last mug of ale, and tipped it in silent regard to the decapitated head of Tyrell. Draining the mug completely, Elyourm slammed down the glass with satisfaction and belched contentedly.

Elyourm then left, pausing only long enough to work the stiffening muscles in Tyrell's face to give him a smile, one that would outlast any smiles that the town had ever seen.

Are you...

Peasants reavolting?


Not paying taxes?

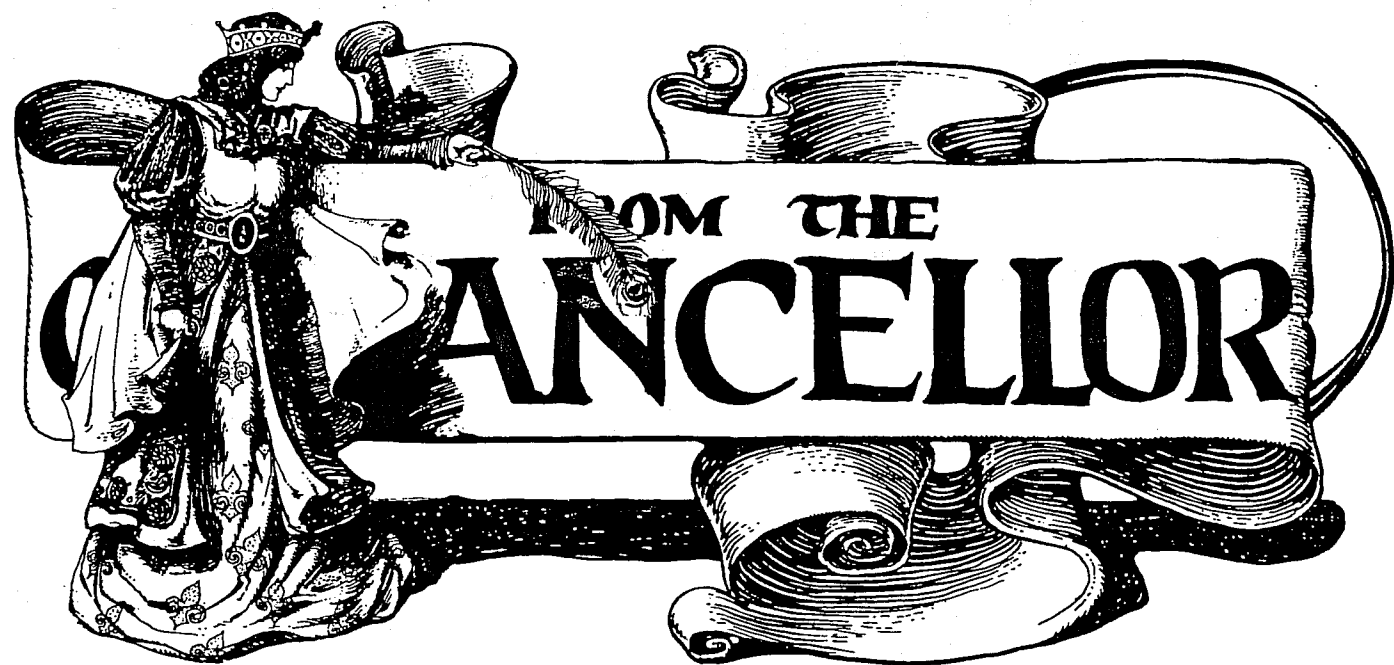
Sickening to look at?

Call Bert --- He has the  
Sensible Solution!

5 shillings/head . . . 6 coronets for a  
Baker's Dozen!

Ask about our Group Rates!  
Bert the Headsman at the Bearded  
Elam Tavern





Well, I'm back. Yes, I told you I'd be back in future issues. This, however, will be the last one as Chancellor. Instead of telling you what's in this issue of the newsletter, I'm going to write something of an editorial. On what, you might ask? Well, on the subject of attitude, an issue I feel has come up quite a bit in the last few months.

What is a good attitude? The way I look at attitude (which, by the way, is not the same way I looked at it when I started in Amtgard) is that Amtgard is a game, a passtime, a hobby. This is not a way of life, or a career. The time you invest in the club is equal to the pleasure you get out of it, as is the case with most organizations.



However, this club does not pay the bills, put a roof over your head, or feed you. Reality is something that has to be faced; it cannot be ignored.

I could go on and on, but I'm tall enough as it is to stay on a soapbox too long. Although I will stand here a little longer and say that if you start taking this game too seriously, it's time to sit back and think about why you joined Amtgard and, especially, why you're taking a hobby so intensely.

Well, enough soapboxing; onto better things. Quite a few things are going on in the next couple of months: tournies, trips, revels, etc. If you want more info, read the calendar, or better, read the whole newsletter; but don't ask me, because "I know nothin', I see nothin'." Anyway, take care, play safe and have fun. Until next we meet on the field of battle:

IT'S BEEN A SLICE!

Your in Service,

*Tholden Von Bazilius*

The Honorable Tholden Von Bazilius  
the White Owl in the Wine Cellar





Be it knowne that  
the palantir is now  
accepting submissions:

Any artwork (9"x12" or less),  
cartoons, poems,  
short fiction (up to 4 pages),  
non-fiction articles,  
advertisements,  
editorials, guild  
reports, et al,

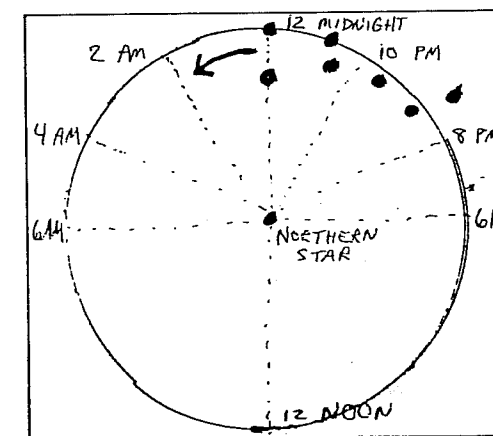
should be submitted to the  
scribe at the earliest possible  
convenience: the next palantir  
is scheduled for release on Saturday,  
July 1, mcmxxxix: Athasagat:

# DE ASTRIBUS

In my journeys as a mariner I have learned many useful things about the heavens. The patterns of lights in these skies at night are not the same as in my home world, yet from these lights so unfamiliar, many things may be learned. Here I will share with you some small knowledge I may have about the nightly skies, in the hopes that such knowledge may now and again aid you in your journeys to unexplored lands or in quests to the further reaches of the known world.

In many cases, to derive knowledge from the observation of the skies, one must first be able to distinguish between those lights known as "stars" and those known as "planets". It is not always possible to distinguish between stars and planets based on brightness, since some stars are very bright and several of the planets are rather dim. The certain way to know a planet from a star is by its motion: stars move in a circle around the sky, always at a fixed distance from the Northern Star, while planets rise in the east and set in the west, just like the sun and moon. Careful observation for half an hour will enable you to know with certainty whether any given light is a star or a planet.

It is a schoolchild's trick to find the Northern Star using Ursa Major, or the Big Dipper: from the two stars opposite the "handle" of the dipper, imagine a line running through those two stars and slanting down; this imagined line goes through the Northern Star. Yet from this same schoolchild's trick, one may tell the time.



Picture the famous wizardly relic known as a "clock" in the sky, with its center at the Northern Star and the line from the Big Dipper as the hand of the clock. Since the dipper swings around the Northern Star only once in twenty-four hours, each hour mark of the clock counts as two hours. Also, this clock runs counterclockwise.

The motion of the Big Dipper with respect to the Northern Star tells the hour of the night.



It is also possible to tell from the stars how far you are from the Furthest North, a place called the Northern Pole where the Northern Star is directly overhead. On the charted maps of the sages and mathematicians, the measure called "latitude" means the elevation of the Northern Star above the horizon, measured in the degrees of a circle. The sages tell me this observation is valid from anywhere that the Northern Star can be seen, the entirety of the realm called the Northern Hemisphere.

The sages further tell me that the Northern Hemisphere is defined by a line called the "equator". This equator is not where the sun is directly overhead, for the sun moves with the seasons, but rather the line where the Northern Star is down on the very horizon at night.

Thus you can discern the time, the directions, and your position on the sphere of our world from the motions of the planets and stars.

by Lynn  
"the Red"  
Fletcher

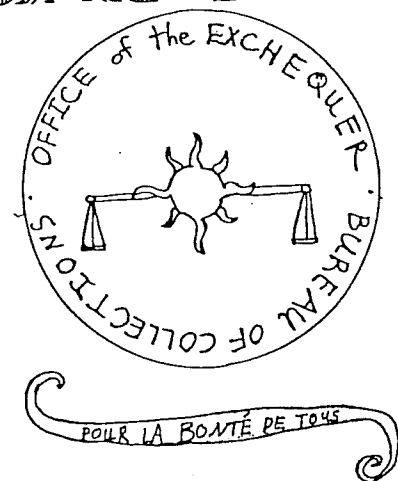


These cookies were served at the 1st introductory meeting of Antiquard, and were well liked. They come from Fabulous Feast; Medieval Cookery & Ceremony by Madeline Palmer Corman. All her recipes are modern re-creations of medieval recipes from original manuscripts.

### Circles (Almond Cardamon Cakes)

- cream together: 1 cup butter  
2/3 cup brown sugar
- whip in: 1 beaten egg
- mix together in separate bowls: 2 1/2 cups flour  
1/2 tsp. grated lemon peel  
3/4 tsp. ground cardamon  
1/2 cup ground almonds  
1 cup currants or raisins
- mix flour + butter mixture together
- chill dough for 1 hour
- preheat oven to 350° + shape chilled dough into 1" balls + place 1" apart on greased sheet
- bake 7-10 minutes until lightly golden + cool.

Lady Sylaina



### An Epistle to the Duchy's Populace:

It has recently come to my attention that some of the members of our good Duchy are disgruntled with the idea of paying back to our Deserving Government a part of what one has received. This has been a traditional complaint since the Dawn of Civilization (as per the "Death & Taxes" axiom). While it is more than understandable to be less than ecstatic over paying a mere 10% of one's earnings back to keep *Barad-Duin's* economy going strong, please allow me to lay any unfounded anxieties to rest by explaining why *Perxellus* et. al. incorporated a taxation process into the economic system in the first place

1) without taxes, there will be:

a) inflation. As more money piles into the public pool witho-  
any place to go (a "safety valve", if you will), each  
skilling will have less & less buying power. Tournament  
purses provided by the Treasury, monetary rewards for  
successful quests, etc. will merely accelerate this process.  
Monies flowing back into the Crown's coffers (not my  
coffers) will permit an easier circulation of money.  
That may sound like a paradox but money, much like  
blood, has to keep moving around in an economy (to  
prevent stagnation/depression) and taxation helps insure  
this by keeping it moving from the Populace to the Crown

b) an accelerated cessation of pay at all levels. *Amfgard* is only going to pay to have a certain number of coins made. When the last of those coins are issued, that's all Folks (to cite a phrase from the last page of His Noble Grace's 6-Month Itinerary)! With taxes from the coffers to supplement salaries, we (or whoever in the Exchequer at the time) will taper off the reduction in pay (and, yes, the taxes themselves) over a period of several years (at which time the economy should be flowing strongly and large quantities of land will be available for sublet ("purchase")). There is currently not enough available land to generate sufficient revenue to make taxation unnecessary because of a lack of nobility from which we, the Populace can sublet; a lack of money in circulation (since we haven't had time to earn and save); and due to the fact that *Sotham* (who, by the way, is doing a superb job on the land system) can only process - make ready for play - so many hundreds of acres per month. After our economy is finally flying, it will be feasible to try freezing the taxes. We can then see how smoothly things run. The economy is too young right now, though, to dare such an attempt: we can only start to fathom the damage that not having a solid foundation would do to the economy.

2) it is a system designed to work for the Populace (of which I'm a member) and not against us. In that it simulates realism (in a harmless way when kept in perspective as "fun money" ~ not something over which lives and loves could be lost), it enhances role-playing. *Curtis Wade* has played role-playing games for almost 10 years and knows as well as the rest of you that elements of realism have to be a part of a fantasy game to create a player's identity with his character and a believability of situation. How many of you have bitched about "Monty Hall" (no offense, Lord *Agamar*) DM's in the past? Why aren't they any fun to play with?

Because their adventures are so illogical that they're almost impossible to really enjoy! I'm not saying that a dredge should be fun. It's like brushing your teeth (tax, that is): it's a bit of a hassle and takes a little time, but it needs to be done and it's hardly a bother once you're used to it. Do you (as mundane personae) bemoan the 3 or 4¢ tax you pay on a candy bar as a habit?

Taxation without representation doesn't occur in Barad-Duin, either (remember American History "guys"?). Every one of you has one or more votes at the Exchequer Congress as a Master or through the Master of your Guild(s), be they of the Fighting or of the Arts & Sciences (Yences?) variety. All members of the Populace are also invited to Congress sessions to voice opinions on the issues. In short, it's not a "behind Closed Doors" system.

I, personally, can and will accurately answer any questions pertaining to the operating procedures of my department within the Exchequer. In fact, if there's enough info, I plan on publishing the first Tax Manual of Barad-Duin this Summer. This will not be required reading, but will provide some insight on how to work with (and even around) the system. It will contain ways in which to make your taxes easier to keep track of as well.

In closing, I wish to convey to you (in case you haven't already figured it out) that I take my job very seriously ~ to the extent of neglecting the politics in which I've been known to pander in the past. I swore to Derydus ~ of my own volition, that I would never use the office for personal gain or for that of my friends. I submit to you now that this vow has & will remain unbroken. My duty is to serve the...

# Independent Grand Duchy of Barad-Duin

and her **Populace** (although, in serving the latter, I won't neglect serving the former by not upholding the **Laws**). We have something here that no other

**Amtgard** group yet has: a working money system. The Burning Lands tried it long ago with paper currency and failed. Let's prove to them that it can be done. Barad-Duin is and can continue to be a shining example to the other groups (Kingdoms, Baronies, etc. alike!) if we work together in an orderly & open fashion.

Vivat the Independent Grand Duchy of Barad-Duin  
and Her Populace!



*Yours in Loyal & Enthusiastic Service,*  
**Gilbert du Quai**  
Collector General of Barad-Duin

# Children of the Night

As many of you have no doubt noticed, there has been a sad lack of monsters both on the field and in our Barad-Duin publications. For this I humbly apologize, and I will rectify this situation immediately. I intend to publish a new (and sometimes improved) monster every issue of the Palantir and will hold (with the permission of the Coronet) a special monster scenario once a month on the field. I will do this for as long as I hold the position of Guildmaster of Monsters; that is a promise!

In addition, I welcome any comments, suggestions or critique that any of you have on any of the monsters. Feel free to give me write-ups or ideas for new monsters. I'll gladly look at what you've got in mind and if I like it enough, I'll put it in the Palantir. If any of you would like to play a monster, then get to me & tell me about it. If all goes well, the last weekend of every month will be the monster scenario. If you want to be included, get with me the weekend before and we'll set you up.

Anyway, this month we're featuring two (yes -- two, two, two beasts in one) monsters in a new column for the Palantir called "Children of the Night". These monsters are particularly well-known to me (as you gentles will soon see) and so are the ones I decided to premiere with this first installment. Know only that one of these creatures stands always at the defense of Barad-Duin and the Grand Duke (which goes to show that monsters have different personalities and aims, just like people). Without further ado, I give you the Vampire and the Vampire Lord. Enjoy, and...Sweet Dreams!

Yours in Eternal Service,

*Viscount Squire Ahrmaand of Seregon*

Viscount Squire Ahrmaand of Seregon,  
Guildmaster of Monsters

## VAMPIRE (common)

ARMOR: None

ATTACKS: Swords and/or daggers only

### SPECIAL ABILITIES:

1. Yield(3 per life) Points at an opponent and says "Yield thy arms and come unto me"x3. Barbarians, Paladins, Anti-paladins and 3rd level or higher Monks are immune to this ability. The range is 50 ft.
2. Teleport(1 per life) This ability is just like the Wizard spell of the same name. This simulates a vampire's ability to turn into a fine mist or specks of dust and reform at will.
3. Regenerates lost limbs in 30 seconds.
4. Vampires are immune to all non-magical attacks except arrows and wooden stabbing pole-arms(i.e. spears, javelins, etc.). Note that enchantments placed on a weapon make that weapon "magical" for purposes of affecting a vampire.
5. Only fire, arrows or wooden stabbing pole-arms can "kill" a vampire. Body shots or two limb shots with a magical weapon or any other form of "death" will force a vampire to turn into a mist and reform at their base in a 150 count. This does not count as a lost life neither does it count as their teleport ability for that life, it simply is an escape mechanism. Note that lightning is considered a fire attack for purposes of destroying a vampire.
6. Vampires have the following immunities: (Spells) Yield, Touch of death, Lost, Sleep, Mass sleep, Confusion, Feeblemind, Fear. (Abilities) Touch of death, Quivering palm, All bardic abilities, Poison. Petrify will immediately force a vampire to turn into a mist(see 5 above), as will Flesh to stone.
7. A vampire cannot be resurrected, healed, reanimated, transformed or reincarnated. Summon dead brings the vampire back into the game with one life or restores one life to them(if they still had lives left).
8. A Banish spell acts as a Lost spell on a vampire, this is the only time a vampire may be made "Lost". If a monk turns a vampire it will not attack the monk for a 1,000 count but will still attack other members of the monk's team. In any event should the monk attack the vampire before the turn count is up, then the effect of the turning is cancelled.
9. A vampire may never be subdued.
10. Any weapon wielded by a vampire does two pts. to armor(like a warrior bladessharp).

### DESCRIPTION:

Vampires are undead who must drink the blood of the living in order to survive. They are fearsome creatures of the night and are particularly dangerous as they appear human except for their pale complexions and large canines. They are weakened by direct exposure to sunlight. They are usually found in graveyards or abandoned keeps from which they conduct their nightly hunts for prey.

Vampires have three lives.



### VAMPIRE (lord)

ARMOR: 2 pts.

ATTACKS: Swords and/or daggers only

#### SPECIAL ABILITIES:

1. Vampire lords have all the powers, abilities and restrictions (except where noted differently) of a vampire common.
2. Yield becomes unlimited and it's range becomes 100 ft. Only paladins and 3rd level or higher Monks are immune to this ability. This simulates the incredibly powerful "charm" power of a vampire lord. Only those of purest heart and incredible discipline can resist it.
3. Flight(unlimited) Says "I shall transform and take flight"x3. The vampire lord must flap it's cloak and squeak like a bat. It cannot attack in this state but can still be attacked by ranged attacks. The vampire's immunities, however, still apply.
4. Has a natural Protection from death ability(see the Healer spell of the same name) similar to a 5th level Monk.
5. Summon rats(3 per life) Points at an opponent and says "I call upon armies of rats to devour thee"x3. Victim is eaten(i.e. dead). Druids are immune to this ability. The range is 50 ft. Note that while the ability is magical in nature, the rats are just plain old rats and there are lots of them. A Protection from magic or Defend will not protect one from the hungry rodents, however, a Healer Protect will save someone from being killed but the enchantment is used up.
6. Transform(1 per life) Touches victim and says "I make thee nosferatu"x10. The victim becomes a vampire(common) with full lives and will fight for the vampire lord for the remainder of the game or until it loses all it's lives. The victim must have been killed by the vampire lord in order for this ability to work, it will not work on living opponents or already dead ones. A black armband will signify a "new" vampire. The lord should provide info sheets to the newly converted as well as the black armbands. Once transformed there is no way to change a person back.
7. Shove(3 per life) Similar to the Wizard spell of the same name. It forces victims back 30 ft. and no one is immune to this power. This simulates a vampire's powerful telekinetic ability.
8. Messenger(2 per life) Just like the Wizard spell of the same name. This simulates a vampire lord's telepathy.
9. Any weapon wielded by a vampire lord is treated like a red weapon due to the amazing strength of the vampire.

#### DESCRIPTION:

Vampire lords(or ladies) are the oldest and the most powerful of all the vampiric undead. They are feared by all mankind as just one of these foul creatures could endanger an entire community as they possess the power to make more of their kind. Only the bravest and most skilled of individuals should attempt to confront one of these fiends and then only with magical aid. Vampire lords are not weakened by exposure to sunlight but avoid it nonetheless. They usually live in old scary castles which are usually inhabited by all manner of hateful undead including the vampiric concubines of the lord or lady. Vampire lords have two lives.

(Here follows an account of the Court of His Noble Grace Derydlus of the Grey Stone on the evening of Saturday, XXII April MCMLXXXIX, given by the humble Sionnach.)

At the High Table sat His Noble Grace,

**Derydlus of the Grey Stone,**  
Grand Duke of Barad-Duin. Beside His Noble Grace sat the Mighty

**RUFUS GRIMWULF**

Regent-General of Barad-Duin. Robert Irwin Reeves stood as Herald.

His Noble Grace opened the court with a discussion of the chain letter to be given to His Majesty Gilos Dawnhope II Rex, King of the Burning Lands, in answer to His Majesty's demand for 500 shillings in back taxes. The letter was suggested by the good and loyal Tiberius and written by Lynn Fletcher, Guildmistress of Reeves, and suitably maintained the dignity of Barad-Duin.

General Squire Rufus Grimwulf read aloud a letter from the aforementioned Majesty of the Burning Lands, to the effect that His Noble Grace was awarded 1 Order of the Dragon for a perfect 5.0 score in the poetry competition at the First Amtgard Olympiad. In the same letter, the Mighty Squire Rufus was given 1 Order of the Warrior for gaining second place in the Florentine tournament in the same event. Vivat the Royalty!

Next, awards were granted for the Weaponmaster Tournament.

Koronada received 1 Order of the Warrior for 1st place in the Freestyle event. The barbarian Sparhawk accepted for the absent weaponmaker.

His Noble Grace now took pause to explain a new system for awarding Orders of the Warrior. In essence, a recipient's first 1-3 Warriors are given for winning a war event, showing excellence on the battlefield, etc. The next few Warriors, numbers 4-6, are given to those who win 2 war events, show excellence on a quest, etc. Warriors 7-9 are awarded for winning a major tournament. Any further Warriors must be earned by winning 2 major tournies.

Aurendir the Wizard took 1st place in the Archery tournament, with 7 out of a possible 8 points scored, and thus earned 1 Order of the Warrior.

Sumac won 1st place in the Single Sword category. It was noted that the Weaponmaster Tournament occurred on his second week of play. Lady Adela du Plessis-Belliere accepted 1 Warrior for the absent barbarian.

DOA won the title of Weaponmaster of Barad-Duin until the next such tournament. He won each of the Sword and Shield, Quarterstaff and Paired Dagger events on the same day, and for this received 2 Orders of the Warrior. In addition, he won a 5 Ducat purse and an additional 1 Order of the Warrior for achieving the title of Weaponmaster. Pebyr Ap Corin accepted for the absent Champion.

The barbarian Sparhawk was awarded the coveted Order of the Griffon for his outstanding chivalry and honor during the tourney.

The mighty Squire Rufus Grimwulf now received a belt favor for the Order of the Warrior he won at the Olympiad.

Squire Ahrmaand, Viscount Seregon, was awarded 1 Order of the Warrior for taking 2nd place in the Sword and Shield event at the Olympiad. In addition, His Noble Grace was impressed by the way Squire Ahrmaand was working on his honor and chivalry and displayed it at that event, and thus gave him an Order of the Griffon. The Mighty Squire Rufus added that Squire Ahrmaand's honor and chivalry was great compared to that of the Corsairs of the Burning Lands. His Excellency was absent, and the Court Fool, performing an amusing mockery of the Viscount, accepted the award in his stead.

Wulfgar was described by His Noble Grace as a remarkable fellow. His were by far the most excellent traits of chivalry and honor at the Weaponmaster Tourney, and for this His Noble Grace awarded him an Order of the Griffon. In addition, Wulfgar received 1 Order of the Rose, for Beneficial Service to the Club in providing an outstanding example to everyone present. By Ducal decree, we the populace should watch him!

Departing from the Weaponmaster Tourney awards, His Noble Grace now awarded the good Tiberius 1 Order of the Rose for his increased excellence in persona portrayal. As well, His Noble Grace gave him the official title of Consul because of his Roman presona. Hail!

Pebyr Ap Corin, Court Bard, was given 1 Order of the Rose, for Beneficial Service to the Club in his devotion to color.

The Fool, Mathieu de la Gare, caught the attention of His Majesty of the Burning Lands during the Olympiad, and because of his help at that event His Noble Grace granted him 1 Order of the Rose.

Yonekawa Gaiga Eemi also gained the note of both King Gilos and Princess Tawnee Darkfalcon, and for her addition to the color and atmosphere of the club received 1 Order of the Rose. The Mighty Squire Rufus added that the revered Countess Gwen of the Burning Lands was also impressed by the Japanese woman.

Lady Adela du Plessis-Belliere was also noted by His Majesty,

and, in the words of His Noble Grace, "For everything," she received 1 Order of the Rose.

Lynn Fletcher, Tirian, Vivaran Osis Samid, Felis Octavius, Governor Manrel, Sothame and Master Wizard Black were called before the populace and commended for their work as reeves at the Weaponmaster Tourney, by His Noble Grace and the people in general. Lynn Fletcher, Guildmistress of Reeves, thanked them as well, said she was proud, that their job was good, and that she owed them one.

Lynn Fletcher was told her job was good as Guildmistress of Reeves at the Weaponmaster Tourney, and for this and for her attitude of service to the club, she was granted 1 Order of the Lion.

Yonekawa Gaiga Eemi received 1 Order of the Rose for her reeving at the Weaponmaster Tourney.

Master Black, who reeved for both days of the Weaponmaster Tourney, was awarded 1 Order of the Rose. Consul Tiberius accepted for the absent wizard.

Lady Tanaide Saerlithe Cu Chaille received 1 Order of the Rose for reeving at the Weaponmaster Tourney, and His Noble Grace accepted on her behalf, for she was not present.

Tirian received 1 Order of the Rose for the same reason.

Good Vivaran Samid impressed His Noble Grace for reeving at the Weaponmaster Tourney and generally in quantity second only to the Guildmistress of Reeves, and for his devotion to Amtgard and to Barad-Duin he received 1 Order of the Lion.

Felis Octavius, also called "Bearfoot," provided much color and atmosphere at his Drunken Dragon Casino, and for this service he received 1 Order of the Rose.

His Noble Grace now announced that the awards were finished. XX May MCMLXXXIX was said to be the date of the next Ducal Court. The weekend after the present court, His Noble Grace and others would be travelling to the Burning Lands for their Crown Feast. Princess Tawnee Darkfalcon was due to wear its crown next, with Grand Duke Aramithris as her Prince Consort and Grand Duke M'Deth as the Champion of the Realm. Sinjen reminded the populace, through most generous leave of His Noble Grace, that there would be battlegames that day for those not attending the Crown Feast of the Burning Lands. It was also said that the club would soon be looking for a new park.

The Mighty Squire Rufus burped mightily.

Next, new guild business was addressed. The Guild of the Geisha was formally created, with Yonekawa Gaiga Eemi as its

Guildmistress. The Bakers' Guildmistress was officially announced to be Duibheasae. The new Guild of Minstrels was created, with Pebyr Ap Corin as its Guildmaster. The new Smith was announced to be Koronada, and as a result of the Weaponsmith Tourney he also received the title of Guildmaster of Weaponsmiths. His Noble Grace made Lady Adela du Plessis-Belliere the new Guildmistress of Chroniclers, and urged everyone to look at her new publication, the Chronicler. Lady Adela was also made the Guildmistress of Heraldry. Thus ended guild business.

Next, concerning awards, His Noble Grace asked those who had two ribbons for the same Order of award, to please return one of the duplicate ribbons, and said that Lady Adela was compiling a list of for those needing ribbons, needing stripes put on their ribbons, etc. Terras Ember announced that she was collecting a list of all awards, and had a list of which colors correspond to which awards, for those with belt favors who have forgotten for what honor they received them.

Here now began the awarding of honors for the First Amtgard Olympiad.

The Mighty Squire Rufus brought before the populace, a problem: His Noble Grace had refused two 2nd place awards from that event. What, asked the Regent-General, should be done? Lady Adela suggested, speaking for the populace, that His Noble Grace be asked humbly to accept the awards for the honor of Barad-Duin. It was done, and the Grand Duke agreed. Thus, His Noble Grace honorably received 1 Order of the Dragon for his oratory, and 1 Order of the Owl for his nonfiction entry.

Lady Adela received 1 Order of the Dragon for a 2nd place scroll in the very competitive Passive Construction category.

Master Black received 1 Order of the Owl for a 2-way tie for 2nd place under the "Staves" category. Consul Tiberius brought forth the staff in question to accept the award in the wizard's absence.

Governor Manrel was the other 2nd place finisher in the category of Staves, and thus received 1 Order of the Owl.

Consul Tiberius placed second in persona history for "I, Tiberius," and hence received 1 Order of the Dragon.

The Druid Eltarandae had two 1st place entries: "A Passing of an Age" in Composition, and "The Druids" in Nonfiction, and was awarded 1 Order of the Dragon and 1 Order of the Owl, respectively. Tirian the Druid accepted for the absent Guildmaster.

Romerion had two entires which tied for 2nd place under 3-D Art, and received 1 Order of the Dragon for his Pixie Mug and 1 Order

of the Dragon for his Pixie Shillelagh. He also received 1 additional Order of the Dragon for his poem presented at His Noble Grace's coronation and for the story which he presented at the last court. With an amusing mockery of the humble scribe did the Regent Defender accept his honors, as Unworthy as the Smallest Cricket to imitate the Glorious Songs of the Angels Above.

Lynn Fletcher placed in a three-way tie for first place (alongside Eltarandae) and thus received 1 Order of the Dragon. In addition, she received the first Smith Credit for sponsoring the Weaponmaster Tourney.

Sir Nithanalorn, Baron Draconis Dignitatis, received 2 Orders of the Dragon for his painting featured on the cover of the Talons of the Phoenix and for a pen-and-ink drawing, each of which took 2nd place honors. Lady Adela accepted for His Absent Excellency.

Angrillyus, for his 1st place entry in Cooking, being Mazzarella Chicken, received 1 Order of the Dragon. Lady Adela again accepted the award in substitution.

Gilbert du Quai took 2nd place in Weapon Construction for his 3-sectioned staff, 1st place in Singing, 2nd place under Soliloquy, and 1st place in the Weaponsmith Tourney for His Noble Grace's sword. The monk received 2 Orders of the Owl and 2 Orders of the Dragon for these honors, and yet again, Lady Adela accepted on his behalf.

Pebyr Ap Corin won 2nd place for Singing and thus was awarded 1 Order of the Dragon. In addition, by the request of His Majesty of the Burning Lands, he received 1 additional Order of the Dragon for singing to the Corsairs and keeping them out of His Majesty's Royal Hair.

Yonekawa Gaiga Eemi received 1 Order of the Dragon for her excellent Healer's Fan.

Koronada received 1 Order of the Owl for his exquisite blue-and-black shield, and 1 more Order of the Owl for winning the Weaponsmith Tournament. Sparhawk again accepted for the Smith.

Adela now reminded the populace to see her about stripes and ribbons.

Thus ended these awards, and personal business was begun.

Romerion presented a cheesecake each to Lynn Fletcher and Tirian, and to the muses Eemi, Terras Ember and Friend of Eemi a plate of brownies. The Regent-Defender also presented His Noble Grace with a plate of brownies, and there was a pause while the people of Barad-Duin devoured these pixie treats.

Pebyr Ap Corin gave to James Kocen 1 coronet in appreciation of

his humorous and inspired performance at the Freestyle event of the Weaponmaster Tourney, in which he chaotically and amusingly switched back and forth between two, distinct personae.

The barbarian Sparhawk addressed the populace concerning his duel with the assassin Nightstalker earlier in the day. Sparhawk proclaimed that his honor had been cleansed, and that he had come to peace with the assassin. A page then came forward with a message from Nightstalker, in which he honored Sparhawk as a brother of the sword.

The good Consul Tiberius brought forth a bottle of honey-wine to share with the populace.

Manrel, Governor of the Exchequer, announced with much sadness that Evil Wizard Black, Treasurer of Barad-Duin, had left town with the entire treasury, and so no one would be paid that day.

And on that ominous note, the business of the court was concluded. Thus ended the court of His Most Generous Grace, Derydlus of the Grey Stone, Grand Duke of Barad-Duin, in which no less than 50 awards were presented.

(Thus ends this account of the court of XXII April MCMLXXXIX, duly penned by the humble Sionnach.)

Big Bruno Sez:

Heads Will Roll

He's Chopping,  
Chopping,  
Chopping



Prices Like Mad!!!  
down to 2 shillings per head!!!

OF MAY 20 1989  
"DUES OF CURENT MEMBERS OF AMTGARD"  
"THE GRAND DUCHY OF BARAD-DUIN"

NAME	PERSONA	PAID UNTIL
L. ACTON	TERRAS EMBER	5-19-89
K. ANDREWS	SIONNACH	10-1-89
G. AUGENSTEIN	TIBERIUS	12-15-89
T. BAGWELL	ELTARANDAE	8-25-89
T. BARR	RUFUS	1-28-90
A. BARR	LYNN	2-9-90
A. BARRIOS	AHRMAAND	7-7-89
K. BARTLES	MAEVE	7-7-89
T. BUCHLE	SINJEN	5-19-89
M. CHRISTENSEN	BLACK	LIFE
C. CRAIG	CONOR	7-7-89
E. CRAIG	SYLAINA	11-18-89
AMANDA DEE	KRAKE	
JEFF DEE	AQTUROS	
R.DUNN	THOLDEN	11-19-89
ESTEBAN	ESTEBAN	
R. FOX	NITHANALORN	8-18-89
R. GAMMON	ALAUREN	11-1-89
A. GEIGER	YONEKAWA	8-19-89
J. GONZALEZ	D.O.A.	8-18-89
D. GOOD	SANEE	7-7-89
A. GREER	AURENDIR	5-15-89 *
C. GREER	AIOBHAN	5-15-89 *
J. HALL	SAVANT	



R. HARPOOL	SUDAKAHN	8-18-89
P. HARR	KET THE RED	
J. HILL	SPARHAWK	9-18-89
M. HEALY	VIPER	11-19-89
J. HOWELL	TORNELL	5-19-98 *
J. ISELT	ARNA WARBEAR	
J. JEFFREY	ANGRILEUS	8-25-89
J. JOHNSON		
M. KERR	AGANAR	
M. KNIGHTON	TANYITH	5-19-89 *
J. KOCEN	ROMERION	5-19-89 *
C. LANGBEHN	KORANADA	8-25-89
L. LAWHON	VIVARAN	11-1-89
M. LEGARE	MATHIEU	8-19-89
D. LEONARD	BAFF	8-18-89
L. MARCUS	LUCIUS	8-18-89
S. MARSHALL	SMOOTH RURIK	5-19-89 *
K. MERCADO	MARHIANNE	
L. MESZAROS	ZOLTON	
M. MEYERS	SURMAC	
S. MORIZOT	THARIAND	11-15-89(LIFE DOWN PAYMENT)
W. NORRIS	TIRION	8-25-89
C. PATTERSON	ADELA	4-15-90
W. REEVES	ROBERT	
G. ROHDE	MANREL	1-28-90
T. SALES	CADUESAN	
D. SCARBROUGH	DUIBEASAE	8-18-89
L. SCOTT	WREN THE BROWN	

M. SCOTT	SOTHAM	1-7-90
D. SEGUIN	PEBYR	8-18-89
D. SHAPIRO	FELIS	
A. THIBEAUX	UHLUME	
C. WADE	GILBERT	8-11-89
D. WADE	DIERDRE	
J. WATSON	NIGHTWIND	
M. WATSON	TANAIDE	10-15-89
K. WEIDEMAN	WEEDHOPPER	
L. WELCH	LYSSANDRA	
C. WIGGINTON	DERYDLUS	1-7-90
D. WICKERSON	DEVNON	
A. WINSHIP	WILLIE	
J. YATES	NIGHTSTAKER	

RECORDED BY MY HAND ON THIS DATE:

*May 18-1989*

*Dr. Marshall*

*John*

*Barth*

THE HONORABLE THOLDEN VON BAZILIUS  
THE WHITE OWL IN THE WINE CELLAR WHO HAS AS OF THIS DATE BEEN DRINKING HEAVLY

*meow*

OF MAY 20 1989

"ROSTER OF CURENT MEMBERS OF AMTGARD "

"THE GRAND DUCHY OF BARAD-DUIN"

NAME	PERSONA	CLASS	WEEKS
L. ACTON	TERRAS EMBER	WARRIOR COLOR MONSTER	31 12 2
K. ANDREWS	SIONNACH	SCOUT WARRIOR REEVE MONSTER COLOR	32 13 2 1 3
J. ASKEW	ARIOCH	WARRIOR MONSTER	28 1
G. AUGENSTEIN	TIBERIUS	HEALER REEVES COLOR	52 1 1
T. BAGWELL	ELTARANDAE	DRUID REEVE	43 1
D. BARKER	ZAT	WARRIOR	1
T. BARR	RUFUS	BARBARIAN REEVE	63 1
A. BARR	LYNN	ARCHER REEVE MONSTER	29 19 1
A. BARRIOS	AHRMAAND	WARRIOR MONSTER WIZARD HEALER	28 12 26 1
K. BARTLES	MAEVE	WIZARD WARRIOR	10 1
M. BLOM	NIGIREN	ASSASSIN	2
D. BRIGGS	ROBERT	WARRIOR	3
T. BUCHLE	SINJEN	WARRIOR ASSASSIAN	56 2
M. CHRISTENSEN	BLACK	WIZARD	39
R. COX	FELIX	WARRIOR	1

PERSONA	PERSONA	CLASS	WEEKS
C. CRAIG	CONOR	WARRIOR	36
E. CRAIG	SYLAINA	BARBARIAN COLOR	20 4
P. DAVIDSON	DURIN	BARBARIAN	10
AMANDA DEE	KRAKE	HEALER	1
JEFF DEE	AQTUROS	SCOUT	1
R. DUNN	THOLDEN	SCOUT REEVE MONSTER ASSASSIN	32 7 10 2
ESTEBAN	ESTEBAN	MONK	2
R. FOX	NITHANALORN	WIZARD PALADIN WARRIOR MONSTER REEVE ANIT-PALADIN	58 21 12 17 1 8
R. GAMMON	ALAUREN	HEALER	12
A. GEIGER	YONEKAWA	HEALER MONSTER COLOR	10 1 5
J. GONZALEZ	D.O.A.	BARBARIAN HEALER	23 16
D. GOOD	SANEE	MONK SCOUT	28 7
A. GREER	AURENDIR	WIZARD	55
C. GREER	AIOBHAN	COLOR	9
J. HALL	SAVANT	MONK	1
R. HARPOOL	SUDAKAHN	ASSASSIN WARRIOR	18 12
P. HARR	KET THE RED	SCOUT WARRIOR	4 2
S. HAWKINS	NAKA-TOSHI	ASSASSIN	8
J. HILL	SPARHAWK	BARBARIAN DRUID	17 2

<u>PERSONA</u>	<u>PERSONA</u>	<u>CLASS</u>	<u>WEEKS</u>
M. HEALY	VIPER	WARRIOR	21
J. HOWELL	TORNELL	ASSASSIN	14
ISELT	ARNA WARBEAR	HEALER	1
J. JEFFREY	ANGRILEUS	WARRIOR	9
J. JOHNSON		WARRIOR	1
M. KERR	AGANAR	DRUID SCOUT	38 2
M. KNIGHTON	TANYITH	A GYPSY OF COLOR	6
J. KOGEN	ROMERION	HEALER WARRIOR ASSASSIN	46 7 1
K. LAND	LARN	BARBARIAN	6
J. LAND	CHANDRA	BARD	5
C. LANGBEHN	KORANADA	WARRIOR	15
L. LAWHON	VIVARAN	HEALER	41
M. LEGARE	MATHIEU	MONK	19
D. LEONARD	BAFF	DRUID	25
L. MARCUS	LUCIUS	WIZARD	23
S. MARSHALL	SMOOTH RURIK	ASSASSIN REEVE	29 10
M.E	SIR THEO	WARRIOR	2
K. MERCADO	MARHIANNE	WARRIOR	16
L. MESZAROS	ZOLTON	SCOUT WARRIOR	30 3
M. MEYERS	SURMAC	BARBARIAN	2
S. MORIZOT	THARIAND	WIZARD	56
M. MOSCOSO	MUSASHI	BARBARIAN	2
W. NORRIS	TIRION	DRUID	23
A. O'BRIEN	MORNA	COLOR	5

<u>NAME</u>	<u>PERSONA</u>	<u>CLASS</u>	<u>WEEKS</u>
C. PATTERSON	ADELA	HEALER COLOR	48 3
J. PIRKEY	ARILAN	WARRIOR	21
W. REEVES	ROBERT	WARRIOR	11
G. ROHDE	MANREL	WARRIOR MONK	21 20
T. SALES	CAQUESAN	ASSASSIN	23
D. SCARBROUGH	DUIBEASAE	SCOUT COLOR	39 1
L. SCOTT	WREN THE BROWN	HEALER BARBARIAN	7 10
M. SCOTT	SOTHAME	WARRIOR REEVE MONSTER	35 9 2
D. SEGUIN	PEBYR	WIZARD BARD SCOUT	37 14 2
D. SHAPIRO	FELIS	COLOR	9
L. STANDARD	LINDA	ARCHER	13
C. STARR	OMAR	MONK	1
A. THIBEAUX	UHLUME	WARRIOR	5
M. TRAINER	LOGAN	MONK REEVE BARBARIAN	12 1 4
C. WADE	GILBERT	MONK REEVE	50 1
D. WADE	DIERDRE	COLOR ARCHER	10 3
D. WALDRIP	DAMON	WARRIOR	2
J. WATSON	NIGHTWIND	ASSASSIN	1
M. WATSON	TANAIDE	ARCHER REEVE MONSTER ASSASSIN	48 4 1 3

NAME	PERSONA	CLASS	WEEKS
K. WEIDEMAN	WEEDHOPPER	SCOUT	11
		MONK	7
		BARBARIAN	3
L. WELCH	LYSSANDRA	MONSTER	1
		BARD	3
C. WIGGINTON	DERYDLUS	REEVE	14
		BARD	41
		WARRIOR	6
D. WICKERSON	DEVNON	MONK	1
A. WINSHIP	WILLIE	WARRIOR	11
J. YATES	NIGHTSTAKER	ASSASSIAN	18

# The Chronicler of Barad - Duin

1 shilling

20 May '89

Fabulous Second Issue!  
DEFENDER of Barad - Duin  
vs.  
EVIL LORD DERYDLUS  
See Lisa in Action!



Seven weekends:  
April 29 thru June 11  
Including Memorial Day,  
Monday, May 29, 1989  
Open Rain or Shine  
10:00 a.m. - 7:00 p.m.  
Free Parking.  
No Pets! Our dragon eats them.

## Come Join The Merriment!!!

Fun, food and fantasy reign supreme at Scarborough Faire. The ninth annual renaissance faire recreates an olde English village marketplace during its annual springtime celebration.

## Crown Performances

Enjoy continuous entertainment on eight stages and throughout the faire in informal "lane shows". Musicians, magicians, mimes, jugglers, jesters and hundreds of costumed renaissance characters transform a piece of the Waxahachie countryside into a lively 16th century village. Knights in armor thrill crowds with full-contact jousting exhibitions. The Royal Falconer demonstrates the "sport of kings" with his noble birds of prey.

## Ye Olde World Market(Place)

Browse the quaint village shops of more than 200 artisans, dedicated to preserving the traditions and techniques of their ancient crafts. The village of Scarborough boasts some of the most talented craftspeople from around the country ... glassblowers, woodcarvers, potters, weavers, jewelers and more. Shop with the royal artisans for special handmade gifts and one-of-a-kind items.

## Eat, Drink and Be Merrie!

Feast thyself on hearty fare fit for a king. Many of the delicious foods at Scarborough Faire are recreations of the original renaissance dishes. Ye may gnaw a Turkey Leg or lick an Italian Ice. Feast on Chilled Pasta Salad, Steak on a Stake, a Royal Scotch Egg or Hot Apple Dumpling a la mode. Quench thy thirst with a soft drink, iced tea or ice cold cider. For those desiring stronger spirits, beer, wine and mead are available.

## Hail, Hail the Games are Here!

Discover games of yore for young and old. While thy little ones puzzle their way through his majesty's maze or ride an elephant, test ye strength or try thy skills at nine pins, archery or the treacherous Jacob's Ladder. Take careful aim, and soak a bloke ... or drench a wench!

## Events and Attractions

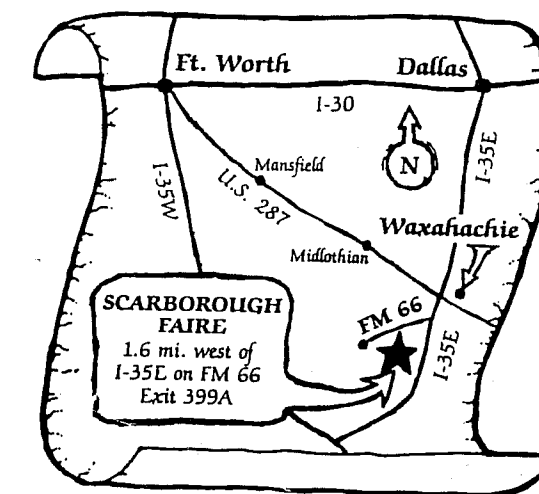
New Medieval Joust  
New Artisan Exhibit Hall  
Living Chess Match  
Gutenberg Printing Press  
Falconry - Birds of Prey  
Glassblowing  
Border Collie - Sheep Handling  
Royal Procession  
Pub Sing-A-Longs  
Giant Puppets  
Visit our land maze  
and MUCH, MUCH MORE!

## GROUPS

Call now for group sales information. Group discount tickets are good any day of the festival and can be used together or separately. Corporate group packages available. Free parking with special bus parking near gates. Group discount not available at the gate. Telephone (214) 937-6130.

## EASY TO REACH

Located 30 minutes from the Dallas/Fort Worth Metroplex, near Waxahachie. Take I-35E south to exit 399A. Turn right on FM 66, go 1.6 miles west to the castle gates.



## GENERAL ADMISSION

\$9.75 plus tax - adults; \$4.50 plus tax - children ages 5-12; under 5 free. Tickets available at the festival gate and all Kroger Stores in North Texas. Season and two-day passes are available at the gate or with order form below. Call (214) 937-6130 for information on special group rates for 25 or more.





Herit known that  
upon the 10<sup>th</sup> day of June in  
year nineteen-hundred and eightynine  
within the often spoke age of immortality  
His excellency Sir Athanalorn will wed  
the most beautiful Asil Antara Astrith

The wedding will commence at the coronation  
of the Emerald Hills in that same hour.

In the grand tradition of Barad-Duin, this  
will be a most auspicious event complete  
with dancing, singing and revelry late into  
the night.

All the peoples of Amtgard are invited.

