

COURT

Queen Alessandra Cheetarah Nightowl
Prince Gwindon Blackrose
Prime Minister Aislinn
Champion Garath Blackhawk
Court Mage Astor Lubec
Royal Page Dread
Herald Maiv

QUEEN'S GUARD

Captain Xenos Perversus
Cain sin Khali
Tyranny Bathory

PRINCE'S GUARD

Dallen
Nevron Dreadstar
Xyphus

PRINCE'S DEFENDER

Cynewulf Plague

GUILDMASTERS

Anti-Paladin: Nevron
Archer:
Assassin: Gwindon
Barbarian: Cain
Druid: Plague
Healer: Tyranny

Magic-User: Garath
Monk:
Monster: Nevron
Paladin: Alessandra
Scout:
Warrior: Xenos

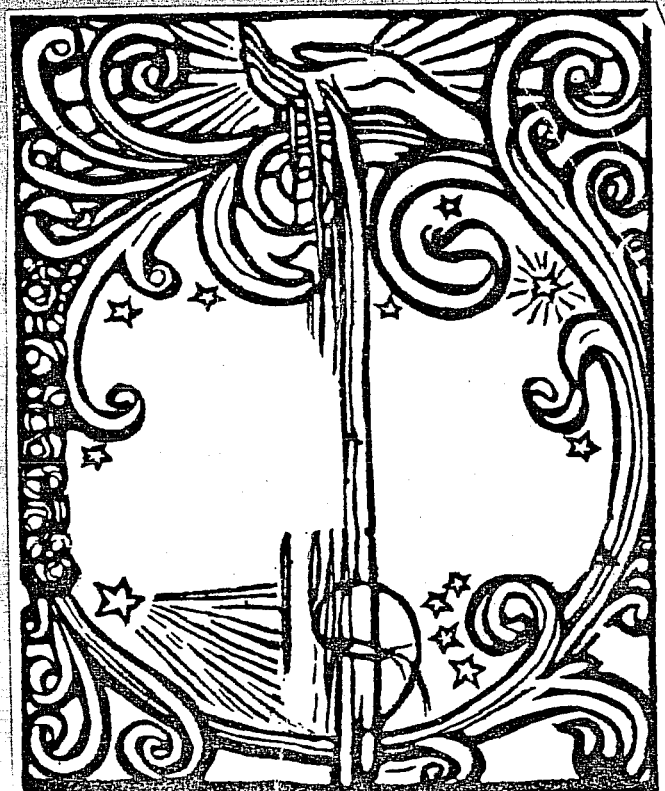
ARTS & SCIENCES

Garber: Aislinn
Gladiator: Nevron
Harper: Reyna
Heraldry: Reyna

Reeve: Dallen
Theater: Garath
Weaponsmith: Cain

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Greetings Unto the Populace of the Emerald Hills,

A lot has happened since my last letter. There have been several events. The Gathering of The Clans, Coronation of The Barony of The Golden Plains, Coronation of Barad Duin. The Gathering of The Clans was held at a very beautiful site those of you who have been in the mountains of CloudCroft will agree. We got the chance to ~~ex~~perience several seasons on this weekend. I must say my favorite part of the trip was when different bards made their presence known at our campfire it was truly wonderful and magic was in the air. Sirith started by providing us with lovely guitar music Lady Selka accompanied him with one song. Leaping Lizard with his wide selection of pipes charged the air put smiles on our faces and started our toes to tappin. Pebyr with his witty songs, you are always welcome. Lord Scarheart thank you for all the wonderful songs that touch every emotion and inspires one to reach that level of bardic achievement. Next event was to the Coronation of our Barony The Golden Plains. I was truly overwhelmed with all the warmth, caring, helpfulness and organization. The feast was excellant the company was even better than that. Many friendships were made, a wonderful plunder quest was held the next day with Ogres guarding the treasure. This was truly a weekend I will remember with warmth and a feeling that this is well worth any struggle needed to keep Amtgard going. They proved that if a group will work together and function as a whole anything can be accomplished. The next event attended was the Coronation of Barad Duin. I must say the Feast was delicious, I thought about that chicken for a week. The fighting was good and I was able to talk with the Monarchs of the Burning Lands and clear up some prblems I had concerning the game and to ask questions that had been asked of me of which I did not have the answers. Much partying was done this weekend we were entertained by Lord Scarheart again in the Burning Lands encampment and also by Pebyr accompanied by Sinjen for a couple of tunes that had tears running down my face from laughing to hard. Vivat the Bards. Now to address some problems at home. Again, this game is not a place for you to exercise a vendetta against someone you don't like. Instead of telling people to not issue head shots on purpose this time I'm haveing to say how bout if you guys quit calling head shots when the shots are on a different part of the body, how about if we have less vulgarity out there especially in the presence of ladies(some of us don't like it) and the children. Maybe I phrased this wrong, this is not a request it is a demand. I expect a lot more out of you try to expect the same out of yourselves. Of course this is not addressed to everyone, but hopefully it will address the problems and let others know it is noticed and not approved of so maybe they will not follow suit. Also, the nitpicking and snide comments are very childish please try to handle situations in an adult manner. Now on to things more pleasant. If you are interested in learning anything cultural that you have seen brought out or would like to teach , please get a hold of the guildmaster in charge of that area. Interest is all we need to start classes. I'd like to welcome our

newest and largest addition the Black Company its very encouraging to see you accomplishing so much so fast. Also I extend welcome to our up and coming Barony Iron Cloud they have many things planned for us on their Coronation day Nov. 11th. The Barony of DarkenWood is holding a Demo for the City they reside in Next weekend-Oct. 14th with a feast and tourney scheduled. Feast & Tourney \$3.00, if you bring a dish \$1.00 for Tourney. Axel donated a silver bracelet with the Grim Reaper on it Avatar donated a Tiger Tapestry as tourney prizes. I would like to end this letter on the note that communications need to be kept with not only our Baronys and other Kingdoms and Baronys but mainly with ourselves it is vital for our growth and advancement.

yours in service,
Queen Alessandra

Greetings Unto the Populace,

Well this is my first official letter, since I was crowned. In this letter I will describe some of the cool stuff I've got planned. If we all pitch in and help this reign we'll be kickass. I've got some really neat ideas but they all require participation, so please lets all see what we can do. You never know what talents you might have until you try. But before I go into my ideas I would like to do some thanking. First I would like to thank those who contributed to the pot luck feast a couple of weeks ago. Thanks guys, even though only a handful contributed, it was enough to cover the empty stomachs. Next I would like to thank Miss Poole for the use of her land dragon to enable Queen Alessandra, Dallan, Aislinn and myself to reach Cloudcroft safely. Then I would like to thank Selka, Cain, Nevron, Garath and Xyphus for the food and cooking, and Cain especially for the the new boot method scrambled eggies.(grin) For those of you who missed Cloudcroft VII, you missed a load of fun, especially the troll juice, which was supplied by Nevron, Cain and Dallan, terrific recipe, just ask Garath. Thanks for the Troll Juice guys. "Fill my cup up with Troll Juice...." Well I guess thats enough thank you's if theres anyone I forgot please forgive me but with all alcohol and partying it just slipped my mind, so thank you. Now onto my awesome ideas. First a most major step is the creation and formation of the theater guild. Garath is the Guildmaster and he is looking for Guild members. If interested see Garath for details. Another major thing is the newest news-
letter, #3 in our Kingdom. Its the Literary and Art Guild Book. All submis-
sions will go the the lit guild and the newsletters(Echo from the Hills and Dark Sidhe) will choose entries from the pot. Others will be printed bi-
monthly in the fanzine. This production lies totally upon your shoulders to
get off the ground. We need your writings and art work. Soon, I'm working
on it, there will be a camping trip here in Duncanville, or close by. (more
details later) Sept. 16 I will be sponsoring a plunder tourney and many
dollar tourneys throughout my reign. Also, I would like to have more feasts,
but these too take participation by everyone to work. 4 options exist

- 1) have pot luck feasts - everyone brings some kind of dish
- 2) Pay feasts - people buy tickets and one group supplies food
- 3) sign up feasts - everyone signs up to bring a specific dish or supply
- 4) no feast at all - self explanatory

My next attempt will be sign up type. Pay feasts tend not to break even or profit. Pot luck feasts are supplied by only a few. So lets try this again. I'm not too sure on the date but I'll let you know when. Oh yeah, start thinking of a name for the lit guild fanzine. We will submit names and than vote for one at the next Allthing. Well I think enough has been said for now so until next time Vivat Emerald Hills, Vivat Amtgard.

Yours in service,
Prince Gwindon

To: The Populace of the Emerald Hills

From: Baron Lord Sir Nevron Dreadstar, Defender of The Emerald Hills

Well, it's been a long nine months since I took over the position of Prime Minister. In that time a lot of things have happened, some good, some bad. Yet through it all, Amtgard as a whole has grown, the Emerald Hills has grown, And even I have grown. I've learned a lot during my time in offices, and some would say I have gained even more. Why else would anyone seek a seat on the Amtgard express but to gain something? The most important things that I'll keep after the end of my term are the many friendships I was lucky enough to find. Had I not been forced by my office to attend the meetings, hob-nob with distant royalty, and still keep up a good image of this great land of ours, I might never have been much use to the club as a whole. I would have been just another mighty warrior who raps his way across the field.

Being in on the conception of the Emerald Hills and witnessing the mistakes we all (including myself) made, I believe that my view of Amtgard and what it could be has changed considerably. Amtgard is its' own melting pot of different people, each with their own ideas and contributions to the club. We all could learn something from each other, even the most experienced of players. If you're not willing to listen to the people then you'll never hear the sounds of dissention, as one of our very own has already learned.

When you accept a position of rank in our club, you should want to do the job required, more than you should want the titles you could receive. Many people in many lands have sought out offices of power without even realizing that there is a lot more to all the positions than could ever be listed in the Corpora. Just being common populace scum takes more these days, what with all the road trips, hell rides, freezing coronations, soaked coronations, and who could ever forget Chigger Valley!

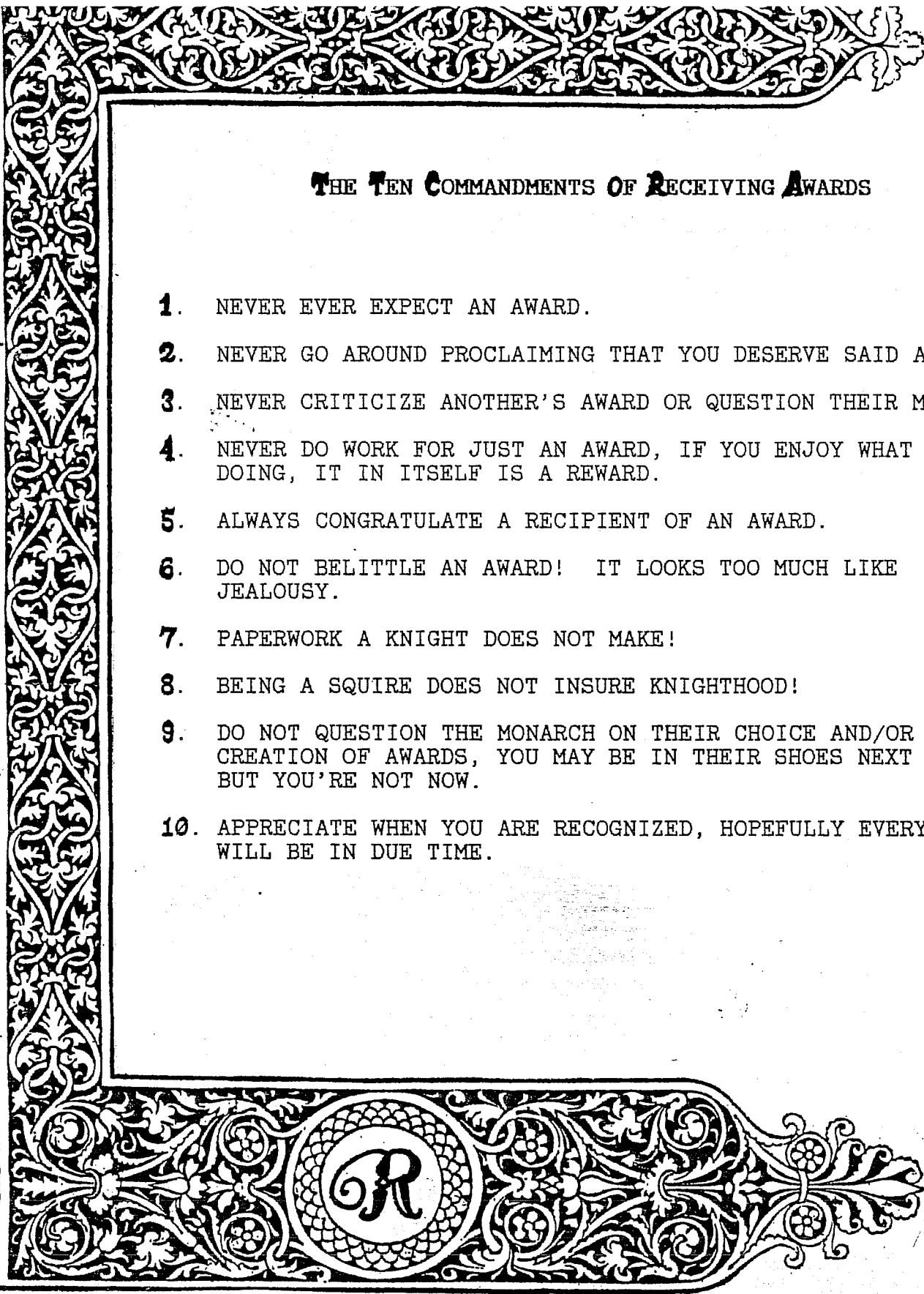
In all, I'd have to say that if any other group of strangers who have suddenly been thrown together, braved all heartaches and headaches that we have, would be hard pressed to keep the dream going. But with the visible growth and yet inner strife that our neighbors to the south exhibit, and knowing first hand that all up-and-coming baronies will also suffer from personality conflicts, as did the originators of this dream we call Amtgard, then I'm convinced that our own path of uncertain times and power hungry participants must be the right path.

In the future I predict better relations with all of our neighbors and even better events. But with the passage of time Amtgard gets easier to manage and the above predictions could be made by anyone, so don't hold me to any of it.

As for our own Emerald Hills, I'm sure we will continue in our quest for understanding of the rules, our competitors, but mostly ourselves. There is little space for one-sidedness in Amtgard, and everybody has a place in the club, even ex-Prime Ministers. I hope that in the future you will allow me to once again sit in the under-appreciated, overworked position, plus any other that I may be helpful in. I was only too glad to be of service and would gladly do it again.

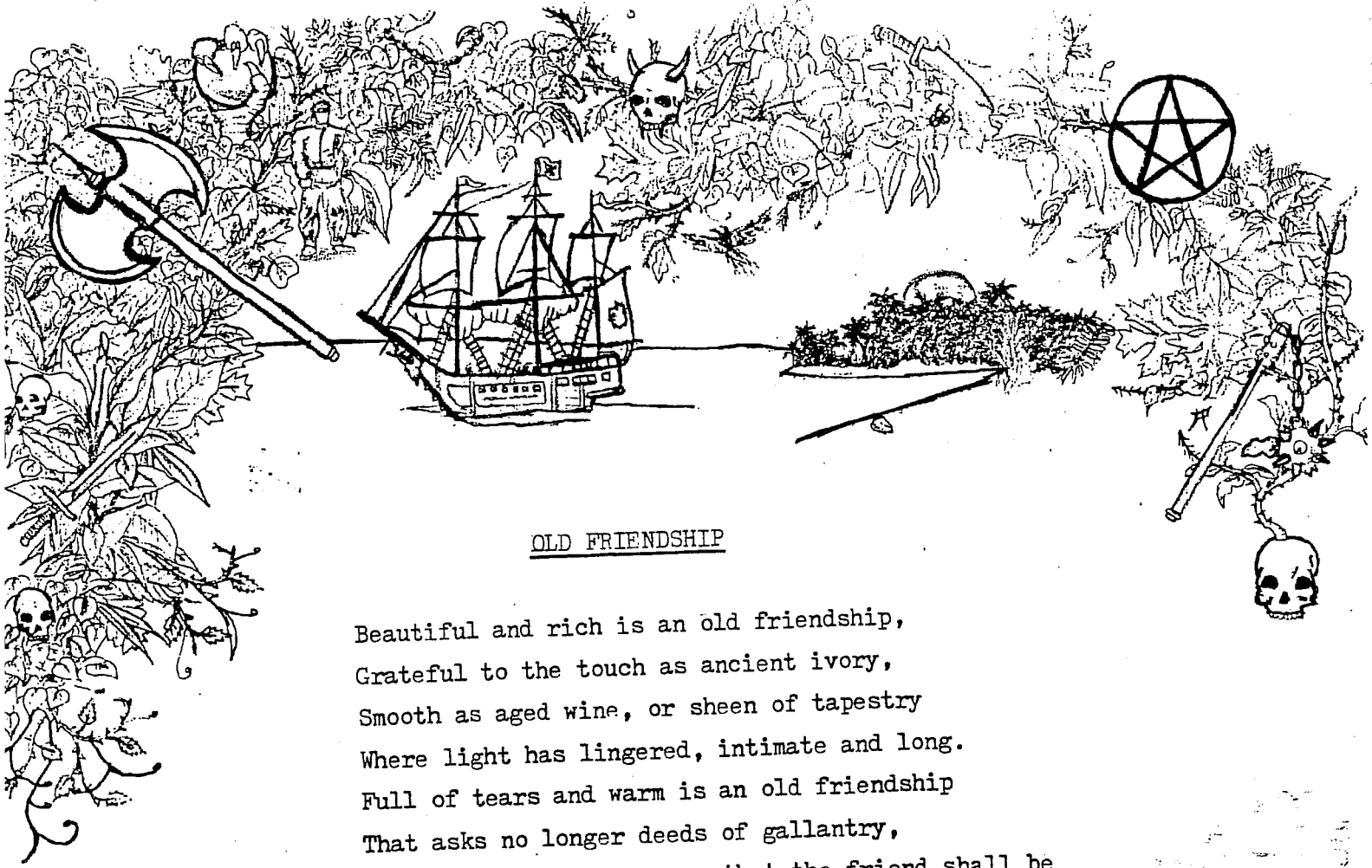
Yours in service,

Baron Sir Lord Nevron Dreadstar, Defender



THE TEN COMMANDMENTS OF RECEIVING AWARDS

1. NEVER EVER EXPECT AN AWARD.
2. NEVER GO AROUND PROCLAIMING THAT YOU DESERVE SAID AWARD.
3. NEVER CRITICIZE ANOTHER'S AWARD OR QUESTION THEIR MERIT.
4. NEVER DO WORK FOR JUST AN AWARD, IF YOU ENJOY WHAT YOU'RE DOING, IT IN ITSELF IS A REWARD.
5. ALWAYS CONGRATULATE A RECIPIENT OF AN AWARD.
6. DO NOT BELITTLE AN AWARD! IT LOOKS TOO MUCH LIKE JEALOUSY.
7. PAPERWORK A KNIGHT DOES NOT MAKE!
8. BEING A SQUIRE DOES NOT INSURE KNIGHTHOOD!
9. DO NOT QUESTION THE MONARCH ON THEIR CHOICE AND/OR CREATION OF AWARDS, YOU MAY BE IN THEIR SHOES NEXT TIME, BUT YOU'RE NOT NOW.
10. APPRECIATE WHEN YOU ARE RECOGNIZED, HOPEFULLY EVERYONE WILL BE IN DUE TIME.



OLD FRIENDSHIP

Beautiful and rich is an old friendship,
Grateful to the touch as ancient ivory,
Smooth as aged wine, or sheen of tapestry
Where light has lingered, intimate and long.
Full of tears and warm is an old friendship
That asks no longer deeds of gallantry,
Or any deed at all - save that the friend shall be
Alive and breathing somewhere, like a song.

Eunice Tietjens

I dedicate this poem to a loving friend whom I
dearly miss, and whom I know shares my feelings.
To all of you who hold a friendship as this.
May Amtgard create many more. For you Sir Delphos.
With love Alessandra.

Poem from: Leaves of Gold

Art work by: John Parre

CHIVALRY: The knights Code of Conduct

By Sir 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 war like manner: 1) Bravery in battle;

2) Refusal to retreat;

3) and loyalty to ones Lord.

Through the centuries, the church and literature gradually refined the qualities of chivalry. The term grew to include not only battle field 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 those who cannot defend themselves.

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.

If you wish to read more about Knights and their lives several books can be found at the Utep Library:

Knights and the Age of Chivalry

by Raymond Rudorff

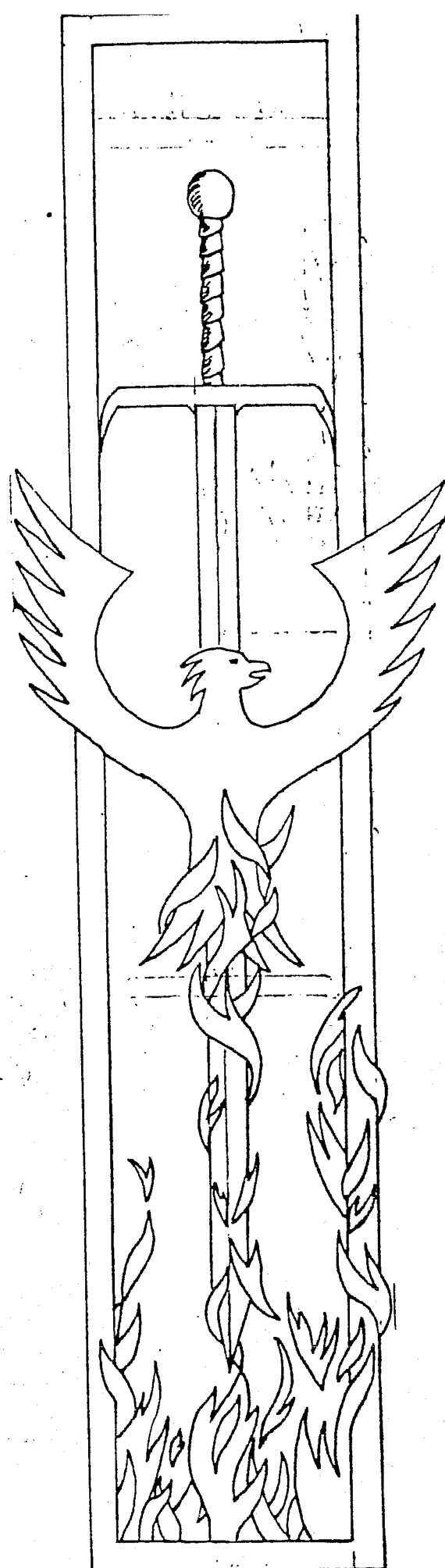
The Knight & Chivalry

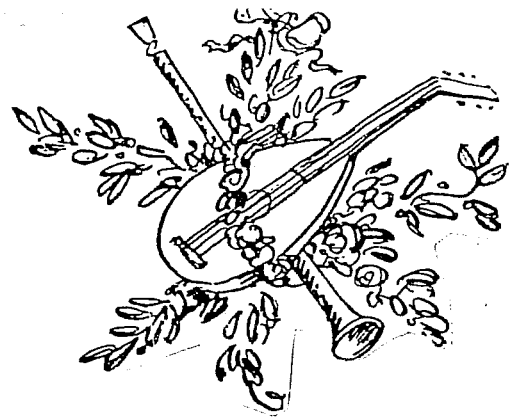
by Richard Barber

A Knight's Life

by Walter Meller

A Dictionary of Chivalry





The Dark Lord of the High Hills
And the Light Girl of Above
Met here in enchantment
And so grew their love.

The ruler did not like it
He tried to tear them apart
But the Dark Lord and the Light Girl
Had entwined their hearts.

We sing of them now
Their love can't be broken
Forever they are one
And their souls have broke their Folklands.

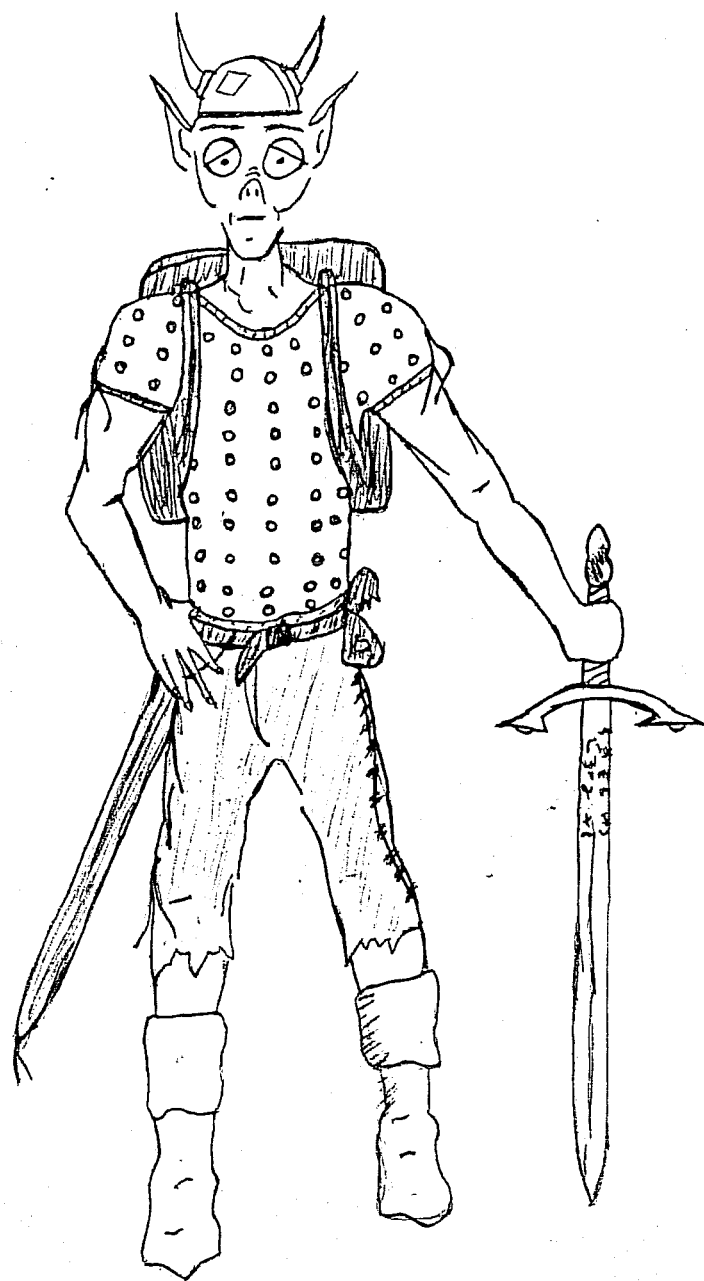
Dark Lord of the High Hills
Hear her dear call
Your Light Girl of Above
Is tearing down their wall.

Light Girl of Above
Hear his reply
Your Dark Lord of the High Hills
For your love would die.

We sing of them now
Of their undying love
The Dark Lord of the High Hills
And his Light Girl of Above.

Maiv



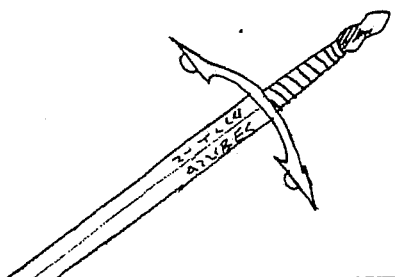


Albec the warrior

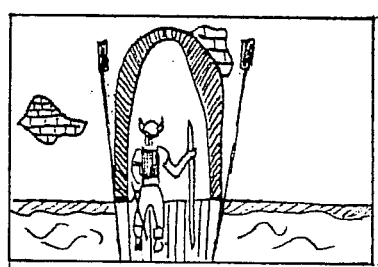
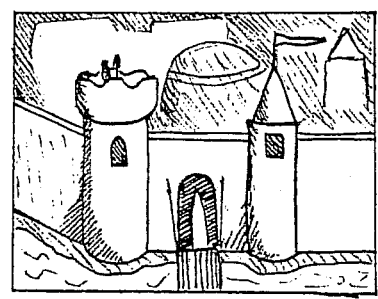
In a world where life is a constant struggle, one warrior stands out. His name is Albec...



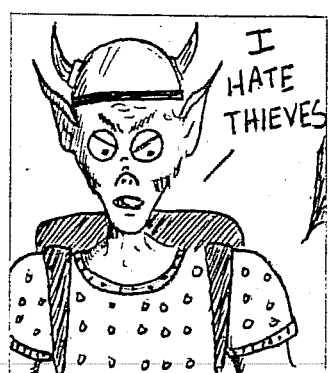
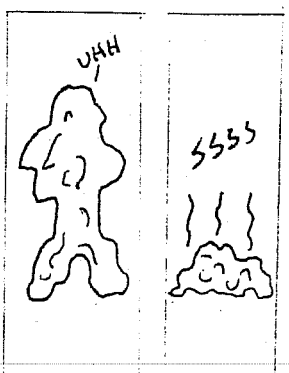
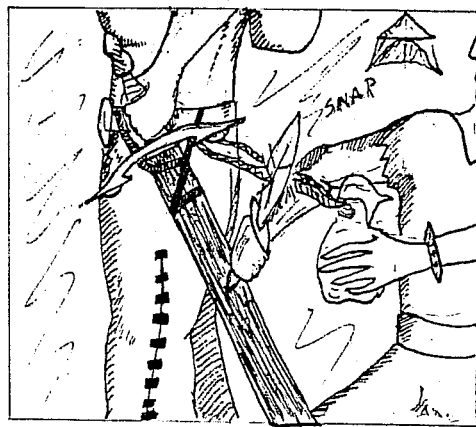
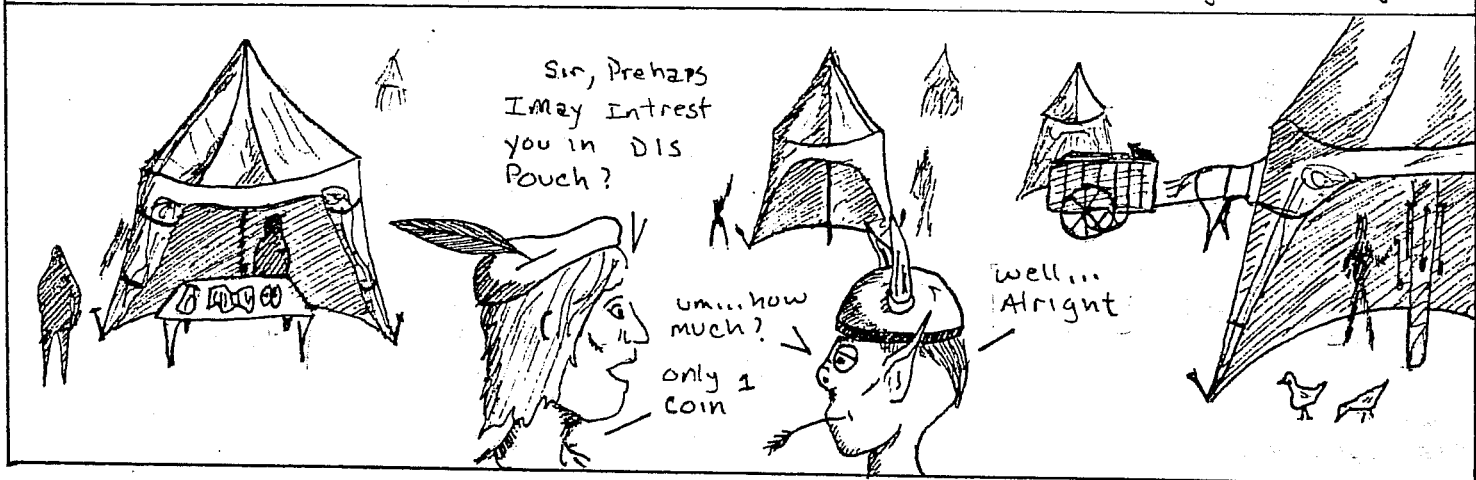
He is not to be credited... but his sword, Brimstone, is.



For this sword is not normal, it is magical. It was forged by Moloch, his people's Patron Demon.



Today is market day in Farbanks. The city is alive with talking and laughter

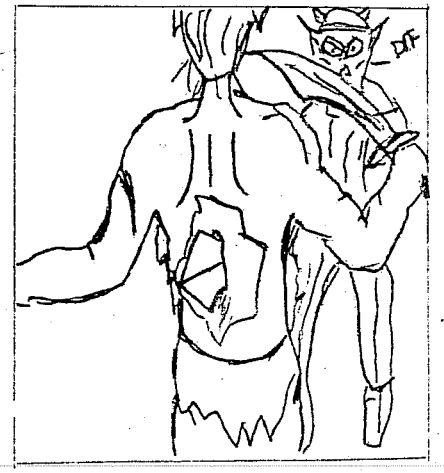
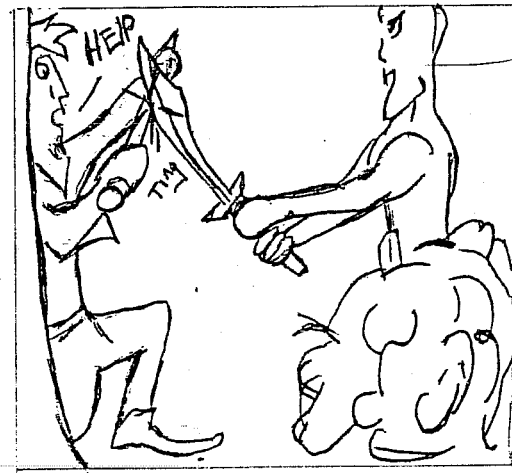
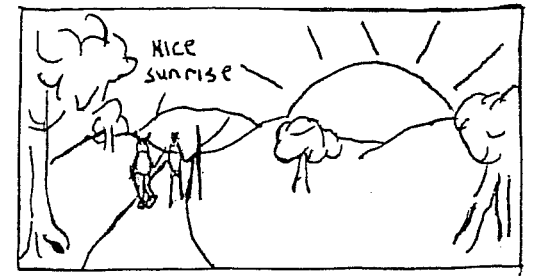




WANTED: A brave warrior to enter the old Vantel Keep to rescue the stolen royal jewels
reward: 2000 coins
King Randal



They spent the night and left the next morning.



Dues Paid Members

Aislinn	-	9/89	Maiv	-	2/90
Cain	-	12/89	Arkanie	-	2/90
Tyranny	-	2/90	Astor	-	10/89
Plague	-	2/90	Shorn	-	2/90
Xenos	-	11/89	Dougan	-	2/90
Selka	-	12/89	Brand	-	2/90
Jandria	-	10/89	Kaylyn	-	2/90
Dallan	-	12/89	Beau	-	2/90
Semaj	-	12/89	Maglok	-	2/90
Parasite	-	1/90	Thoran	-	2/90
Cydelle	-	2/90	Glenn	-	2/90
Xyphus	-	8/90	Exempt:	Alessandra	
Ryax	-	2/90		Gwindon	
Nevron	-	9/90		Garath	

Note: Those who are exempt and are in office and have paid dues when stepping out of office dues that are paid already will pick up at that time.

Results of Prime Minister election held 9/16/89. Note: if you are a dues paid member and are not in attendance at an election if you want your vote to be counted it will have to be turned in ahead of time. signed, dated and witnessed. We in no way encourage proxies but if there is a legitimate reason you can not be there it will be accepted. Our new Prime Minister is Aislinn and thank God she likes to do paperwork. Aislinn - 12 Gladimyr - 6

Note from editor: As mentioned in the above paragraph our new PM likes to do paperwork, alas, I will not be doing the Newsletter anymore. This both relieves and depresses me. Relieves because it releases me to do other duties, depresses me because I found a new way to release my creativity. So dear readers I hope you enjoy this newsletter as much as I enjoyed putting it together. I would like to once more encourage people to make submissions. Artwork, poetry, stories, cartoons, historical information, craft information, any research you've done can be helpful. You can help make this paper the best its ever been. Also, I would like to mention any artwork submitted if not done in ink please make sure the pencil is dark enough to copy off of. I would like to encourage everyone to work on their persona histories. Prince Gwindon would like to use them in

the Literary Guild Newsletter, as he stated it can not succeed without your help. Let your own creativity flow in this. All of you have some or you would not belong to this group. Also it would be interesting to actually see on paper why some personas behave the way they do.


I'd like to thank quite a few people, so I will. Thank you Cain and Garath for guarding me at CloudCroft and Barad Duin. Hunto for graciously extending the use of his tent and bed to us are first night there. Baron Nevron for the transporting of all my necessities to both events. Lady Selka and Aislinn for the donations of the thrones to the crown. Tarl for the donation of the rug and brass and glass table, and the use of your pavillion on the weekends. I'd like to thank Countess Gwynne for the lovely green Guido, and the garber banner that Sir Ahira presented to me, Sir Gilos for the Serpent necklace. Sir Zyax for the Opal ring, Grimlock for the silver and torquouse ring. Sir Zyax and his lady Kim for taking care of 4 hellriders from our kingdom whose chairiot blew up. Aislinn and Selka's MOM for delivering the tickets and Gwindon, Dallan, and Aislinn for loaning the tickets. I'd like to thank the Golden Plains for all the gifts presented tome by Sir Rienholt and the Red velvet cloak presented by their new Baron Stone. Special thanks to the Plainsmen for the wonderful service provided to the Royalty, we wanted for nothing. Her Majesty Queen Tawnee, and his Highness Prince Aramithris for advice and explanations on rules given at Barad Duin. Last but not least my consort Prince Gwindon who is my rock to lean on and gives me sound advice.

NAME THIS FAMOUS AMTGARDIAN

Each newsletter a differant baby picture will be displayed..Please submit your gueses to Aislinn, and also a baby picture if you would like to be in the contest. Susie Rich (Aislinn) (214) 263-8317 Lady Selka was the last subject.
814 Apache Dr. Grand Prairie, Tx. 75051



THE GAME




They fight for the hills, they kill for the thrills
They laugh in the face of death
Yes, they are the best
Not only in flesh, also in mind
Seemingly on a quest, what will they find
They have no time to deal with mankind
Gods of the air, soaring free of care
Carnage, pain, flames everywhere
Dark shadows, stealth, silent deaths
Warrior rage, need you guess
Druidic power, nature strikes back
Killing others to heal the ones sought
How much time have they bought
It is their game, they've just begun
This will never end, it will never be done
They are the strong, giving the young hope
To learn the power, and then cope

So learn the rules, have fun when you play
That way you can enjoy Saturdays

This is not a poem written on the different classes. That is why all the classes are not mentioned. This is dedicated to a few people and also a message to people coming into the club to learn your rules, ask for help if you need it. The only way to win any game is to know the rules and play many times. So please don't get discouraged, just enjoy the thrill of the battle. Also some words of wisdom: the best way I've heard this put was in a conversation I had with our guildmaster of reeves, Dallen, "Its not that you died, but that you died well." Quoted from a poem out of a Star Trek book. So please take the "died well" part literally by either doing a good death or removing your self from the battle field without throwing your weapons down or throwing a temper tantrum.

Yours in service,

Queen Alessandra



Orb of Healing

The user can heal wounds unlimited.

A Healer user can resurrect each player once per battlegame.

If the person holding the orb is of the Healer class then they need only chant a shortened healing spell (the first two lines and the last two lines).

The holder of the Orb can use its' resurrecting power only during one life per battlegame. The healing power can be used through all lives. Resurrect can only be used by Healers.

To be resurrected, a soul must be aided in the journey to the Orb holder (a hand on the shoulder will do).

The Orb can be used by any class, and gives that person unlimited healing powers, but anyone not of the Healer class must chant the entire Healer's spell.

Abilities: (gained according to holders actual Healer level)

1st level: Cure disease

2nd level: Resurrect (once per player per battlegame)

3rd level: Capable of adding 2 additional spell points useable on any previous level spells (as normal 4th level Healer)

The Orb is NOT transferrable.

Submitted by: Sir Nevron, Sir Delphos, and Sir Taz

Gladiator

Garb: as warrior
Weapons: any sword at lower levels, no throwing weapons,
plus extra weapons at higher levels
Armor: none until higher levels
Shield: small and medium shields only
Lives: 4 to begin with

Levels

1st - sword and shield only
2nd - may carry one extra melee weapon in shield hand
3rd - may carry weapons other than a sword in primary hand
4th - 1 point of leg armor may be worn
5th - 1 point of armor allowed on arms
6th - 1 point of armor allowed on torso

Gladiators earn weekly credits by entering certified bouts that are supervised by either the Monarch, Champion, or the Guildmaster of Gladiators, most tourneys will be held one week before Allthings, during camp-outs and Weaponsmaster tourneys, and whenever the Monarch deems it appropriate.

In Battlegames, a 4th level Gladiator would also gain 1 life for a total of 5 lives. At 5th level he gains another life for a total of 6 lives. At 6th level he gains pit fever, which is like the Barbarian berserk.

For those fighter practice days and on special tourneys on Saturdays when a group of totally sadistic fighters that live for the Ring of Steel. These true blue warriors will battle single opponents until they are slain themselves. Whether one bout or twelve, or possibly even more. Sounds easy enough, until you throw in the rule that all wounds are kept until death. So you may be wounded in your arm your first battle, win and still fight the second opponent with the same wound. until your death. Seems a little harder now, huh?

The object is to increase your dueling record and earn more Warrior orders. By winning three duels in a row or more this will increase your dueling record and earn you orders of the Warrior. Another little hitch is when and if you enter the Ring against a wounded victor that bout is an open match and worthless to the newcomer. Only by killing his first unwounded opponent will the gladiator start his climb up the dueling ladder.

eXcNoS

This class submitted by Sir Nevron will be voted on at the next Guildmaster Meeting on Sept. 23rd.

Ampgard INQUISITION

Former Queen propositions guild master of reeves, will he be fair?

S.C.A. fighter takes on Ampgard Princess and assaults Duchess. The 5th greatest swordman of Scadia claims Ampgard troublemakers as they sit in their campsite singing. Maybe he's a music critic?

Vampire and owl marry. What do you call the offspring? Do they suck mice blood?


Elf marries Dragon

will love be enough or is this just physical?



POPULATION CREDIT LIST

Xenos	7 Healer/71.50 Warrior
Thallen	1 Assassin/2 Bards/3 Warrior
Maiv	.75 Warriors/6 Reeves
Strato	2 Archer/7 Barbarian/2 Warrior
Cutter	14 Archer/2 Wizard/18 Scout/3.75 Warrior
	1 Reeve/1 Unicorn/1 Troll
Parasite	8 Barbarian/2 Warrior
Plague	50 Druid/2 Monk/15.75 Warrior/1 Reeve
Nevron	29 Barbarian/37 Anti-Paladin/3 Monk
	2 Scouts/13.75 Warrior/2 Reeve/3 Zombies
	1 Troll/1 Wraith
Selka	37 Healer/7.25 Warrior/2 Reeve
Cain	35 Barbarians/6.75/1 Reeve/1 Troll/2 Minator
Gladimyr	26 Barbarian/1 Bard/8.50 Warrior
Gwindon	69 Assassin/10.25 Warrior/1 Magic User
Tarl	22 Warrior
Dread	1 Assassin/52 Healer/17.50 Warrior/1 Unicorn
Garath	63 Wizard/10 Scout/15 Warrior/1 Reeve/1 Wraith
Alessandra	13 Wizard/28 Paladin/5.75 Warrior/4 Reeve
	1 Witch
Dallan	3 Assassin/18.25 Warrior/18 Reeve
Taldak	2 Archer/3 Assassin/46.50 Warrior/1 Reeve/
	1 Lizardman/1 Zombie/2 Troll/1 Mummy/1 Bard
Xyphus	34 Assassin/3.25 Warrior
Darelouth	12 Assassin
Axle	3 Assassin/2 Barbarian/4 Warrior
T'mir	5 Assassin
Ichabod	2 Barbarian/.75 Warrior
Semaj	8 Barbarian/2.50 Warrior
Avatar	19 Barbarian/1 Warrior/1 Lizardman
Ryax	12 Barbarian/2.50 Warrior
Marcus	3 Bard/6 Wizard/2 Warrior
Tyranny	36 Healer/5.25 Warrior
Astor	22 Wizard/.75 Warrior
Dougan	10 Wizard/1 Healer
Shorn	10 Monk/1 Scout
Zark	8 Warrior/2 Monk
Aislinn	17 Reeve
Sorka	1 Healer
Hagar	1 Scout
Brand	2 Warrior
Thoran	2 Monk
Arkanie	9 Assassin/17 Warrior/1 Reeve
Beau	2 Archer
Maglok	2 Warrior
Weequay	1 Warrior
Bradock	1 Warrior
Glenn	1 Scout
Kavlyn	1 Warrior
Xodus	1 Warrior
Jandria	5 Reeve
Conndar	1 Healer



Calendar of Events

Oct. 14th	Feast, Tourney & Demo Barony of Darkenwood
Oct. 14th	Crown Qualifications Burning Lands
Oct. 28th	Coronation Burning Lands
Nov. 11th	Coronation of the Barony of Iron Cloud
Nov. 18th	Qualifications Emerald Hills
Dec. 2nd & 3rd	Coronation Emerald Hills
March 4th	Coronation of the Barony of The Golden Plains
March 10th & 11th	Interkingdom Olympiad II & the coronation of Barad Duin

Please contact Prime Minister Aislinn to order Newsletters Rulebooks, Copora, Monster Manuals this includes Newsletters from other lands also. The Burning Lands has put out 13 fantastic supplements: Welcome to Amtgard, Basic Garb, Cooking and Feasting, Advanced Garb, Amtgard Knighthood, Satire and Humour, Art and Artists, Historical Origins, Amtgard a perspective Amtgard in the public eye, Titles and positions of honor, Legal documents, Poetry. Also you might want to inquire on back issues of different Newsletters and we'll do are best to acquire them. Two things I strongly everyone to purchase are the latest supplements sent out by the Burning Lands Titled: A Primer: Hints for starting your own chapter & AMTGARD - Brief Description of Amtgard these posses information I've heard alot of people inquire about.

Additional information will be sent out at a later date as to when Allthings, Guildmaster Meetings and Courts will be held.

The Quest ran by Garath went well. The Corsairs have one of the guantlets of Ogre power and the Ring of Power. Are latest and largest Company The Black Company posses the other Gauntlet. The Quest went well into the evening, chili was consumed by those left prepared by the Queen provided by the club, then Court was held Baron Nevron received title of Viscount and Lady Selka Master-Hood of the Rose.



This is an appeal to Amtgardians everywhere. We are on a Quest for knowledge of the origins of a certain type of dark glasses (see pic.) known as phasers, or phaser shields depending on your location. If you have a story to tell of their origin please submit it to: Dorothy Walden
711 Westridge
Duncanville, Tx. 75116

Alessandra