

The Flight of the Phoenix

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Contents:

Letter from the Editor

The Glorious Amtgard Mailing List: *Calvin Mac Druen*

6th Edition Rules Debate: *Thorn Crossbearer/Arimithris*

Duchy of Dragonspine: Announcement of Kingdom Status

Calendar of Amtgard Events: A Year at a Glance: *Flynn*

The Many Lands of Amtgard

Directions to Celestial Kingdom Coronation/War



Letter from the Editor: *KalXen, Midnight Sun*



Hello there one and all! I am glad to bring you my first copy of the Flight of the Pheonix. If this seems a bit long to be a newsletter, then great! The more I have to post, the more communication the Amtgardians in the world want.

For those of you who do not know me, I am Lord KalXen, Prime Minister of the Midnight Sun (Independant Duchy in the suburbs of Dallas, TX). I have been in Amtgard for about a year now, and find it a very fascinating activity. I devote every Saturday to the cultural and fighting events of Amtgard. I am on the Internet with the long list of others from far away and local lands, and serve as a local 'news-bringer' about upcoming events. In the mundane world, my name is Gary Neuschaefer. I am a sophomore at the University of Texas at Dallas, and major in Cognitive Science (Artificial Intelligence). I am the vice-president of the university RPG/LARP club, and a member of the operating board for the school newspaper.

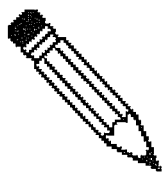
This is my first edition of the 'Flight of the Phoenix'. Istar Par'Tanin, a member of the Mystic Seas, began the Flight series, and I hope to continue it for him. I luckily have a strong computer area to work from, and almost unlimited printing allowed, so all is dandy (I work in the computer labs at the University of Texas at Dallas) Unfortunately, I cannot mail too many copies of this out (mail costs money!), so if you stumble over a copy of this, please make a few copies, and give them to your friends.

Hopefully I will try and publish a copy of this media every 2-3 months. I am not saying that it is that hard to find material to publish, but full-time school, part-time work, and Amtgard events take a lot of my time away. I would love to have people write me articles, stories, or even send me pictures to put into the newsletter.

If you would wish to send me an article about an upcoming event, send me the usual who, what, where, why, when, and how and I will get it out ASAP. Remember, since the paper will come out every 2-3 months, I cannot publish about an event next week. On the terms of news articles/recent events, I would prefer if someone who has an official voice from that land write the article. I do not wish to publish any false information.

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Thanks for reading the paper, and send in as many articles as possible. I would like to thank all those who have sent me in articles, and all the kings of Amtgard, past and present, whose time and devotion have lead to a strong community of duct-tape worshippers. Vivat!!

The mailing list is a specific type of Internet service—an updated version of the BBS (Bulliten Board System). Lists exist for all types of topics, from Vampyres to carpentry to movies and, of course, Amtgard. A mailing list has a single address, but any information sent to that address will be automatically distributed to the subscribers of that list.

More information can be found from any computer science major or computer retail store.

Before I go into details as to how to actually get access to this virtual wonder, I might need to explain why this list is so important to Amtgard's future. I firmly believe that every Amtgardian should at least have access to this list—they are cheating themselves if they don't.

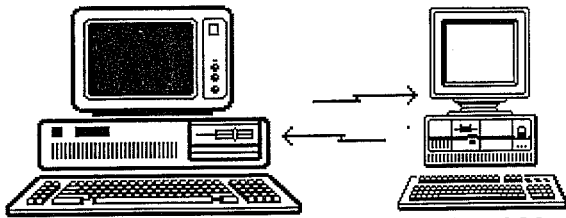
The primary advantage of subscribing to the list is information. There is always something going on somewhere in Amtgard, whether it's the Emerald Hills Coronation or a private war in some baron's backyard. By subscribing to this list, you can have instant access to information about these events, and subsequently, that information can be disseminated to those who might otherwise have no clue. In this manner, attendance at events can be increased by a substantial margin, thus increasing the enjoyment for all attending.

But event postings are not the only jewels of knowledge to be gleaned from the glittering realms of the list. Rules changes, Rules clarification's, rumor clarification's, wedding announcements, new group information...all this and much more is posted to the list daily. Subscribers to the list have first-hand access to this information, and—better yet—can request further information and/or clarification's from the original posters RIGHT THEN AND THERE, thus practically eliminating the possibility of confusion or misinterpretation. Anyone who's been in Amtgard for any length of time knows that misinformation is one of the greatest detriments to the stability of the whole corporation.

However, the benefits of the list can only be fully realized by those who are actual subscribers. It is folly to depend upon someone else for completely accurate information, and the list is no different. If only one individual from a group subscribes to the list, that person can take whatever information (s)he gains from the list and do with it as they please. This presents dangerous scenarios for misinterpretation. Therefore, it is important that as many members of a group as possible subscribe to the list, to ensure fair distribution of information.

A secondary advantage of the list is camaraderie. Considering how large Amtgard is, the potential for friendship and/or stronger bonds is limitless. Sadly, many individuals never get to know anyone outside their own group, particularly if they never travel. The Amtgard list provides the opportunity to speak with people anywhere in Amtgard, regardless of distance. The sense of community in Amtgard is important, and the list enables Amtgardians to foster that spirit more effectively than ever before. It may seem strange to some that good friendships can be formed over a computer, but rest assured it can happen, and does.

The Glorious, Wonderful Amtgard Mailing List: The Dream Goes Internet



*by Baron Sir Calvin Mac Druen
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Since its meager beginnings in 1983, Amtgard has experienced incredible growth, across the country and around the world. From a lone group in El Paso, Texas known as the Burning Lands, chapters have spread across Texas, Colorado, Wisconsin, Oregon, New Mexico, Pennsylvania, Illinois, and possibly other states, not to mention in exotic locations such as Germany, Finland, and Korea.

This booming growth is effectively a double-edged blade, for while it serves as a testament to the popularity of Amtgard, so many chapters spread across so wide an area has created massive miscommunication problems.

Many chapters have gone months or even years isolated from the rest of Amtgard simply because they had no way to communicate with other groups. Snail-mail sent between groups had a habit of either getting lost, arriving too late to be effective (as in the case of event announcements), or being misinterpreted with no opportunity for immediate clarification by the sending party (correspondences between Barad-duin and the Burning Lands had a tendency to turn out this way...). Attempts to improve communication via the telephone can only do so much due to the cost of long-distance. Actual travel between groups is often insanely inconvenient and costly.

But thanks to a strange miracle of technology known as the computer, these problems can now be solved with literally the press of a button. The Dream has gone Internet with the Amtgard e-mail list.

The Amtgard list serves as a virtual reality forum for any Amtgardian with access to an Internet account and knowledge of how to use it. Communication via this list is practically instantaneous, as messages are sent through electronic signals.

For those new to e-mail communication, some explanation might be in order. Though this article is not meant to be a user's guide to the Internet, a basic understanding of its workings is presented here. The Internet is a worldwide information/communication data network existing in virtual reality. To access it, you need a computer, some sort of telecommunications software, and an Internet Account—also known as an "address." Think of it as an electronic mailbox.

Internet accounts are easy to obtain, as most major universities provide them in the cost of tuition or service fees. Also, on-line services such as America On-line and Intel provide accounts to subscribers, though at cost.

The list also allows for the sharing of ideas. Everyone has their own opinion about how something should or should not be, and the list is the perfect place to express those views. Due to the relative (note the key word relative) anonymity of the Internet, opinions can be offered up freely, without fear of bias except by those the subscriber already knows—which, considering the growing size of the list, maybe few. Psychology has proven that, though not impossible, it is usually difficult to prejudge someone when you are not face to face. I have observed normally timid people making grand statements over telephones, because they know they cannot be seen...and the same applies to the list. In sharing ideas, we can gain a better perspective on our own opinions and a better understanding of those who make up the fabric of Amtgard. Well, you may say to yourself, this list sounds pretty interesting. How do I become a part of all this.

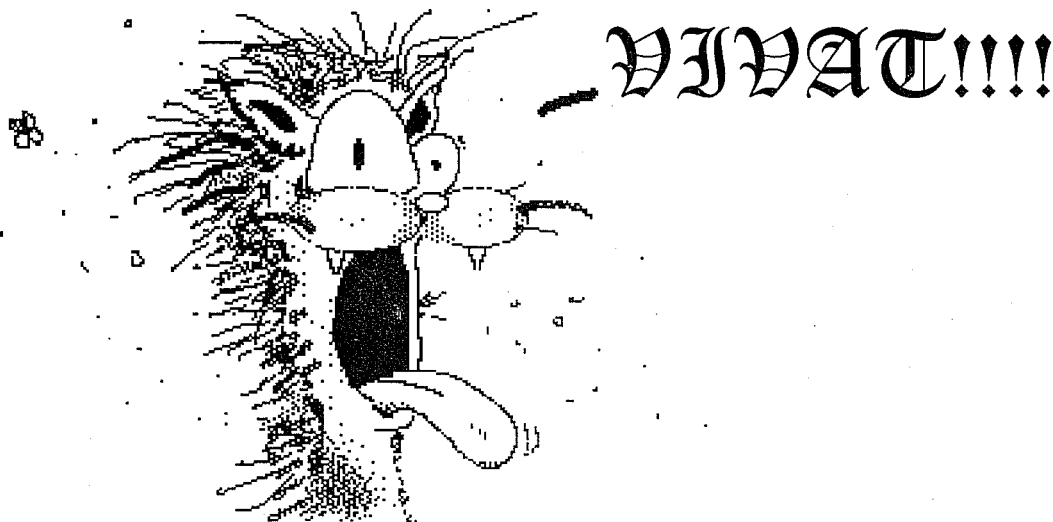
Simplicity in itself. First, SEND a message to amtgard@scf.nmsu.edu. In the subject heading, put SUBSCRIBE <Your E-mail address> <Your Amtgard name>. (For example: SUBSCRIBE crusher@enterprise.com <Wondergeek>.) Put nothing in the body of the text, as this will cause the listserver software to reject your request.

You should receive a confirmation notice shortly thereafter. From then on, to send general mail to the list, SEND to amtgard-list@scf.nmsu.edu. In the subject heading, put a brief description of what your post is about. Viola! Your message will be distributed to all other subscribers to the list. It's that simple.

Should you encounter difficulties, you will want to contact the listowner, Tarador, at ansilva@freedom.nmsu.edu. Be patient, sometimes he has his hands full.

The Amtgard mailing list provides a ray of sunshine on the horizon of Amtgard's future. As the corporation grows, it is my hope that the list will expand right along with it, providing a structure to a sometimes chaotic organization. In this manner, we can hope to eventually put an end to the miscommunication problems which plague this great society, and form a greater bond between the people that comprise its fabric.

Vivat the most glorious Dream! Vivat the grandness of Amtgard! And as much as it makes me feel strange to say it, vivat the technology that made the list possible!



6th Edition Rules Debate

by Lord KalXen
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Just prior to the official adaptation to the new 6th edition rules, Thorn Crossbearer, Arimithris, and several other parties debated the 6th edition rules over the internet. By request of many Amtgardians who do not have access to internet, we added them here. Officially, the 6th edition rules have been accepted by most kingdoms, although there is some speculation on whether Iron Mountains or Mystic Seas have adopted them.

The first Part of this article shows Thorn Crossbearer's (Iron Mountains) opinion to the rules changes made in the 6th edition.

From: *Thorn Crossbearer*
Subject: 6th Edition Rules Critique

Page 2

Why the change in Dues? What is the Cost for the other books (Monsters, Copora, etc)

Page 3

What are the responsibilities of a class guildmaster, is there any form of test to advance in levels?

Anti-Paladin

Steal Life: Does the A.P. Take a second life from the dead person, or simply gather the last life-energy? (the I.M. vote is for the latter) Also, does this 'life stealing' prevent resurrection? (I.M. vote is yes)

Page 4

Archer

Bows should only be destroyed by melee weapons, Special arrows (fire, penetration, etc) are not destroyable.

Repair bow is nice.

Assassin

Why should there be specific garb for assassins? Isn't the prime ability of the killer to 'Blend in?' Delete mask requirement and remove headbands (except black?). Possibly garb requirements should be the specific garb of another, non-magic class?

Page 5

Touch of death: If unused in 5 minutes, is it gone, or does it need to be recast?

Page 6

Barbarian

Weapons: Is there a limit to the number of missile weapons that a Barbarian may carry onto the field?, Or can I go onto the field with a rock, javelin, throwing axe, 7 daggers, and a bow, (and barn-door shield, large sword, 2pts armor, etc.) (I.M. vote is limit of one projectile weapon per battlegame (1 rock, 1 dagger, 1bow, etc.)

Page 7

Monk

Garb: This is the class that should have the color-to-level garb requirements (as per martial belts) to discern ability. Suggest giving them the colored headbands of the assassin, replacing red (Beserk?) with grey

Page 8

Sanctuary: Can the monk have a weapon under his/her arm or in the belt while chanting. Can they have Vibrating palm active in Sanctuary? (I.M. vote NO on both counts)

Turn Undead: Why is this a monk ability? Sounds more like a Healer Spell (rather than touch of death?)

Monsters: Why are monsters listed in the character class section?

Page 10

Tracking: Why are scouts not immune to Scout entangle?

Entangle trap: If barbarians cannot be held or subdued, why can they be effected by this trap?

Warrior

Armor: Why is armor limited to 6 pts. If I have plate mail, why do I not receive the 6th level +1 for better quality? (yes, un-improved armor should be limited to 6 pts. No putting a gambison under chain under plate for 10 pts)

Page 11

Notes: 2) What listed prerequisites?

Damage and wounds:

Allowing hand shots on Polearms, bows, daggers, staves, etc is only asking for broken fingers. Most period weapons had no hand guards (other than fencing swords and cutlasses). Hand on weapons (except throwing daggers) should not count as hits.

Page 13

Weapon construction: If your weapon hurts anyone (not just you) when used it is not safe. Should state that weapons are to be judged by either monarch, champion, or reeve.

Page 14

Armor: Should give better description on how one could have different front and back armor (studs only on front, etc)

Armor should be stackable, under the following conditions:

Cloth or padding under any armor, unchanged leather under any metal armor type.

Armor: note (at the end)Barbarian armor may be healed (ok), Stoneskin (what?) and barkskin (ok) may be mended.

Mendable Stoneskin?! Ouch!

Page 18

Shields: Why can't a shield be wider than 2'?

Page 22,23

#2 and #6: Should state that If a magic-user casts their own enchantment on themselves (exception: defend), the enchantment disappears when the start another spell.

Page 24

Magic Clarifications:

#8 Petrify and Flesh to Stone should have the same effect, and the same escape. Either heal does nothing (5th petrify), Changes the effect to Iceball (5th,6th Fle. TO St,) or frees them instantly (6th petrify.) Our vote is to change the effect of either petrify or Flesh to Stone to Iceball if heal is cast on the 'stoned' peson.

#11 Barkskin does not give invulnerability. Should be Stoneskin

Page 25

#21 I have a personal problem with this one. We have always played that entangle and Iceball can be cast and thrown with no limitation on the number of people currently entangled/frozen. If the goal is to limit the power, limit the duration of the spell from a 300 count (tacticle death) to a 60-90 count (short respite from combat). Don't wipe the main power of the low-level ball spells

Page 27

Weapon costs: Should note that a staff does not have a stabbing Tip (or take cost/limitation as spear)

Page 29/31

Enchant shield and Harden should be switched, as Enchant Shield is a more powerful spell. Should be dispellable.

Page 32 Mend: This should fix all armor in One location (torso, Arm ,leg.) The spell states "I make this item whole" Not "I make this Item slightly better than It was before"

Page 33

Fireball: Delete the 'Active fireball' bit, or apply it to all other ball spells. Imagine, a field strewn with entange grenades!

Page 35

Pyrotechnics: How can an item destroyed in the manner be fixed? (Suggest as per druid shatter)

Page 31

Heal: This is arguably the single most powerful spell in the battlegame scenario. Make it a cost of one.

Are Sever spirit and Touch of Death really HEALER spells?

Page 49

Flamewall: If someone who as much as touches the flamewall dies, how can an arrow/dagger/javelin survive?

Page 50

Flesh to Stone: Why does the Shield of Reflection caues this to druids and not to wizards with Petrify?

Page 55

Mimic: I like Grei's suggestion that when the bard is using mimic, they lose their bardic abilities.

Voice: Don't get me started. It was told to us that the reason this was left in here (Druidic magic for Bards. Bah!) was that no one could come up with viable 4-6 level Bard spells. We made a Bard with 10-12 spells at every level. This is unnecessary.

All statements are my own, unless stated.

Thorn Crossbearer, Iron Mountains

From: *Arimitfris*

Subject: 6th Edition Rules Critique

Thorn~ thank you for your commentary on the 6th edition. I know that we haven't seen eye to eye on the rules for the last two years, but I do appreciate you taking the time to actually read the rules and comment on them in a rational manner (unlike some of the politics, misinformation, and outright lies I have seen over the net. Considering her track record~ I find it amazing that people in the Iron Mountains will still listen to what Tawnee told Rift and then assume that she speaks anything of the reality of what actually transpires in the Burning Lands). As for Rift, what can I say? I don't know what happened, but when this 6th edition rulebook was underway, he gave it his full blessing (as did the monarchs of all the six kingdoms). Despite what may be said now, he knows it, I know it, and more importantly, all his friends down here know it. As for the Iron Mountains not being consulted~ this is not true. I sent all the updates and requests for input to Rift. If they didn't get passed on to the Iron Mountains populace, then that is not my fault. But enough of this soapbox. I assume that Thorn has his original list of critiques, so I will just list the pages on which he commented:

Page 2

* Dues are \$6 for 6 months instead of \$1 per month to streamline such things a record keeping and elections (and to prevent fraud~ several years ago we had an actual knight standing in line and passing out one dollar bills so people would vote for her candidate). Corpora should be provided to all dues paid members. As each kingdom utilizes different monsters (and variations thereof)~ monster handbooks should be treated as special kingdom publications, and the prime ministers should determine how they are paid for.

Page 3

* Guildmaster responsibilities are fully listed in the corpora. I know that the Mystic Seas and Celestial Kingdom have experimented with the idea of tests to advance people in levels. King M'Deth has expressed an interest in doing that here in the Burning Lands, but I don't know if that will fly or not.

* Steal Life for antipaladins does take a second life from the dead person, and it does not prevent resurrection (otherwise it would be the equivalent of "Sever Spirit.")

Page 4

* Items that are not specifically listed as armor or shields confer no defensive benefits. Bows are destroyed by missile weapons because: a) they are not shields, b) a real arrow would be travelling so fast that a person could not actually parry it (which is why arrows also destroy melee weapons), and c) hard plastic or wood bows are potentially dangerous~ and we want to discourage people from even thinking of using them to parry. Ergo~ anything that hits a bow destroys it.

* Assassins wear masks and colored headbands for "color" more than anything else. And considering they can pick and choose their skills, it does help to know what level they are playing. Assassins' ability to blend in is reflected by their various class abilities~ and frankly, it's very hard to ask all of Amtgard to change garb (else I would have suggested a system of colored belts for monks). This is covered more in the foreword to the rules.

Page 5

* Touch of Death must be recast after 5 minutes.

Page 6

* I agree with you in that I like limiting barbarians to 1 missile weapon, and we encourage that in the Burning Lands. However, every barbarian I spoke with was against it, and there is no real historical, safety, or play balance precedent to limit missile weapons. Zol was right~ how many missile weapons can a barbarian carry? Also, note that berserkers are not allowed projectile weapons in any case.

Page 7

* Monk garb for levels I discussed earlier. I do like the idea, but . . .

Page 8

* Chanting monks must not be carrying any weapons. Vibrating Palm can be active, but must be charged first (or the chant is stopped and sanctuary thus negated). Also, a monk who attacks with Vibrating Palm would then be noticeable (see Page 8, lines 6-7), and thus could be attacked himself (and since he would have no weapons . . .).

* Turn Undead is the classic priestly ability to ward off evil through purity of mind and spirit.

* Monsters are a class, rather than a player race, and thus are listed with the classes.

Page 10

* Tracking Scouts are affected by Scout Entangle because it is an active effect (i.e.~ Scout Entangle is the actual maneuvering of a victim into uncertain footing). Barbarians cannot be held or subdued because of their berserker psychology and physiology. However, there is nothing to stop them from being tripped or buried in an avalanche (i.e.~ Scout Entangle Trap).

* If magic cannot improve armor, why should a warrior be able to improve it? Wouldn't magical armor be more powerful? Limiting armor (of any type, magical or non-magical), sets a firm limit and stops the abuses of 4 points StoneSkin being layered over 6 points of platemail.

Page 11

* “Listed prerequisites” is vague, but in this case I would specify the weeks required and the garb and equipment appropriate to the class. In the Burning Lands we do not allow people with incorrect garb/equipment to advance levels. Tests to advance in level should be up to each particular kingdom.

* My polearm has sliding guards to protect my hands. Also any weapon that breaks fingers probably should not be on the field. Hand shots count so people won’t be tempted to block with hands (the same as with bows). Also, charged and cornered polearm fighters don’t tend to take hand shots, but blows to the torso. The person who gave Rift so much bum info is notorious for not taking hand or arm shots (“I blocked it with the universal hand guard that covers every square inch of my pole”). She constantly does this, and to this day I have never seen her break a finger.

Page 13

* Yes, weapons that hurt anyone are illegal (Burning Lands policy is, assuming the weapon initially passed its inspection, is to remove it when there are 3 separate complaints). Obviously safety comes first, but it is interesting how differently people view safety issues (for instance~ hand shots).

Page 14

* I would say that armor is stackable assuming it was all made as a part of the same suit (example~ the gambesons worn under SCA chain mail). However, I would make the semantic argument that this is not pieced or stacked, but two parts of an integral whole.

* Yes, it’s gross, but Stoneskin is, by definition~ armor. One of the goals of the 6th edition was to standardize, not create yet more subcases and exceptions (and thus, all types of armor may be mended).

Page 18

* Shields cannot be wider than 2 feet because we’ve had people, while throwing wrap shots, injure their hands against the exposed back side of large shields.

Pages 22-23

* Yes, self cast enchantments disappear when another magic is cast.

Page 24

* I agree here~ Petrify and Stone to Flesh should have the same effect and be reduced to an iceball after a heal. Locally I will put the matter before King M’Deth and Prime Minister Ladyhawke.

* Indeed, Barkskin does not grant invulnerability, but it is a form of armor, and thus acts as such.

Page 25

* Entangle and iceball are limited on the number of people affected at once because it was stymieing the battlegames and frustrating the majority of the people on the field when a single wizard could put ten or more people out at one time.

Page 27

* Staffs do have stabbing tips, but must have striking edges on both sides (and as this makes them clumsy in combat, they cost less than a spear).

Pages 29/31

* Enchant Shield is more powerful on shields, but Harden can also be used on items such as weapons.

Page 32

* To allow one Mend spell to heal all eight points, of say, a dragon's torso armor, sounds a bit extreme, and that is why it only fixes one point of armor.

Page 33

* Magical balls can be active, or canceled, but note that very few can affect more than one person or physically affect players after casting. After casting, Fireballs do so to make them more effective than lightning bolts (they are a higher level spell). Entangle/Iceball are plenty powerful as they now stand.

Page 35

* Items destroyed by pyrotechnics or Shatter are fixed in the same way (see page 15).

Page 31

* Healers have to buy "Heal," or else they would not be healers. Adding a cost would give them the option (and perhaps encourage it) of not buying "Heal." It's been ten years, and I haven't seen the healers overrun or overbalance the game yet.

* Sever Spirit and Touch of Death were originally written by Tawnee six years ago to be healer spells for the 5th edition rulebook. However, she then lost the healer guildmaster election, and in a snit, withdrew the spells from consideration and instead put them in her other class~ the Wizards. Adding these magics to the healers is simply redressing an old wrong. Are they appropriate? I wouldn't buy them, but there are a lot of healers who like "dark" magics.

Page 49

* I'm sure a flamewall would ignite wooden projectiles, but even a burning projectile can still strike and kill its target.

Page 50

* I agree that the shield of reflection should also affect Petrify the way it does Flesh to Stone. Honestly, out of 100+ people who submitted rules ideas, nobody brought it up until now, and I just plain missed it during the editing process.

Page 55

* I also like the idea that a bard using Mimic loses the other bardic abilities. Again, I'll bring it up locally and see what people think. (I wish this had been brought up earlier).

* I'm afraid I have to violently disagree with anyone who states druid magic is inappropriate for bards. I suspect people with this opinion are the ones who insist Celtic is always pronounced with a hard 'K' rather than a soft 'C'. Study your history~ in the true historical tradition there is no difference between the druids and bards. Their origin is Celtic, a people with no written language. In that society one could not be a druid until he first mastered his bardic training (all learning and knowledge was passed down orally as verse and poetry~ and in song). I really don't care what AD&D players think, and anyone can go to a library and verify what I write here. If it had been up to me, I would have merged the two classes. However, a lot of people really enjoy the bard class, and I had already stated the 6th edition was not so much a rewrite as a clean up of the 5th edition rules. So~ the bard class remains in much its original form. Some people say new spells should have been added. In addition to the Iron Mountains rules committee (which by the way did send me a copy of all the rules ideas of their own that they thought should be implemented~ So let's hear no more about the Iron Mountains not being consulted), I also received complete new bardic spell lists from both Dragonspine and the Celestial Kingdom~ and there were some good ideas. However, the chief complaint I heard (from many quarters) about the suggested Iron Mountains rulebook was that there were so many changes that it was no longer Amtgard. Thus, with the 6th edition rules, every effort was made to introduce as few changes as possible. It did seem unfair to make everyone have to learn a new game.

In closing, I would urge each kingdom to compile their own lists of errata so that when we meet at interkingdom events, we can compare notes. Everyone interprets the rules differently, and in each land there is a different style of play. Like Amber, the 6th edition rules are only the pattern from which other patterns stem, and they are not tyranny, but an offering of service 10 years in the making. Thank you all for your time.

Aramithris, Burning Lands

From: *Thorn Crossbearer*

Subject: 6th Edition Rules Critique

Your Grace;

On page 10, your response to the questioned limit of armor:

Firstly, you ask why warriors should be able to improve armor. It has stated in every recent rulebook that I have seen that the 6th level warrior ability of +1 to all armor worn is to simulate higher quality equipment, similar to the Bladesharp ability. (it should go on to dictate that you do not get +1 to every piece of armor, so that a warrior wearing a gambison under chain under plate would end up with 13 points of armor.)

Secondly, you state that this limit will stop the abuses of someone taking 4 stonemarks (or barkskins) over plate. If this is happening in the Burning lands, you should throw out your reeves! It states clearly in the descriptions of both of those enchantments that they cannot be cast upon someone who is wearing armor. Your argument holds no water.

As I have stated before, I do believe that a limit is necessary, but let the maximum be 7 points, attainable only by 6th level warriors wearing plate armor.

Page 24. You stated that Barkskin is armor, and is included as such. The problem (as I remember, I don't have the rules with me) is that this particular rule gives the idea that 1 point of barkskin will negate the blow from a great weapon. NO. Barkskin is simply magical armor, and if the enchantment has been cast upon me only once, it is the equivalent of wearing a full suit of soft leather- 1 armor point. If I am struck with a great weapon, I will still take a wound (or die) as the attack value (2pts) is greater than my armor value (1pt). This particular situation is only a typographic error- it should say Stonemark, not Barkskin.

Page 36. You have said that mend only repairs 1 point of armor because of the (infrequent?) possibility of repairing a Dragons' 8 points of armor with a mend. I hate to say this, but you are mixing things up too much. A dragons' armor is its hide, not an item that it can take off at will. As a reeve, I would have to rule against anyone trying to use the mend spell on a dragon, as the spell description states that the object is whole again (would you allow a wizard to use mend to heal someone?). Dragon armor might be HEALable (similar to Barbarian Berserk armor), but not mending. Thus we are to use the mend spell on a dragon, as the spell description states that the object is whole again (would you allow a wizard to use mend to heal someone?). Dragon armor might be HEALable (similar to Barbarian Berserk armor) at 1pt per location per heal, but not mending. Mend should do to Armor locations exactly what it does to any other object. Make the armor in that location WHOLE!

Why does the Druid still have only 3 lives at first level?

If someone was to strap a shield onto their back, could it be used to deflect blows? (assuming that they are only carrying 1 shield, and are allowed to by the class)

Thorn Crossbearer, Iron Mountains

Dragonspine Event Brings Awaited Announcement

by Weilok of Dragonspine

On Jan. 22 at 7:00 PM the Duchy of Dragonspine held their Midreign Feast, at the VFW Hall on N. Main, Las Cruces NM. The Princess Consort Lord Caliopie of Burning Lands as well as some of the more illustrious citizens from that land, Grand Duke Gilos and Vamir, Sir Ivar and Lady Kat, and Sir Delphos and the Sarracens of Burning lands, as his squire is the Regent in Dragonspine attended. Some of the other attendies were King Zol Darkenthal of Golden Plains, and his entourage who seemed to enjoy the fine brisket and large assortment of side dishes. Provided by the populace in response to the offer of a \$2.00 discount on the ticket price for each dish brought. Also at the event were representatives of the Duchy Midnight Sun, Sir Cearen Blagden, Raymare and of course the beautiful Brenna of Barwicke. These intrepid travelers not only came to the event but showed the people of Dragonspine how to be of service as they were highly instrumental in the cleanup. The Duchy was well represented by its baronies Pegasis Valley who sent its current Baron Exedor Wayfel, Champion Tye, and others. The Khan of Shadowvale as well as their PM Featherfoot and many other of this new Barony were enjoyed at the feast. Especially during the Bardic when they did a skit based on the prowess of the ancient Scots as fighters. Other amusements were a skit based on the well known figure of Sir Greywalker and his squires. Skalding by Baron Egil was well recieved by the attendies. The highlight of the event was when PC Caliopie read a proclamation by King M-Deth to the effect that Dragonspine would receive Kingdom status after the Spud I War if the Duchy was able to supply a large enough contingent of fighters to impress and help him at the war. Currently there are about 30 going to the war from this Duchy. :)

Amtgard: A Year At A Glance

(Or "The Glorious Event Calendar")

March

- 1st Weekend: Coronation of Kingdom of Golden Plains
Crown Qualifications: Kingdom of Dragonspine
- 2nd Weekend: Crown Election/Quest: Kingdom of Dragonspine
Crown Qualifications/Election: Duchy of Irongate
- 3rd Weekend: Coronation of Kingdom of Dragonspine
Mid-Reign of Kingdom of Emerald Hills
Mid-Reign of Barony of Granite Spire
- 4th Weekend: Coronation of Duchy of Irongate

April

- 1st Weekend: Coronation of Duchy of Dragonspine
- 2nd Weekend: Mid-Reign of Empire of Iron Mountains (tentative, no mail yet)
- 3rd Weekend: Coronation of Kingdom of Burning Lands (by their Corpora)
- Last Weekend: Coronation of Kingdom of Burning Lands (ever since Duke Ahira held office)
- Sometime in April: Upcoming naval war and battle over Crystal Vale, need more info.

May

Only event permanently here is the SCA event "Grand Outlandish", I think it is called. Most lands do local things during this month.

June

1st Weekend: Coronation of Kingdom of Emerald Hills

2nd Weekend: Mid-Reign of Duchy of Irongate

3rd Weekend: Mid-Reign of Kingdom of Golden Plains

July

1st Weekend: Arrakis/Coronation of Empire of Iron Mountains

2nd Weekend: Mid-Reign of Duchy of Dragonspine

3rd or 4th Weekend: Gathering of the Clans (Vivat Xth Year!)

August

3rd Weekend: Crown Qualifications/Election: Kingdom of Golden Plains

4th Weekend: Coronation of Celestial Kingdom

September

Labor Day Weekend: Coronation of Kingdom of Golden Plains

2nd Weekend: Crown Qualifications/Election: Duchy of Irongate

3rd Weekend: Mid-Reign of Kingdom of Emerald Hills

4th Weekend: Coronation of Duchy of Irongate

October

1st Weekend: Coronation of Duchy of Dragonspine

2nd Weekend: Mid-Reign of Empire of Iron Mountains

3rd Weekend: Coronation of Kingdom of Burning Lands (by Corpora)

Last Weekend: Coronation of Kingdom of Burning Lands (last two years)

November

Again, not much scheduled here. Duchy of Irongate holds their Mid-Reign during the latter half of this month OR the first weekend of December. All else "appears" to be free for local works.

December

1st Weekend: Possible Mid-Reign of Duchy of Irongate

2nd Weekend: Coronation of Kingdom of Emerald Hills

Last Weekend: Year's End Feast/Mid-Reign of Kingdom of Golden Plains

This makes up the basic, generic list of events that have regularly been scheduled or threaten to be scheduled this year (for the newlands.) Any additions, deletions, multiplications or divisions are wholeheartedly welcome, because I would love to see a complete calendar of events for Amtgard as a whole.

Yours In Service,
Sir Flynn, Wardancer
Herald to the Kingdom of the Golden Plains

The Many Lands of Amtgard

Disclaimer: This list was a compilation of information, originally started by Istar Par'Tanin of the Mystic Seas over the Internet after Xth Year, and published in Vol. I, Iss. I of the Flight of the Phoenix. We are currently attempting to compile a listing of Amtgardians, as well as a map to each individual park, so other lands know where to raid on what day. If you would like to contribute to the Flight of the Phoenix, or to the Amtgardian map + listing, please send your information to KalXen (See Midnight Sun).

Internet Mailing List Server: Mail to: AMTGARD-LIST@SCF.NMSU.EDU

Kingdom of the Burning Lands

(El Paso, TX)

King: Grand Duke Sir M'Deth

Contact: Brian Donnely, 1416 Oakdale, El Paso, TX 79925 (M'deth)

Internet-Contact: KMAHLOW@NMSU.EDU (Kontessa Vamir)

Kingdom of the Celestial Kingdom

(San Antonio + Austin, TX)

King: Michael Hammer of God

Contact: Will Jordan, 7810 Callaghan # 2603, San Antonio, TX 78229 (Michael Hammer)

Internet-Contact: JK17669@ACADEMIA.SWT.EDU (Baron Sir Calvin Mac Druen)

Empire of the Iron Mountains

(Denver, CO)

King: Moss du Percheron

Contact: Keith J. Dirs, 425 S. Galina way # 5-203, Denver, CO 80231 (Rift)

Internet-Contact: JHART@OURAY.DENVER.COLORADO.EDU (Jennifer Hart)

Kingdom of the Emerald Hills

(Dallas / Ft Worth, TX)

King: Wolverine

Contact: Forest Evergreen, 2109 Stella, Denton, TX 76201 (Forest Evergreen)

Internet-Contact: JASMINE@SSCUX1.SSC.GOV (Jasmine)

Kingdom of the Golden Plains

(Amarillo, TX)

King: Zol of Darkenthal

Contact: Jack McClure, Rt 1, Box 224, Canyon, TX 79015 (Zol of Darkenthal)

Internet-Contact: DEBBIE@ROOSTA.AMA.TTU.EDU (Xanthe)

Empire of the Mystic Seas

(Hillsboro, OR)

Monarch: White Wolf the Hunter

Contact: Wes Contreras, 20985 SW Alexander St., Aloha, OR 97006 (Istar Par'Tanin)

Internet-Contact: WESC@ICHIPS.INTEL.COM (Istar Par'Tanin)

Duchy of Dragonspine

(Las Cruces, NM)

Monarch: Duchess Baroness Sir Quicksilver

Contact: Sir Greywalker, 1555 Monte Vista #112, Las Cruces, NM 88001 (Sir Greywalker)

Internet-Contact: MSTOKES@NMSU.EDU (Sir Greywalker)

Duchy of the Midnight Sun*(Garland, TX)*

Monarch: Morpheus

Contact: Gary Neuschaefer, 1505 Westlake Drive, Plano, TX 75075 (214) 578-1857 (KalXen)

Internet-Contact: KALXEN@UTDALLAS.EDU (KalXen)

Valley of the Silver Rains*(Portland, OR)*

Monarch: Icefyre

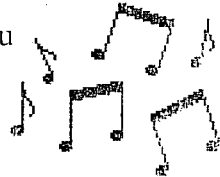
Contact: Jim Cook, 23878 S, Upper Highland Rd, Beavercreek, OR 97004 (Icefyre)

Internet-Contact: DUANEW@ADCMAIL.ATLAS.COM (Grei Lar of Dunsmuir)

February 25-27: Celestial Kingdom Coronation + Spud War 1

The Celestial Kingdom will be celebrating its coronation the last weekend of February, and since it has kicked out all of its potato farmers, WAR has been announced!! The turnout for this event will be unbelievable. Over 150 people are expected from every kingdom! The event will include a Drum Revel Saturday night, a grand feast, fighting, Drunken Man's Tourney (hic...thud..), and partying all weekend long! The event is being held out on a large farm with a barnhouse, far from any neighbors. Here are a few directions:

It is just west of Burnet on County Road 29. To get on County Road 29, you need to get on US HWY 281 N. Travel until you reach Burnet, where you should see plenty of signs advertising the Burnet County Fairgrounds. Eventually, you'll also hit the intersection of Co. RD 29 and 281. Take a left, and follow the signs... BTW, Burnet is North of Marble Falls, West of Bertram, South of Lampasas, and east of the Buchanan Dam.



Any further questions should be directed to Balinor (aka Lance Hudson) at (512) 335-3930. The event costs \$5 in advance registration, and \$7 at the gate. Checks should be made out to Amtgard, the Celestial Kingdom. The address to send to:

Lance Hudson (Balinor Darkwolf)
10707 Lk Crk Parkway # 15
Austin, Tx. 78750