

# Borderland

## News

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### PRINCE CRICKETT DECLARES WAR ON ORCS!!!

After his abduction during his mid-reign celebration, Prince Crickett has announced his intentions to rid the area of these loathsome creatures.

During a press conference, the health of the Prince was in question, but all thoughts were put to rest when the statement was made. Bystanders at the event noticed two strangely dressed persons, who were later unmasked as two orcs from the Bleeding Hollow Clan, were arrested and executed.

Prince Crickett was quoted saying, "I don't care how many orcs there are. I want them exterminated with extreme prejudice. They are not worth the flesh that they are printed on."

Bounty hunters from around the area have all congregated for the great hunt. Many seek fortune and glory, some don't

know what they seek but are there for the fun of it. But all have the same driving purpose.

The bounty placed upon the orcs has driven many of them from the area already; however, a few marauding bands are left and need to be "cleaned out." According to the Prince, "...the forest must be cleaned of these menaces, so that no other innocent people are captured and subjugated to the horrors that I was exposed to. These orcs are not intelligent, falling over themselves in order to get away from the party that rescued me."

### PRINCE CRICKETT DECLARES WAR ON IHNILIST!!!

Stemming from a statement made by the king of Celestial Kingdom the other day, Prince Crickett has joined his brothers in the Jihad against Ihnilist. King Ihnilist released that he has decided to forbid and ban all bells, bell wearing, or bell ringing, in his kingdom. The Saracens, led by Sir Pu Bear,

King of Pu Bearia, Saracen, have decided to put an end to the blustering of the king who has the audacity to outlaw bells. Many of the Saracen Bards were extremely upset at the announcement Sunday.

Many humanoid races have joined in the fight against the suppressive King Ihnilist. Fairies from throughout the lands have all rallied and now stand ready to attack. The Three Corners region, (Wetlands, CK, EH) is poised on the brink of all out war. Kings and rulers have ordered that conscriptions be assembled for the upcoming war.

### AESSIC RECEIVES ORDER OF THE DREAM KEEPER!!!

At the All-Saint's Eve Midreign Celebration, Lord Aessic di'Mortis was given his order of the Dream Keeper. This was given for Aessic's relentless pursuit of the spirit of AMTGARD, and his exemplary role-playing and general willingness towards the club.

## P.M.'S PODIUM

(An area devoted for the PM to bluster)

Well believe it or not the next issue of the newsletter is hot off the presses. I as PM would like to take this opportunity to apologize greatly and with much enthusiasm. My deepest regrets go to those who sent in things for the newsletter and they did not get printed in a timely manner. However, on the lighter side this issue is packed with all kinds of information and zaniness known only here in the Borderlands. (Well not the information...but definitely the zaniness.)

This issue we introduce a few new regular columns. ie. Unther's Orders, new comic strips(in addition to the old ones), and other things that I can't mention here. With the passing days, I've had a lot of time to think. I've thunk until my brain was sore. What I've thunk about is this. I'd like to ask the question, "What's wrong with the Borderlands?" My hypothesis is this: There are not enough creative people that can contribute to the newsletter, so that all the burden of coming up with something really cool and neat, is, to put it bluntly, dumped on the first person that has any creativity and vision to desire the club and organization of AMTGARD, to achieve its pinnacle. Everyone has *said* that they had something for the newsletter, only *one* has stepped forward to publish something in the newsletter and it got lost. But that's not the point. In the 7 months that the newsletter was published not once did someone have something to put in it. Other clubs **smaller** than ours have monthly newsletters. Everyone has *some* talent, it's just up to them to tap into those resources.

Now that's out of the way, we can proceed on to newer, fresher, and better ideas.

A small description will be included under each heading of each section of the newsletter. This will give you an idea of what we're looking for on the editorial staff. Generally, we're pretty open to any ideas that are submitted. Please, for submissions make sure that they are neat and at least mostly legible. If you can't write, then use a computer/typewriter. Most people have access to one. If not and you'd still like to submit something, let the royalty know of your interest and you will be contacted. If you have an idea for a column or are interested in starting one, please let the royalty know and we will contact you. (In this instance royalty refers to the current Prince/Monarch, Regent/Consort, Prime Minister, or Court Scribe.) Any of these people may be contacted for ideas or submissions. All submissions become property of the Borderlands News Staff and cannot be returned. All inquires/gripes should be directed at the Court Scribe, who will then pass the information on to the appropriate person. Every attempt will be made to place all articles or entries into the newsletter; however, we reserve the right to edit or omit any offensive, vulgar, or unnecessary expressions, from any drawings, work, or entries submitted.

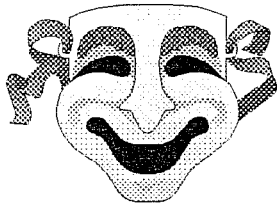
## Upcoming or Known Event Dates

Stay Tuned

## UNTHER'S ORDERS

(An area for a resident, Unther Stormraven, to heckle and submit ideas to the monarch for new orders in the Principality of the Borderlands, their gracious recipients, and the reason for the order)

I Unther Stormraven, The Seventh Hunter, do hereby make the following propositions for awards to the Prince.



**Order of the Yak** - Given to Slade - For outstanding ability and gracefulness in ridding a nights drinking in the middle of three tents and not hitting a single one.

**Order of the Shrubber** - Given to Aessic - For the ability and insight to fillet himself on the surrounding vines.

**Order of the Cat's Claw** - Given to The Shrub - For filleting Aessic in his most private parts through his garb.

**Order of the Cavernous Gut** - Given to Bereg - For the outstanding ability to consume the largest amount of food known to mankind.

**Order of the Firewalker** - Given to Gork - For superlative adeptness in falling in a roaring camp fire.

**Order of the Bellows** - Given to Sven and Heavyfoot. For their relentless pursuit of a fire, and outstanding ability to blow.

**Order of the Lost Soul** - Given to Mamma Bear. Given for her interesting attempt in finding her cabin.

**Order of the Strider** - Given to Spic- for walking to the Mid-reign event.....From Bellmead.

## CLASSIFIEDS

(An area devoted to the populace and just about anyone wanting, interested, buying, selling, trading, needing, thinking, realizing, or just plain silly stuff)

Wanted: One, good, sword. Needs to be usable. Contact, Ute Grinski, 1 BL B19e, Oslo Norway, 90210

Anyone wanting to contribute to the newsletter, please make an inquiry with the editorial staff. We are in need of articles, information, and drawings.

For Sale or Trade: One milk cow, black and white, new hooves, new horn. Low back. Ask about our saddles!!!! Cows R Us, 1 Main Road, Borderland Keep, Borderlands. Remember our motto: Moo!

Anyone witnessing the accident with the apple cart and the pony, please contact the sheriff. He is in desperate need of something. [text unreadable] \*(Editorial Comment...Please make classified entries legible, Thank You)\*

Wanted!!! Concubine for Jon Heavyfoot. Preferably of a diminutive race, (ie. Halfling, Gnome, Gully Dwarf, etc.) Must cook, clean, and make beds. Pay will be determined on amount of experience.

Demonisque is now taking applications for mercenaries. Low pay, long hours, and the ability to meet strange and exotic people and kill them. If interested please inquire with the Mercenaries Guild.

Join the Army!!! Recruiters are now searching the realm for soldiers in the army. See the world!!! Go Fishing!!!

## BRIEFLY

(An announcement section. If you have any announcements, rule questions, or any other miscellaneous stuff, it'll be here)

Midnight Sun, Emerald Hills, has requested our presence for a raid. Details are upcoming and will be printed here. As we stand, Midnight Sun has about 20 regular participants. If we can outnumber them they will fall, no matter what your skill level.

The All Saint's Eve Mid-reign celebration was a success!!! We had a sign in roster of 47 people, from AMTGARD alone. We also picked up at least two additional people from that event alone. No complaints were logged. Aessic acting as feastocrat, outdid himself again. The feast was an interesting combination of foods from Aessic's Kitchen. He really scraped the barrels for this one!! "Rotten" Chicken with "worms", "vomit" soup, and kitty litter cake were just a few of the entrees. Among the foreign dignitaries that attended were: Martello (Past PM of Emerald Hills), Kodiak (New PM of Emerald Hills), and Sir PuBear (Well known vendor and ruler of Pubearia). Aessic received his Order of the Dreamkeeper from Prince Crickett for his ability to keep the dream alive. Unfortunately during the event, Prince Crickett, was kidnapped by a marauding band of orcs. He was later found and returned to his position unharmed.

Midnight Sun is losing their park, due to city reconstruction. This is a sad announcement, but have found a new park in the Hills. There are rumors of holding Coronation in the Borderlands, but they are looking for somewhere closer. More details to come.

## AESSIC'S POETRY CORNER

(An area for our devoted madman to rant and rave his insane and inane blusterings and blabberings)

Once upon a midnight dreary,  
while I wandered weak and weary  
Suddenly out there flew a Geary  
and he was Anthony, nevermore.

(What the hell was that????\* ed. comment\*)

Poetri und Limericks bye Sven  
(dese kan allsew bi ized two praktis spills)

They and your balloons fondled this  
onion, but Syd can't hack very stupidly,  
The nostril that needed my water pistol,  
dreamt that the petulant glum omelette  
married them

We should be as grungy as that  
hedgehog, without wanton grungy  
women.

You were a river; however, we were  
toes that accepted hair.



## RULES CLARIFICATIONS

(This one should be rather obvious. A section devoted for those pesky questions about the rules, that no one knows the answer to. The reeves will put their heads together and come up with an answer here.)

\*Taken from **Report of the Reeves Guild**, prepared by Darkangel, Guildmaster of Reeves, Emerald Hills, September 30<sup>th</sup>, 1997\*

We were able to cover a lot of ground during the meeting. Thanks to all of you for taking some time to deal with this. The following determinations were made by the Reeves' Guild.

**Red Weapons-** Weapons can not be made more than doubly Red. There is no 'triple-red' weapon.

**Arrows-** Arrows cannot be destroyed except by means outlined in the rules. That does not include tapping them any number of times with a melee weapon(s).

**Hunting Season is closed-** You cannot shoot arrows at weapons on the ground to destroy them.

**Active Spellballs-** You cannot charge spellballs in excess of you limit of active spellballs. In other words, if you bought 2 Iceballs, and you have two frozen victims, you cannot cast another Iceball until one of your victims is freed.

**Armor and Destruction-** For simplicity's sake, each location of armor is treated as one 'object.' This applies specifically to Lightning Bolt, Fireball, and Sphere of Annihilation. So if you are wearing Protection from Flame, and a Fireball strikes you in the chest, you lose the armor in that location. Similarly, someone Resurrected after a death by Lightning Bolt would be missing the armor in the location struck.

**Enchanted Shields-** An Enchanted Shield will 'bounce' an Iceball, Entangle, Petrify, or Flesh to Stone, leaving the bearer unaffected.

**Leave my stuff alone-** For spells that specify that a person cannot be killed or harmed, it is assumed that this applies to molesting their carried and worn items as well. (ie. Taking a relic while the person is under the influence of a sleep.)

**Protection-** Though it is not specifically stated, Wizard Protection is assumed to be non-sectional.

**Emotion Control and Spell Points-** Spellcasters affected by Emotion Control-Confidence cannot spend any additional spell points or change their spell-lists.

**Transformation and Reincarnate-** You cannot cast these spells on unwilling victims.

**Mass Spells-** Mass spells like Doomsday and Mass Sleep need to be audible within fifty feet.

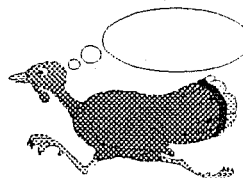
**Assassin Abilities-** An Assassin can take Poison Weapon twice and poison two weapons. An Assassin can NOT take the ability to wear 2 points of armor twice and then wear 4 points of armor.

**Barbarians-** Fight After Death does not restore any wounds, missing armor, or anything else. It just allows you to keep fighting with what you have. Being Resurrected will restore all of a Barbarian's Berserk armor.

**Scouts-** Entangle Trap is a combat ability, and therefore does not require the Scout to stand still.

**Stoneskin-** Iceball, Sleep, and other spells of that sort are considered 'hits' against Invulnerabilities, and will take off one point. The spell of Wounding is always targeted at the limb it is wounding.

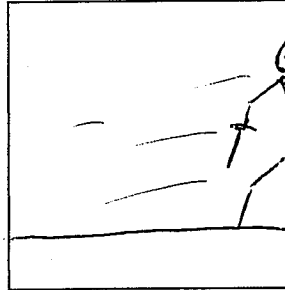
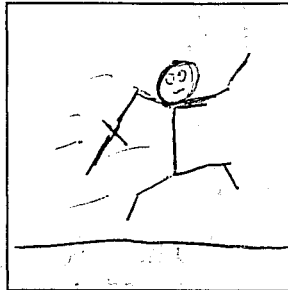
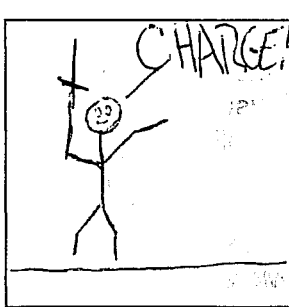
As a reminder, these came down from Kingdom GM of Reeves. Most are common sense, a few are a bit drastic, but all in all, the Principality GM of Reeves wanted these included to clear up confusion among players and to smooth game play. They are not designed or intended to limit ability or play in any way.



# COMICS

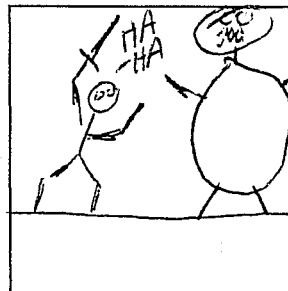
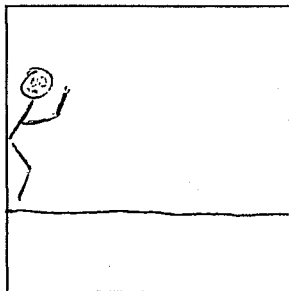
## Stikman

By Sven



## Monster Man

By Sven



### Your Editorial Staff

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Lord Jon Heavyfoot  
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Baronet Christopher Laden, DeerSlayer

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Regent: Lord Bereg Crosstic  
Prime Minister: Lord Sven Stormbringer  
Baroness: Baronet Sylvanesta de'Ebonyderath  
Regent: Llyd Ap'Dicter  
Prime Minister: Lord Aessic di'Mortiss

#### Contributing Authors/Artists:

## An Editorial From Abroad

Although my actual fighting skills are roughly up to par with the average woodchuck, I have some advice to give new players about attitude. These thoughts come from a ten-year veteran of the game, a Belted Flame, and all that rot:

1. **EVERYONE DIES!** It is a simple fact of the game that people are going to get killed in the course of battle. Do not use the number of times you get killed in a trench, ditch, or Battlegame as a direct measure of your ability. There are so many factors which weigh into why a person gets killed on the field, and actual defensive ability is but a small one.

2. **RESIST THE URGE TO CHEAT!** No matter that you may see others doing it. No matter that it may be the only way you see to defeat a person in battle. Avoid the temptation at all costs. Not only will people respect you more, but you will feel better about yourself and ultimately you will learn more.

3. **TAKE NOTHING PERSONALLY!** Some experienced veterans get a big kick out of taunting newcomers. It's not you, it's just the way they are. Don't sweat it, we were all there once.

4. **BE COMMITTED TO IMPROVEMENT** If you resolve that you want to be a better fighter, and you accept that every training session, Battlegame, etc. is helping to make you a better fighter, you will quickly discover your ability improving ten times faster than the individual who believes (s)he is not improving simply because (s)he cannot see it.

5. **DON'T GIVE UP!** You can expect to die a lot until you become better trained, and even then, you're still going to die sometimes. Don't worry about it.

Remember, we were all there once. Anyone who tells you differently is lying.

6. **RESIST THE URGE TO JUGGERNAUT!** By "juggernaut," I mean throw your shots unreasonably hard, usually in the belief that your opponent is deliberately shrugging shots. True, you may find yourself on the receiving end of a juggernaut from time to time, but don't feel like you have to give as you have gotten. More often than not, this only leads to trouble and bad feelings.

7. **HAVING FUN IS THE MOST IMPORTANT PART--PERIOD!** In your time in AMTGARD, you will no doubt hear people saying how important it is to win a game, or win a war...you will see people for whom losing a match is so upsetting that they totally lose all sense of reason...or even worse, cheat to ensure their victory. **IGNORE SUCH PEOPLE.** Having fun, and helping others to have fun as well are the only things that really matter in this game. All else is secondary.

8. **BE HONORABLE.** Fight fair. If you opponent cheats, do not return the favor--simply try to move on to someone else. Do not kill the helpless unless it is within the bounds of your persona--far better to simply subdue them. If your opponent become disarmed, give them the chance to retrieve the weapon. You might hear some say that in exercising such behavior, you are being "a wimp," or "putting yourself at a disadvantage," or whathaveyou. **IGNORE SUCH PEOPLE, THEY ARE CRETINS.**

10. **HE WHO FIGHTS AND RUNS AWAY, LIVES TO FIGHT ANOTHER DAY.** 'nuff said.

Hope these help...

Blessings of Happiness,

Sir Calvin Mac Druen  
celtelf@ccsi.com

Laughter is the foundation upon which the Dream is built.

Persona Name	Anti-Paladin	Archer	Assassin	Barbarian	Bard	Color	Druid	Healer	Monk	Monster	Paladin	Reeve	Scout	Warrior	Wizard	TOTAL	as of 13-Nov-97
1 Aessic			2	1								28	38	14.00	62	240.00	
2 Alexander						3	2	32		61						3.00	
3 Arc										1						1.00	
4 Arjan																0.00	
5 Artes				26												26.00	
6 Azreal																7.00	
7 Bereg			3		89	2			7	15		2	3	34.25	1	148.25	
8 Caemlyn																1.00	
9 Crickeitt		1	15		47	5	136	3	1	63		1		13.25		284.75	
10 Daniel										2		1	4	81.25	7	145.25	
11 Deerslayer			1	45	3	1				2				12.00		14.00	
12 Demonessque																0.00	
13 Distin																78.00	
14 Dolphia						2	10	61		5				63.00		64.00	
15 Draethan					1									2.00	37	41.00	
16 Elore																4.00	
17 Faerlefly						176							2			176.00	
18 Galahad				2						2				61.00		65.00	
19 Gekko / Nella		1	81				1	67		18		2	4	25.00	19	217.50	
20 Grayson			62							1			8	2.25		73.25	
21 Gwendolyn																6.00	
22 Hanzo			22			6			22					121.00		22.00	
23 Heavyfoot		6				5								154.00		154.00	
24 Julia						2								5.00		7.00	
25 Kayana						1		4			1					6.00	
26 Kian													23			23.00	
27 Kyra		17	15		1	18	63			5				8.75		127.75	
28 Labrynthia								5								5.00	
29 Ladi Death																2.00	
30 Lyd				3	2		25						61			28.00	
31 Ludwig																61.00	
32 Marcus			61	61		7			63	1		1	22	23.50		239.50	
33 Matthias									49	8				6.00		63.00	
34 McCabe				22	63					2					1	88.00	
35 Mizzimere									51							51.00	
36 Nece						6										6.00	
37 Noshin		7	3				6			10				42.00	37	105.00	
38 Nexus					41											41.00	
39 Nyla						13										13.00	
40 Orlo										1			26	3.50		30.50	
41 Porthios				2				100								102.00	
42 Raphael																0.00	
43 Reoga						1										1.00	
44 Rock Durt													1			1.00	
45 Rose		1														1.00	
46 Savy						2										2.00	
47 Shar						3			65	3				1.25	16	88.25	
48 Skinny Bones						2										2.00	
49 Slade			5										2			7.00	
50 Spik														2.00		2.00	
51 Suzy Kat						120										120.00	
52 Sven			2	63		2	12	63		38		9	1	9.25		199.25	
53 Swaggart						1		41				1				43.00	
54 Sylvanista				2		2	28			10		12	68	63.00		185.00	
55 Tarkaan						4										4.00	
56 Terarin	39		2			1		1		36	1	3	257	2.00	14	356.00	
57 Thunderfoot															3	3.00	
58 Tule' Foxfire							1									1.00	
59 Unther										1					12	13.00	
60 Valeria																0.00	
61 Widomaker			99	12	2		1		1	61				36.00	48	260.00	
62 Wulfgar																0.00	
63 Zarathos			1				62			6				1.00		70.00	
64 Zerhan													1			1.00	



