

# The Maw

Volume I, Issue I

The Newsletter of Dragon's Tooth

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## The Maw: Volume I, Issue I

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Thank you to everyone who contributed to the very first issue of the newsletter, hopefully there will be many, many more. To everyone else, :P

- Marquis Glenalith Woodwalke, Editor of "The Maw"

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## The Plague Needs a Few Insidious Men or Women

Kursekill Chanchi, Reaper of Flesh and Eater of Puppies

Hello, it's everyone's favorite Chancellor Kursekill, and I would like to use this opportunity to write a submission to the newsletter as a shameless plug for my fighting company. The Plague is an ancient society that once covered the globe but in a time of brightness and good we were scattered and mostly disappeared except for a small group. Three leaders called the elders led this group. These elders passed their power down to other individuals before they died, individuals that they felt could spread the power of the disease and



ravage many lands far and wide. Recently with all of our elders holding offices we have managed to regain the power to come out of the dark and turn the light into dark (spooky)! These elders decide who will become part of this battle company and recite the ancient and sacred rituals to allow individuals in and they also will expel individuals who become weak or vie for power by trying to overthrow the elders.

Before one can join the Plague (which is oh so prestigious) one must be at least level two in one class. If you wish to join mention this to Jeff the Face, Thalिनor, or myself. You may only voice your interest, if you are accepted we will come to you, and then you must take the dark oaths of the plague. Your first priorities are to the Plague, no one else. If in battle you follow us or you shall fall before our wrath. All who

oppose shall suffer in our diseased wake. In battle you shall follow Thalinator as your battle leader, next in battle are Jeff the Face and Kursekill. Outside of battle all elders are equal in decision-making, but do have a say in battle.

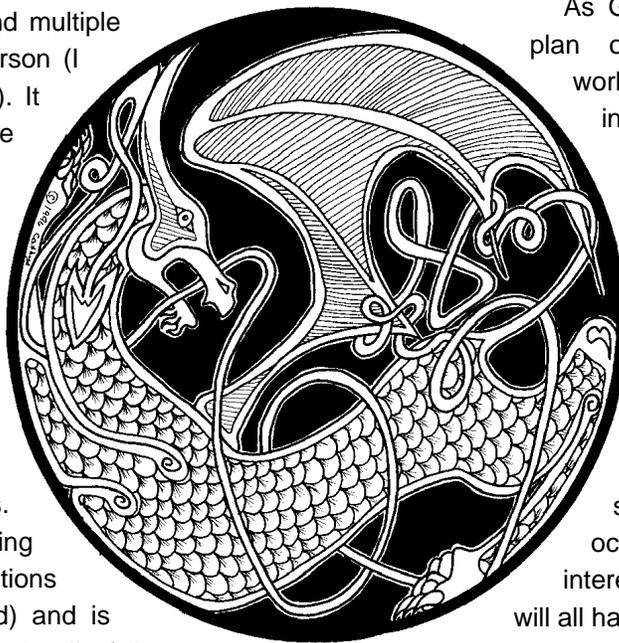


## Dues, Waivers, and Vacant Positions

Kursekill Chanchi, Reaper of Flesh and Eater of Puppies

On a completely unrelated topic we still need dues paid and waivers signed. If you are getting this newsletter you should be paying dues (unless you're a deadbeat who took it from a friend...if so...get a job!). Also if you haven't paid dues you do not have the right to vote in elections. But in any case you need to pay dues and sign waivers and get your friends to do it too! It'll be fun! Really! C'mon! C'mooooooooon!

Also after browsing the PV site I realized many positions are vacant and multiple positions are held by one person (I imagine this can be stressful). It would be nice to fill these positions with many people so that our group can look better and it's ok if like two are vacant but we have four positions vacant. The following positions are vacant: Guildmaster of Archers, Guildmaster of Bards, Guildmaster of Druids, and Guildmaster of Scouts. Also Twig is currently holding three Guildmaster positions (assassin, healer, and wizard) and is also a regent unless Twig wants all of these positions I think that we should help take some pressure off the guys back. On top of that all positions in both the college of arts and the college of sciences are vacant.



## Calendar of Events

Dragonspine Coronation	April 17 <sup>th</sup>
www.dragonspine.net	Las Cruces, NM (280 mi)
Pegasus Valley Coronation	April 3 <sup>rd</sup>
www.pegasusvalley.com	Albuquerque, NM (60 mi)
Rakis XVI	June 23 <sup>rd</sup> - 27 <sup>th</sup>
www.ironmountains.org	Cripple Creek, CO (350 mi)
Gathering of the Clans XXII	July 28 <sup>th</sup> - August 1 <sup>st</sup>
	Ruidoso, NM (190 mi)
Olympiad 14 / Great Eastern VI	May 27 <sup>th</sup> - 31 <sup>st</sup>
	Hagerstown, MD (1850 mi)

## A Temporary Guildmaster

Marquis Glenalth Woodwalke

Because of the vacancies in a few of the class Guildmaster positions I have taken them on as a temporary GM until another wishes to take over. These classes are Archer, Bard, Druid, and Scout. I will also be attempting to show everyone what a Guildmaster could be doing to help out our game and their fellow guild members. I will also be attempting to gain the "Guildmaster of the Month" position each month until Coronation and I challenge all of the other Guildmasters to try and stop me.

As Guildmaster of Archers & Scouts I plan on holding one arrow making workshop as well as constructing a few interesting bows for general use. My crossbows will be making a return to the field. I will also be showing people how to make mail armor so they can have their full 3pts of armor allowed to them.

As Guildmaster of Bards I plan on singing and carrying on and encouraging others to do the same. Expect some filking and learn to fear the ocarina. There will also be some interesting castings of Charm that you will all have to watch out for.

As Guildmaster of Druids I plan on demonstrating how powerful the Druid class can be as support for your team, even at early levels.

If anyone has any questions about these classes or questions about what a Guildmaster should be doing, ask me.

# State of the Shire Address

Contessa Cassandrah Scarpaw, Sheriff of Dragon's Tooth

Hail and Well Met, All!

We are currently approaching our second year of official existence as a member group of Amtgard. Most of you who were here from the start realize that you have been playing even longer than that, however, our contract was not authorized until May of last year, and hence, May 1, 2004 will mark our first anniversary. Yay!

The ability to stay strong in our membership throughout a cold winter has proven that our Shire is a land that can tough out any hardship. In the balmy days of spring and summer, I expect us to grow even stronger. However, I need the unfailing efforts of all Shire members to accomplish this growth. Each one of us has talents to extend toward the improvement of the Shire as a whole: you may be skilled in fighting, construction, running events, holding political office, fundraising, or any of a number of things. I ask that each active member make effort to contribute these skills and talents to the betterment of the group. If we each do our part conscientiously, Dragon's Tooth will become more functional, more fun, and will increase in membership.

Our current goal is to reach the level of Barony as soon after our one-year mark as possible. Once we have chosen our symbol and set yearly goals at our first business meeting, your group officers will collaborate to put together a Barony petition to submit to the kingdom of Dragonspine. After that, it's up to the DS Monarchy and Board of Directors – as long as we have good attendance, regular meetings, and a solvent bank account, it should be a simple decision. But we cannot do it without you.

Within the coming year, I ask that every player identify something you are good at or would like to become better at, and make effort to excel in that area. Achievement comes in many forms: fighting, archery, or magic-wielding tournaments; Arts & Sciences

competitions; running a feast or camping event/quest successfully; holding office and fulfilling your responsibilities; reeve or judging tourneys habitually, etc.

I will reward every effective effort! This means awards, titles, or prizes for those who do well and are involved regularly. The deeper folk are involved in Amtgard, the more fun it will be for everyone.

Please also encourage your parents, friends, and relatives to visit us at the park, or participate in any way they like. The more outside support we get, the easier it is to run this group effectively.

Thank you, Dragon's Tooth for doing so well thus far, and let's make this year even better than the last!

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## From the GM of Warriors

Orn Naldune

Onto the populace of Dragons Tooth, I the Guildmaster of Warriors, Orn Naldune, am to write something for our first and hopefully annual newsletter.

As I sit here behind my Oak carved desk, staring into the cherry glow of my dying fire only two goals come to my mind, and only that because I believe we're doing a decent job for a group of people, who most have yet to see their seventeenth winter.

My first goal is of course to help every one in our land, to better understand the ways of the warrior, and the rules we must follow presented to us by Burning Lands.

The second is to some how better every ones fighting ability. We are not half bad but compared to other lands we are mere lap dogs in a wolf's den. This will also be my contribution to becoming a Barony. Because if we fight good we will leave good impressions, and good impressions lead to good words, and good words, well hopefully they'll lead to us being recognized by the king and kingdom.

The aspiring warrior,

Orn Naldune, Defender of the Black Dragon.

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# Voices From the Past

Twig Za'nan, Regent of Dragon's Tooth

A lone figure stands on a hill outside of The Shire of Dragon's Tooth. Before him is a grave who's only marking is an old sabre, the markings on the hand guard faded so that all that can still be read is, "So..ls.e..er Za'n..". The figure pulls a small vial of oil from a pouch and proceeds to clean the blade. As he works he says, "I know there was no love lost between you and the people of Dragonspine when you left father. I still do not fully understand why you bade me to help in it's defense during the invasion by the Burning Lands. I further do not understand why you are so interested in their current problems." He pauses for a few moments as a quiet voice from the ether speaks, "If something is not done, the disease will spread, indeed it already has. I am sorry this task has fallen to you, I had always hoped you would be left to live your life fresh after I was gone. Things would probably have been easier for you if the curse and not changed you to look so much as I had, for that I can do not but say I am sorry."

The figure shakes his head and speaks, "Never apologize to me again father. Remember it was I who decided to take your burden from you so that you could finally rest. I have never regretted it, neither should you. You were correct though, the disease must have spread. There have been numerous reports in the shire of zombie sightings, and even that bumbler of a wizard Grim Mr.Herold can't have screwed up bad enough to explain them away. The zombie sightings don't worry me as much as the report I received yesterday though. One of the farms between Dragon's Tooth and Pegasus Valley was destroyed. When I arrived to investigate I saw the usual shuffling footsteps you would expect of a zombie attack. But just a little bit away from the destruction I noticed another set of tracks. The prints that were left were of two kinds. On set was obviously someone in some heavy armor, most likely plate. The other set which were constantly by the side of the first appeared to be that of a spider. But the size of those tracks. I can only guess by that spread, but it would have had to have been a spider at least sixteen hands tall. That is not all that was strange. As I followed those tracks, there came a point where it appears that the armored companion of the spider must have begun riding the spider, for the heavier track stopped, but the spiders

tracks continued on. Currently No one else has been informed of this, I thought it best to seek your advice before proceeding."

Once again the voice from no where spoke, "Indeed you are correct in being concerned. Even in my travels of the centuries I have never heard of such a thing. You should inform Sheriff Cassandra of this as soon as possible. After that keep at your investigation."

The figure checked his work, and seeing the blade restored smiled and said, "Thank you for your advice father, I will do so as you say." With that the figure placed the vial back in the pouch he had pulled it from. Drawing his cloak tighter around himself, he began to the walk back down the hill and towards Dragon's Tooth. As he left he took one last look at the writing on his father's sword, the letters seeming to blaze with an inner fire as the sun set behind the hill. The words now clearly readable on the handle read, "Soulstealer Za'nan, may he find the peace he was denied in life"

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## Our First Business Meeting

Contessa Cassandrah Scarpaw, Sheriff of Dragon's Tooth

A meeting will be scheduled sometime during the week of March 29 – April 4 in order to discuss some official shire business.

Items that will be discussed:

\*Goal-setting for the Shire as a whole and for its individual members (What are we working toward? How will we get closer to our goals via actions in the next year or so?)

\*The process of petitioning for and becoming a Barony-level group

\*Fundraising...can we do it, and what would work best for a young group like us?

\*Parental Involvement and ways to encourage it

If you would like to participate in this meeting to determine the future of our group, please express any preferences as to the date/time of the meeting or any additional topics you'd like discussed to Cass or Glenalth. Final date/time will be announced at Midreign Feast.

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# New Dragon's Tooth Heraldry Voting

In order to apply for Barony status, we need to have an official symbol. We will vote after viewing the final designs, which are presented here.

Please circle your selection and turn in this ballot page to Kursekill by April 11<sup>th</sup>.

