

# The Westmarch Scribe

Illuminating California's Amtgarders since 2026

July 2026



## Welcome!

By AILIL FIONNBHARR  
Westmarch Court Scribe

Hail and well met, citizens of Westmarch, to the first issue of the Westmarch Scribe! This will be a monthly publication for all of Queen Elf's reign, and ideally beyond, if future monarchs support it.

In this inaugural issue, you'll find photos from Darkshore, AmtPride, and local park events; articles by Dame Alura and Chevalier Milan; scheduled events for July; and much more.

We're always in search of more articles, photos, and artwork from the populace of Westmarch. Do you have a custom monster or battlegame? How about a recipe to share? Maybe you just want to show off a sweet new tabard you made? Feel free to shoot me a line on Discord, where my DMs are always open for Scribe-related discussion. I hope to hear from you in time for the August issue!



Cloud / Clockwork Spires

## AMTPRIDE MONTH IS OVER; AMTPRIDE IS NOT

By NEHT MOON-AND-STAR  
Westmarch AmtPride Representative

The Kingdom of Westmarch has once again shown our Pride.

The annual AmtPride event is one of the main things that I as a player look forward to every year. It's a beautiful and fun way to garner support for the many of us in

Westmarch who are members and allies of the LGBTQIA+ community, as well as being an excellent opportunity to interact with the Amtgard community outside of our kingdom.

When I took on the role as AmtPride representative for our Kingdom, I admittedly was a tad nervous; would I be

able to encourage the populace to participate? I'm extremely glad to say that my worries were assuaged as soon as the first prompt went live. We got so many responses so soon, I knew we'd out in a great effort.

### AMTPRIDE

Continued on PAGE 9

## Get ready for a Feast of Goblins!

By SEBASTION  
Feast of Goblins Autocrat

Mark your calendars for October 22–25, 2026, as Westmarch's premier fall camp-out event, Feast of Goblins, returns to the Bolado Park Event Center in Tres Pinos, California.

This year's event transforms the fairgrounds into the domain of rival

goblin tribes, each seeking to earn the favor of their bizarre and demanding gods through games, contests, crafting, puzzles, and plenty of goblin mischief. The venue offers comfortable camping, hot showers, flush toilets, and indoor dining facilities, making it an ideal destination for a full weekend of adventure.

Fun quests and battlegames will occur throughout the event, with the centerpiece of the weekend being the Saturday's Gladiatorial Feast Games.

During the Gladiatorial Games participants will be sorted into six goblin tribes

### GOBLINS

Continued on PAGE 2



## Siar Geata makes top 10

The week of June 20, Siar Geata was the 10th most attended park in all of Amtgard. This is largely due to the hard work of one of our players: Xeno. Xeno started playing amtgard as a teenager. Like many of our young ones he took a many years long hiatus during college.

When he came back right before COVID, he ran a nonprofit that used the LARP knowledge he gained from Amtgard to teach kids about history. Sadly, when COVID hit, his business was unable to continue.

After COVID, he came back with a vengeance, working with the Westmarch Monarch of the time to set up a recruitment group that tried to help parks struggling to recruit gain knowledge and tools. Since then he has taken over the marketing for Siar Geata, and the park has seen steady growth because of it.

— Sir Rose Thorn

## Zephyr now a Squire

Zephyr was promoted to Squire at Siar Geata on June 6, 2026, under Sir Rose Thorn. Zephyr has been a member of the park since Oct. 2, 2021, and was belted to Sir Rose Thorn as a Person-at-Arms on Nov. 2, 2022.

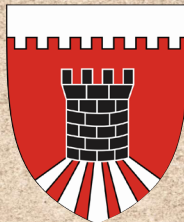


Zephyr is a father and educator by trade, which has given them great experience with helping new players. They are regarded as a very honorable fighter who always helps out at the park and does his best to promote inclusion and good morale.

— Sir Rose Thorn

## Kingdom of Westmarch

Monarch: Queen Elf Greenleaf; Regent: Wendy the Wench; Prime Minister: Ector of the Sand; Champion: Theos Corbie; Guildmaster of Reeves: Vorric Yahn; Heir Apparent: Wildflower



Westmarch Scribe editor: Ailil Fionnbharr

Westmarch is Amtgard's 18th Kingdom. Formed in 2007 with lands in California and Nevada, Westmarch's primary goal is to make Amtgard as fun and exciting as possible by integrating all lands in the region.



Westmarch Discord



CAAmtgard.com

*“He is not only a good fighter, but a really nice and honorable man — and the south could not be more thrilled for him.”*



Sir Rose Thorn / Dragonvale

Newly honored Warlord Azarath poses with his scroll and belt favors.

## Azarath achieves Warlord

BY SIR ROSE THORN  
Dragonvale

This Saturday one of Dragonvale's members, Azarath, achieved the high honor of Warlord.

Az, as he's more commonly known, showed promise from the first time he showed up to play. He immediately started placing high in tourneys, and gained respect from his fellow members because of his skill and his attitude. Az just about

always has a big smile on his face, a joke to hand and is willing to help others learn and help monarchy out. He really made a name for himself after he had to leave the state for a short time, and continued to win tournaments, many which had Warlords participating, just about everywhere he went.

He is not only a good fighter, but a really nice and honorable man — and the south could not be more thrilled for him.

## GOBLINS

Continued from PAGE 1

and compete in a series of militia-style combat challenges using provided color-coded team gear.

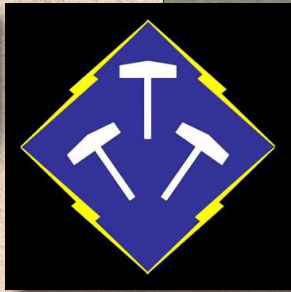
Whether battling for victory or cheering from the sidelines, attendees can

expect an afternoon of fast-paced action, followed by the ever-popular Prize Table, where rewards are distributed based on team performance, individual contributions, and a healthy dose of goblin luck. Additional details on the tribes, games, and festivities will be released as the event draws closer.

# Westmarch Demos at Placer County Fair

BY HARLOCK BLACKWELL  
Stonehearth

I want to thank everyone that could come out to the Placer County Fair demo. We had 721 attendants during the demo! It was a great time. Over 50 percent of the attendants were 12 and up, and 40 percent or more were 14 and up. It was an incredible opportunity thanks to members of Stonehearth, Thor's Refuge, and Fal Dare. I am so proud of everyone for putting in long hours.



Photos by Harlock Blackwell / Stonehearth



# Darkshore XXVII: The Hunt Begins



Cloud / Clockwork Spikes

Adventurers battle to cross several mystical gates as teeming hordes of goblins try to push them back.



Cloud / Clockwork Spikes

Luminary Aust enters the fray against the goblins.



Cloud / Clockwork Spikes

Syn, left, and Aspen cross blades during the goblin battle.

## Darkshore Team

CO-AUTOCRATS:  
CYNDERHILDE AND AEELIA

SECURITYCRAT:  
ECTOR OF THE  
SAND

FEASTCRAT:  
THEOS  
CORBIE

GATECRAT:  
WALRUS

QUESTCRAT:  
GIDIG

WARCRAT: HAREFOR



*Åkil Einarsson / Söden Sleeping Dragons*

Yes, Chevalier Milan, it appears the bubbles were working the entire time.



*Clod / Clockwork Spikes*

Massive, multiheaded monsters attempt to control the battlefield as the fighters of Westmarch push them back.

# July Althing — Items for Consideration

A ballot will be posted on July 6 with voting ending on July 13.

## Shall Watchers Keep join the Kingdom as its Newest Shire?

To the Esteemed Members of the Kingdom of Westmarch, I am writing to formally request that the Kingdom of Westmarch consider an early vote on the petition for Watchers Keep to be recognized as an official Amtgard park under Westmarch. Specifically, we seek to hold this vote during the July Althing and you would vote for Watchers Keep to officially join Westmarch starting August 29 (midreign). This would allow us to join after a five-month evaluation period instead of the standard six months outlined in the corpora.

As a dedicated and established player within our community, I have had the honor of serving as a Barony Monarch, Champion, and Prime Minister at Seven Sleeping Dragons. I, alongside several other seasoned players at Watchers Keep, have worked diligently to cultivate a vibrant and welcoming atmosphere that encourages participation and growth. Most importantly, we have not drawn any members away from Seven Sleeping Dragons. Our park is situated a respectful 40 miles away and meets on a different day than Seven Sleeping Dragons, allowing both parks to thrive independently while enriching the Amtgard experience in our region. We currently have 38 active players at Watchers Keep, and our monthly average for the first 2 months is 38.7 unique sign-ins per month.

An early vote would provide us with the opportunity to host the Kingdom Midreign on the beautiful central coast of California, a significant event that would not only highlight the strengths of our park but also foster unity and engagement within the Kingdom. Additionally, it would enable us to leverage our fundraising efforts during September for the Food Fight event, directly contributing to the Kingdom's overall point total. This collaboration would enhance the Kingdom's participation and further establish Watchers Keep as a committed and resourceful ally in our shared goals.

We believe that recognizing Watchers Keep a month early would benefit not just our park but the Kingdom as a whole. We are eager to contribute to the exalted Kingdom of Westmarch, and we ask for your support in this endeavor. Thank you for considering our request. We look forward to your favorable response.

In Service to Amtgard,  
Page Wreckless Crafthammer  
Founder, Freehold of Watchers Keep

## Shall Valonde be promoted to a Barony?

Valonde is requesting a promotion from Shire to Barony. The Kingdom Prime Minister has conducted an audit and found them to be in compliance with all requirements. They have held a contract with Westmarch for 2 years (only 1 is required per Corpora), have maintained 20 or more unique sign-ins per month for the last 6 months and have the necessary monarchy positions filled. They have held elections every six months as a Shire and their financial ledgers are found to be in order.

## Corpora Change: Ranked Choice Voting

Shall the Kingdom of Westmarch amend its corpora to utilize ranked-choice voting for monarchy elections in which there are more than two candidates for a position?

Current Text:

5.1.2. The winner of any election requires a simple plurality vote. A plurality vote is one in which the winner is determined by receiving more votes than the next highest person/item on the ballot.

Proposed Text:

5.1.2. Elections for positions in the monarchy shall be conducted in a ranked-choice manner, the winner requiring a majority of votes in the final round of voting. Elections to adopt items on a ballot, and all other elections, instead require a simple plurality vote to pass. A plurality vote is one in which the winner

is determined by receiving more votes than the next highest person/item on the ballot.

5.1.2.1. In a ranked-choice election, participants mark their preferred candidates in order of preference. Votes are then tallied, and the candidate with the fewest votes is eliminated. Votes are then tallied again, and ballots which would have voted for the eliminated candidate instead count for the candidate ranked next in preference on that ballot. This continues until two candidates remain, whereupon the remaining candidate with the majority of votes is the winner.

Reasoning:

It is in the best interest of the Kingdom to

1. Encourage more candidates for office without fear of vote-splitting
2. Allow voting members the best chance to support a candidate of their choice without fear
3. Allow every voting member's opinion to count in monarchy elections

Additionally, there has been some vocal support for the concept. The argument against it, in the mundane world, has been one of difficulty to implement and tally votes given the large electorate; that is not a problem in Amtgard due to our much smaller voting populace.

## Corpora Change: Slate Voting

This would be an addition to the Corpora, Section 5: Elections.

Proposed text: 5.1.10 - In an election if there are two or more competing groups consisting of the offices of Monarch, Regent, Champion and Guildmaster of Reeves (here unto further referenced as a "slate") voters may choose to vote for their preferred slate instead of individual candidates.

## Corpora Change: Order of the Hawk (Ladder for Archery)

Shall the Kingdom of Westmarch amend the Corpora codifying and

establishing a new ladder award focusing on the celebration and recognition of tournament archery, The Order of the Hawk?

Proposed Text:

1. Appendix: Order of the Hawk 1.1. Appendix Author 1.1.1. This appendix may only be edited following the standard Corpora Amendment Process as per the Corpora Amendment Process section.

1.2. Order of the Hawk 1.2.1. Orders of the Hawk are awarded for excellent bowmanship in tournaments, with upper tiers designated for multiple archery tournament victories.

i. A 1st order is granted for placing at least 3rd overall in a shire-level archery tournament, or for showing prowess while participating in an archery tournament.

ii. A 2nd order is granted for placing at least 2nd overall in a shire-level archery tournament, or for showing prowess while participating in an archery tournament.

iii. A 3rd order is granted for winning a shire-level archery tournament, for placing at least third (3rd) overall in a barony-level archery tournament, or for showing prowess while participating in an archery tournament.

iv. A 4th order is granted for placing at least 2nd overall in a barony-level archery tournament, or for showing prowess while participating in an archery tournament.

v. A 5th order is granted for winning a barony-level archery tournament or for placing at least third (3rd) overall in a duchy-level tournament.

vi. A 6th order is granted for placing at least 2nd overall in a duchy-level archery tournament or placing at least 3rd overall in a kingdom-level archery tournament.

vii. A 7th order is granted for winning a duchy-level archery tournament or placing at least 2nd overall in a kingdom-level archery tournament. viii. An 8th order is granted for winning a major kingdom-level archery tournament.

ix. A 9th order is granted for winning a second major kingdom-level archery tournament. x. A 10th order is granted for winning a third major kingdom-level archery tournament.

1.3. Note: Like Orders of the Warrior, the level of competition and number of entrants in all tournaments must be considered before handing out Orders of the Hawk above seven. The difficulty of the tournament must warrant the level of order awarded.

1.4. Those who receive their 10th award in this order are eligible to receive the title of "Master Avianffiator/Arcuarium/Arcuarium" - Awarded for consistently winning Archery tournaments at kingdom level as well as displaying the highest level of prowess and skill during combat scenarios in competitive events and games. Consistently displaying themselves as the best of the best and helping others to learn archery safely. These Raptors of the Order are the shining example of what it is to be an archer in Amtgard.

Reasoning: Archers within Westmarch have long wished for an award to show off their skills in a way that is more unique and tailored to their skills, and the grand showing at the archery tournament at 2026 Darkshore has shown a great appetite for Kingdom Level Archery. This amendment is being proposed to allow the various archers of this kingdom be seen and celebrated for the aspects of the game they love and thrive in. This proposal does not establish any path to knighthood.

## Interest in a Ladder Award for Archery

A separate question from the Corpora Change would express an interest in a ladder award for archery and in establishing a committee to debate it, rather than establish the Order of the Hawk as submitted.

## Castle Replacement Options

Shall the kingdom choose to replace the castle with one of the following?

- Full inflatable set up replicating the current castle dimensions \$2000
- Full wooden rebuild \$1700
- Two wooden towers with inflatables for walls \$1800



# The Path to Principality

By CHEVALIER MILAN D'AMBRE  
Dragonvale

It's important to note that this article is an expression of my thoughts and opinions on the goings and doings of Dragonvale, a Grand Duchy under Westmarch, Kingdom of Amtgard. I am not in charge of anything regarding this process and am simply a cog in a wonderful machine. My views in this article do not translate unto any official statements, decisions, or actions.

An exceptionally long time ago there was a chain of events that led to a very detailed discussion about one day having a southern Amtgard kingdom. I was around for that discussion but not for the actionability of it. I took a very long break from Amtgard and was not part of some wonderful history. The people that created the Grand Duchy of Dragonvale did not involve me and some of them were justly given the recognition they deserved at this year's Darkshore. For the principality push, I'm thankful that I get to play a small part in this chapter of the journey.

It is important to note here that a large part of the rallying charge has been taken up by motivated and *much more youthful than I* members in the south. As you'd expect the project to get where we *currently* are (which isn't that far along) started out not very long after the formation of the grand duchy! Mood boards, outlines, task lists were written, deleted, rewritten, forgotten, scuppered, and eventually taken seriously. "How do we begin" was an incredibly common beginning to what was quickly becoming a daily conversation.

Eventually a roadmap was decided upon.

The first step that was launched was a series of pre-planned Althings designed to lay the groundwork to ensure that the principality steps that would occur in the future were done correctly. The first Althing was launched in September of 2024 and 'Raise Your Glass' became the official unofficial theme song of the Grand Duchy of Dragonvale (if you know, you know).

Every few months another Althing

was released and the foundations were laid for the discussed progression! The biggest takeaway from all of this was that those involved had chosen an important methodology for every decision: Don't make it ourselves. Let the populace vote democratically (as per *wm corpora*) on what to do so everyone who wished to be involved was invested in the decision making process. The hope is that nobody can claim it wasn't a 'we the people decision' on any of the steps taken. So far, the feedback has been purely positive.

Recently three committees were spawned:

- Corpora committee
- Nonprofit committee (there's a LOT to this committee I'm lumping in one category)
- Committee to vote on name for principality

The Dragonvale Monarchy reached out for volunteers for these and they were FLOODED with volunteers. In the past few months the number of people becoming voting eligible, volunteering for positions, running for positions, and wanting to be a part of the formation of the principality has been staggering. For years the prose of 'hey can someone please be (position) has instead shifted to; which person do you want to vote for (position). It's incredible and it's being driven by some amazing individuals in the south.

I am choosing to not use names, but I encourage everyone to look at the people driving the changes down south. They're wonderful, POSITIVE, and the right kind of people you want in charge of driving growth.

I started Amtgard in 1998. I've

taken years of breaks — Years off, multiple times. However — and this is important to me — while Amtgard is for EVERYONE, there are many people who will be participating in Amtgard more than I will in the future and I

should not be making decisions that will directly affect future generations that may have different wants, needs, and interests than I do (take note, U.S. government).

When people take ownership of the playset that directly affects them in the now, it's done with an interest that is a joy to watch.

Dragonvale has created committees with diverse crews that ensures that voices from all walks are not only part of the discourse but given a voice and the ability to enact their interests. The creativity and attention to detail that has spawned from this 'many voices — one output' allowing everyone to express their creativity and implement their desires for the principality.

Guest experts have been invited into committees because they are well known as the foremost expert in their field and sections of documents have been written simply as the committee saying 'we all want what you think is right in this field' as there is no need to come up with X if the foremost expert of X is available.

Principality is far off. Nobody has any undue expectations on the timeframe or duration this takes. However, the journey in itself to date has been a joy.

*A small plug - Do you have something interesting that you'd like saved for posterity? Put it on [https://wiki.Amtgard.com/Westmarch\\_BoD](https://wiki.Amtgard.com/Westmarch_BoD).*





Photos by Cloud / Clockwork Spires

Amtgarders of Clockwork Spires show their colors at Fresno Rainbow Pride Parade and Festival in June.



## AMTPRIDE

Continued from PAGE 1

Throughout the duration of the event, we've had so many great showings of Pride throughout the kingdom. Our Kingdom's talented crafters and artists have made Pride-themed heraldry, accessories, garb, etc. I am especially proud of my park, Clockwork Spires, for participating in the Fresno Rainbow Pride Parade and Festival and getting to

demo and promote Amtgard to the local queer community.

As the points stand now (June 23, 2026), Westmarch is holding fifth place in Kingdom standings. Hopefully during the remainder of the month, we can continue to accumulate points and end up in a higher standing.

All of these festivities aside, I think it's incredibly important as a community to remember that support and visibility for the LGBTQ+ community

should not be limited to the month of June. Amtgard, and the Kingdom of Westmarch, should always serve as a safe space to those who need it.

It has been an absolute honor to be able to be able to represent the Kingdom of Westmarch in this event, and I hope we can continue to stand in solidarity with one another.

In service,  
Baronet At-Arms Neht Moon-and-Star

# On the stormy sea, sailing toward knighthood

BY DAME ALURA CRENGROVE  
Wavehaven

When I was asked to write on my journey to knighthood for this first issue of *The Westmarch Scribe*; I fretted over what lessons or wisdom to impart. My history within the game spans 22 years. Over those more than two decades, I've called different lands and kingdoms home, I've had different personas and heraldries, and I've held positions at nearly every level of land and a stint in Kingdom office. I've seen many things change and I've seen many things stay the same.

The question itself felt like a sort of intangible ocean horizon — or perhaps I was just terrified to write my first column. So I laid the memories out before me, every fragmented bit. I opened my cobweb-covered Amtwiki page, my ORK, my heraldry, and my photo galleries. I combed through them all. I thought about how long I had been in the game, what brought me to my first event and what ultimately kept me coming back.

I considered all the events I've attended; the A&S tournaments I've participated in, lost, won, and judged; the countless friendships and families that have swelled within our community; the dirges and mourning of community members lost; the times of bountiful generosity and times of cold cruelty.

In the end, I kept coming back to my heraldry: the scallop shell and its ocean-themed motif. In many ways, our game is just as changing and just as constant as the sea. So I decided to try to impart some of the following lessons based on my heraldry/persona and the comparisons I keep returning to.

The path to knighthood requires many things: Patience. Resilience. Responsibility. Heart.

First, patience. It may be controversial, but while some chase knighthood, I don't believe you ever should. You can do your best to plan your route, but the tides of Amtgard ebb and flow, they are constantly moving. Monarchy and motivations change as often as the moon and the moon answers to no one. It's pulled by forces outside of our control. Chasing leads to expectations, which leads to disappointment. Take a breath, enjoy the view, it will come.

Resilience. Both knighthoods that I hold, Flame and Serpent, were shaped as much by the rocks that almost broke me as the waters I crossed smoothly. Resilience isn't staying unbroken, for the sea wears down everything in time. Resilience is how we surface. Every wave that wrecks against you also shapes you into something new. There were tournaments where I went under, social dynamics like riptides that pulled me sideways when I meant to go forward. There were storms, as well as clear skies. And when I bobbed back to the surface, I was a better swimmer.

Responsibility. It is a tide I believe many misjudge the importance of. Knighthood isn't a shell you collect like a treasure off the beach, it's a deep current you join that creates outward ripples. Others will follow in your wake whether you meant to leave one or not. New players will watch how you ride out a loss, how you carry a win, how you treat the one swimming alone past the breakers. It can mean being a lighthouse to offer guidance or a buoy for community spirit when things look bleak.

Last, heart, because it's the living current underneath everything else. Skill will get you noticed in the shallows, but heart is what makes people want to swim



Rennit Wrecked



beside you into the deep. Heart is what makes people want to learn from you — to join you in building a household, a company, or a monarchy team. Heart is what makes people want to call your patch of shoreline home.

If I could leave one thing in the sand for someone just wading in: Don't wait for the Crown's permission to care about the people and the craft in front of you. The caring is the part that never goes out with the tide.

*“Others will follow in your wake whether you meant to leave one or not. New players will watch how you ride out a loss, how you carry a win, how you treat the one swimming alone past the breakers.”*



Elf Greenleaf / Seden Sleeping Dragons

The Queen's Guard and Warchief Bacchus Springjaw's goblins clash at the raid of Ethereal Hollow in June.

## Calendar of Westmarch Events — July

**JULY 3: Magic: the Gathering Night**  
(Stonehearth)

**JULY 18: The Battle of the Bastards (Belial Peaks)**

**JULY 26: A&S Competition: 4 and Under**  
(Thor's Refuge)

**AUGUST 1: Kingdom Raid of Belial Peaks**  
(postponed from July 25)

Remember, all Golblin Reign-related events activate the following three quests:

- Talented Performer: Do a goblin-themed bardic before court
- Serene Warrior: Kill 3 goblins without dying (honor system and report your results to the nearest Reeve)
- Elvin Guard: Play as support with no weapons (casting abilities only)

Additional quests may be activated at raid days or at the Queen or Warchief's option.

*See you in the August issue!*