

The

Westmarch Scribe

Illuminating California's Amtgarders since 2026

August 2026

Circle of Monarchs Meeting results

BY ELF GREENLEAF
Queen of Westmarch

Hail and Well Met Players of Westmarch.

The annual Amtgard International Circle of Monarchs meeting happened on July 25, and time was spent discussing and voting on many items affecting our game. The full results are available on Discord and Facebook, and

a new playtest version of the rules will be posted soon.

I thank everyone who completed the survey or gave feedback in other ways to help inform my decisions. There was a lot of back and forth on several of the Rules of Play items, and some votes were very close. There were a few votes that went against the way Westmarch wanted:

- 1b: Accelerated Leveling (45 for Lvl 6) - WM Y Item Failed
- 28: 30s Magic Balls - WM N Item Passed
- 30: 5ft Limitations for Greater Releasing Dead Players - WM Y Item Failed
- 42a and 42b: Corruptor Tweak and Rename - WM Y Item Failed

- 52: Essence Graft Nerf - WM Y Item Failed
- 53: Remove Imbue Armor from Golem - WM Y Item Failed
- 54: Circle of Protection and Banish - WM N Item Passed
- 58: Priest Cost - WM

RESULTS

Continued on PAGE 6



Courtesy of Sir Deimos



Understanding teams for Feast of Goblins

BY DAGGER
Feast of Goblins Quester

This year, the Feast of Gods gladiatorial games on Saturday will feature a new method of team sorting. There will be greater ability for players to influence what teams they are on, and there will be a lower focus on trying to equally divide all participants based on fighting skill alone. One of the

Knighthood, hopefully demystified

BY SIR DEIMOS
Seven Sleeping Dragons

I've been lucky enough to have been around Westmarch a really long time. I've also been lucky enough to have been able to travel and visit Amtgard in other kingdoms, meet some amazing people and make some lifelong

friends. I've got a wealth of stories I could tell, but I wanted to focus this missive a little bit on some misconceptions and myths around Knighthood. These are not an official statement from the Westmarch Circle of Knights, just from me and my perspectives/experiences.

If I express the desire to be a knight, I won't get knighted.

This used to be a thing many years ago, but somehow still percolates up to the

KNIGHTHOOD

Continued on PAGE 3

GOBLINS

Continued on PAGE 2

Lestat is new rules rep; Dagger heads to DUA

By appointment of Queen Elf Greenleaf, Lestat has taken over as Westmarch's representative to the Rules Revision Committee. A six-week period of training with previous Rules Rep Dagger ended in late July.

Dagger announced in early June that he would step down at the end of the July, following the AICOM rules votes, as he pursued the position of Dor Un Avathar (monster book) manager -- a position he won.

"Fortunately, one of the roles of the DUAM position is to be a liaison between the Rules Revision committee," Dagger wrote in early June.

— Ailil Fionnbharr

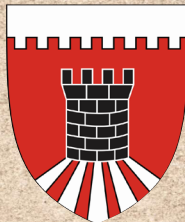
New attendance record set for Siar Geata

This Month Siar Geata broke our previous record and was the 9th highest attended park in all of Amtgard. Xeno does almost all our advertising but it's the veteran players who keep people coming back. I would love to give a huge shout out to Spud, Jirou, Maagneto, Jester the Frog, Dame Wendy, Ragabash, Harmonia, Sanic, Lathos, and all our other veterans who make the park so great.

— 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: Vorrie Yahrn; Heir Apparent: Wildflower



Westmarch Scribe editor: Ailil Fionnbharr

Westmarch is Amtgard's 18th Kingdom. Formed in 2007, with lands in California, Nevada, and Hawaii, 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

Sair Geata celebrates NEW MEMBERS showing promise

BY SIR ROSE THORN
Sair Geata

We are proud to highlight Nico the Garber and Fool Fuentes. Despite joining us less than six months ago, both have demonstrated an exceptional talent for historical costuming. Under the mentorship of Dame Wendy, they have transitioned seamlessly from novice creators to producers of high-quality attire. Their impressive work spans from intricate hoods to complete ensembles, including hose, matching the caliber of our veteran makers. Siar Geata commends their rapid progress and eagerly

anticipates their future contributions.

Worm Goreman is also a standout newcomer. Despite playing for less than a month, he has quickly earned widespread recognition for his exceptional bardic performance, creative application of class abilities, and creating unique class themed weapons such as a microphone Dagger complete with matching Magic Staff mic holder.

Continuing to look at interesting reports the ORK has now, this month Westmarch had the second most New Players in all of Amtgard. Welcome to all our newcomers!



Sir Rose Thorn / Sair Geata

Clockwise from top left are Fool Fuentes, Nico the Garber, and Worm Goreman.

GOBLINS

Continued from PAGE 1

methods to influence what team you end up on has already been revealed: The VIP Shiny Goblin ticket allows you to end up on the Yellow team.

If you want to be certain that you end up on the same team as a friend, this is one method to do so!

Throughout the event, players may discover other ways to increase their

chances of ending up on certain teams, by gaining access to certain prizes that can increase their odds towards or away from certain other team colors.

The method of selecting teams will also be done well before the start time of the games, and should itself be quite a spectacle for onlookers to watch! But more on that later...

Feast of Goblins tickets are available now at caamtgard.com.

KNIGHTHOOD

Continued from PAGE 1

surface on rare occasion. I can't think of a single person on our circle who would hold someone's desire to be a Knight against them. There is absolutely nothing wrong with wanting to be a knight. Ambition and motivation are an important thing. The thing I would advise anyone is that if your motivation is to get something (awards, titles, knighted, etc), then those things are outside your control. And as they're not in your control, it is much more likely you'll experience burnout or become bitter.

It is better to do cool things because cool things should be done (fight because you love fighting, lead because you want to help make things better, craft because you love seeing art in the world, serve because service is its own reward, battlegame because battlegames are fun and exciting). Those things will fill your cup and Amtgarding will make you happy. The awards will come, but even if they don't you'll still enjoy your time in Amtgard.

You need to be belted to someone in order to get knighted

This is false. It is not uncommon for someone to be knighted without being in a belted family. The Guildmaster of Knights typically pulls a report from the ORK to directly discuss candidates who are Masters, but also will discuss up-and-comers who have 8+. If a candidate is mentioned in a Circle discussion that doesn't have a knight representative on the circle, typically the closest knight to the candidate will volunteer to communicate Circle business to the candidate. While one does not need a direct representative, you can ask a knight who is close to you to act in that capacity as well.

If you are considering a belted relationship, I'd advise anyone to not jump in lightly. Take your time and really get to know the person and their family. It is not a boss/employee relationship. Make sure the relationship is mutually beneficial for everyone involved. A good mentor will always be striving to improve as well.

The Knighting Ceremony is the same for everyone

Not true! The Candidate is encouraged to complete a "Break Glass" form (as in, "break glass in case of knighthood") which outlines their wishes. The Candidate should think about the aspects of the vigil and ceremony that are important to them and make their wishes known. While not every accommodation can be made, we generally want all our new Knights be fulfilled and celebrated for their accomplishments.

The Candidate's knight (or their appointee) will generally try to coordinate the ceremony and gifts. The Circle will often put out an internal request for the typical gifts used in the ceremony if items are not already spoken for (scroll, sword, chain, belt, spurs, tunic, etc). The more information provided, the more personal the ceremony.

Knighthood is an Award / Knighthood is an Office

This is a pretty common argument across Amtgard. While some people fall heavier on one side than the other, it is important to note that both are correct. It is an award that recognizes both a persons accomplishments and their quality of character, but also it is a responsibility to continue being an example, an inspiration, and a guide to assist others in the game, wherever you may be needed. It also means that the way you comport yourself also reflects on other knights (and vice versa). As a member of the "Peerage," you now share a reputation (for better or for worse).

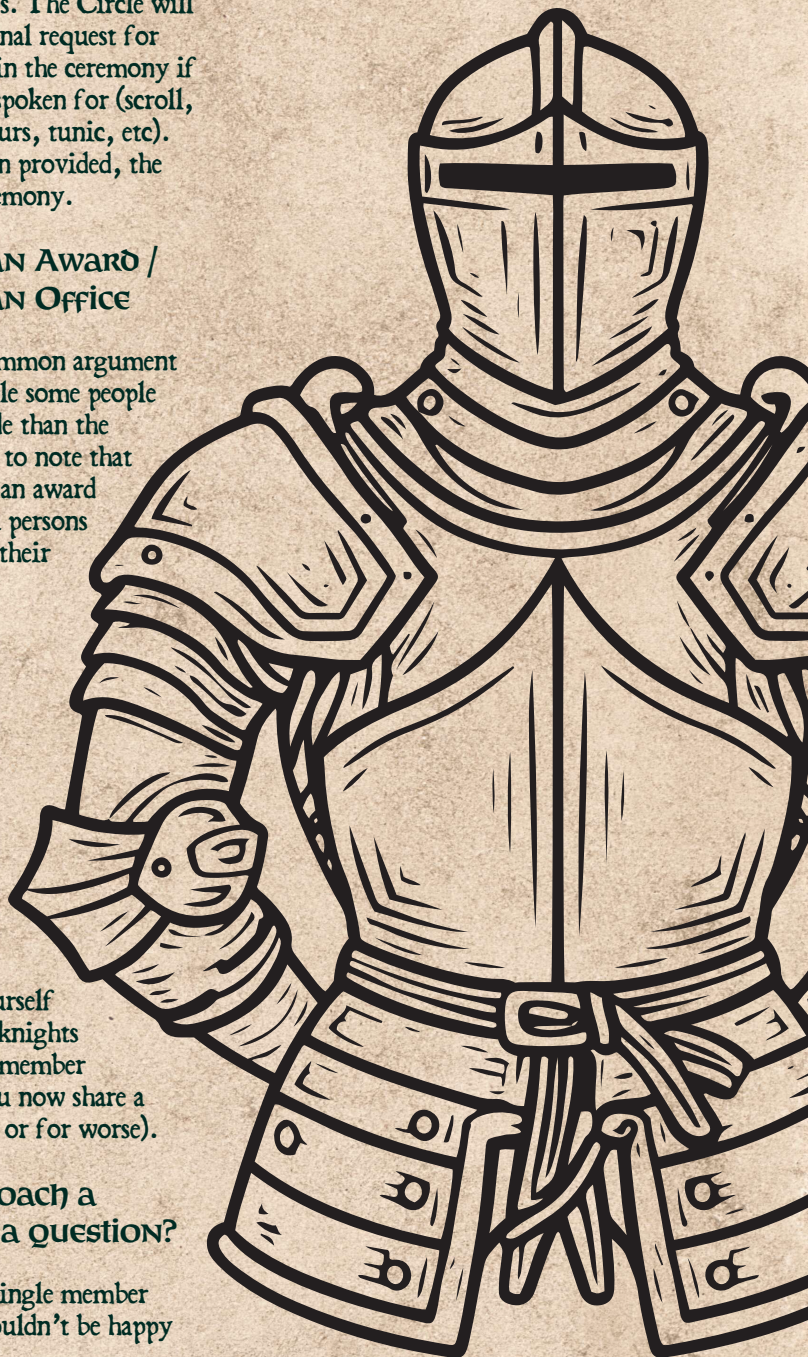
Is it OK to approach a Knight if I have a question?

I can't think of a single member of our Circle who wouldn't be happy

to answer questions (unless they're busy at that moment). Part of our job is to provide help to people whenever we can. If one of our Knights doesn't have the answer, I'm sure they can point you to someone who can. Just be respectful and I'm sure you will be treated accordingly.

Stay tuned for my next article, "How to Change the Engine in a 1992 Ford Escort Wagon/How to Cope with False Advertisement."

Sir Deimos
Knight of the Things



You – yes, you – should brew!



BY DELU MAETHOR
Wyvern Spur

Brewing mead, wine, and other beverages is an exciting hobby that is both an art and a science. Like any form of cooking, you have the ability to adjust to taste and create a unique concoction every time.

The great news is that you do not need a lot to start, nor does it take a lot of active time. You really only need about \$50 in materials and at least 1 month (but ideally 6+ months) of patience.

I always caution people when discussing the wonders of brewing: You are making alcohol, a poisonous and addictive substance. Respect what it can do and take care not to abuse it. Alcohol will win that fight every time. I'm not saying never enjoy it, but be careful.

With that being said, I brew for a lot of reasons — but I think what I love most

about it is the camaraderie you create when you share a special bottle with friends and family. As opposed to gifting someone their favorite bottle of wine or spirit that they may have had before, you are creating a moment where people get to enjoy something so exclusive that it is likely to never be exactly the same again. It is these moments with other people that enables these beverages to transcend into magical concoctions that can form lasting memories.

It is a hobby that you can constantly improve on and experiment with. You can always try a new type of honey, fermentable sugar, yeast, infusions, temperature, time — the list of variables goes on and there is an infinite number of possibilities that ensure you will never have the exact same brew again. You may have a favorite, but I doubt there is such a thing as perfection.

NEGROMANCER'S BREW

TO HELP YOU AND YOUR MINIONS
RISE AND FIGHT AGAIN

ABV 11.68%

INGREDIENTS:
WATER
S-04 YEAST
HONEY
COFFEE BEANS
FERMAID K
TIME
LOVE

Delu Maethor / Wyvern Spur

Three of Delu's Brews: Cherry Blood Wine (top), Cold Brew (center), and Earl Gray Acerglyn (bottom).

One of Delu's brewing labels, this one for Necromancer's Brew.

Delu Maethor / Wyvern Spur

Liquid gold spills forth Potion of bonds and courage Taste improved by time

— An English-style haiku Delu wrote about mead

A Guide to Getting Started

1. Gather materials and ingredients. For a basic mead you will want:

- A jug/carboy of at least 1 gallon.
- An airlock
- A packet of yeast (you can even use bread yeast, it'll still work)
- 1-3 pounds of honey. Your initial inclusion will determine the amount of alcohol
- Clean Water
- Nutrient such as Fermaid-O
- Sanitizer, I cannot emphasize enough how much you should sanitize.

2. Combine your ingredients. I typically go honey first then water to prevent splash. Before you have the whole gallon in there you should shake to incorporate as much air as possible, in this first step you want as much oxygen inside the liquid as possible. Then top with liquid whether tea, water, juice, etc till you have a gallon. Get a reading on your Initial Gravity. This is an estimate of how much sugar is present as well as how much alcohol you can expect

to produce. Seal with your airlock and within 24-48 hours you should expect to start hearing the airlock bubbling and seeing small bubbles rising to the surface of your vessel.

3. Feeding - Within the first 5 days or so you should add nutrients such as Fermaid-O. Yeast need nutrients and unfortunately honey doesn't have what they need. Ensuring Yeast Accessible Nitrogen is important to keeping your yeast as active and happy as possible. Happy and not stressed yeast make for a more pleasant drink.

4. After a few weeks you should see bubbles slow and eventually stop. This is a great opportunity to get another reading on the gravity. If the gravity is close to 1.00 then your brew is probably almost done. There are other factors in play, such as how much alcohol is present. If your yeast only has a tolerance of 10 percent and you do the math to determine that the brew is 16 percent alcohol your Yeast are probably done. The further you push the tolerance of yeast and the less fermentable sugars remain, there is a lower likelihood for fermentation to start again.

5. At this point you could bottle, but I recommend transferring to a secondary vessel. The reasons for this are twofold. In that primary stage of fermentation, a lot of flavors get leached and transformed, so it might not be what you intended. Here, you can taste, and add more of what's missing. Spices? Fruits? More sugar? (Note: If your yeast aren't done, adding more sugar and fruit can start them up again)

This is also will get your brew off the

How strong is it?

You can use an alcohol-by-volume calculator, like the one at www.brewersfriend.com/abv-calculator, to do the math for you (Different sites might change the math), or you can use these equations:

STANDARD ABV FORMULA
(Used for anything under 10 percent)
 $ABV = (OG - FG) * 131.25$

ALTERNATE ABV FORMULA
(Used for anything above 10 percent)
 $ABV = (76.08 * (OG - FG) / (1.775 - OG)) * (FG / 0.794)$

Also, be careful of temperature change. If you start out with hot or cold water, that will affect the gravity! There are more equations. You can also use a refractometer, but when I'm at home this is what I use.

Brewing Supplies

- More Beer! & More Wine (Concord)
- William's Brewing (San Leandro)
- Oak Barrel Winecraft (Berkeley)
- You can determine your yeast using the chart at www.piwine.com/pages/yeast-selection-chart. You can also use ale yeasts.
- And finally Amazon, I won't tell you not to use them. Sometimes it's hard to get a specific thing, but I would say just check with your local supplier first.

lees, the sediment that has since fallen to the bottom of your vessel. By reducing the amount of sediment in your bottle you will improve clarity. This also gives more time for your brew to off-gas, any remaining gasses in your beverage will slowly leave your drink.

6. After another few weeks (I usually wait at least a month) you can check the gravity of your brew again. If it's the same or really similar to the previous gravity, I'd say your brew is done. If it's really different, make sure the amount of fermentable sugars are low OR you are well passed the tolerance. Sanitize your bottles, syphon, and bottle! Slap a cool label on top and you have about 4-5 bottles of AMAZING wine or mead!

If you have any questions please feel free to reach out!

Yours in service,
Yeast-Friend Delu Maethor

Cooking with Theos: How to make a Hunter's Stew

BY THEOS CORBIE
Thor's Refuge

Here's a Hunter's Stew, as I've made for Feasts before (and also a version I think is better). This is 6 Quart Dutch Oven-sized.

INGREDIENTS

1 yam
1 container celery
2.5 cups halved baby carrots
6 shallots
2 parsnips
32 oz beef broth
32 oz water
Salt, pepper, and garlic powder
8 boneless skinless chicken thighs
seasoned and browned with Old Bay and
Flavor Gods Everything Seasoning



Theos Corbie / Thor's Refuge

At-home version of Theos' Hunter's Stew, in progress and waiting for a long simmer.

Feast version additions

2.5 cups fresh mushrooms
1 pack Costco Mild Italian Sausages

The best version's additions

2.5 cups dried mushrooms
2 heaping spoons minced garlic
1 pack Costco Bratwurst

Preparation Instructions

1. Cut up all the vegetables
2. Put all vegetables, garlic, stock and water in a large pot to to simmer for 15 minutes
3. After 15 minutes, add salt, pepper, garlic powder to taste; continue to simmer until both carrots and parsnips are soft
4. While simmering vegetables, cut chicken to size you want (I did bite size at home, larger for the feast for ease of scooping), coat with seasonings and cook until done
5. Cook the sausages, cutting each into 5-7 peices (I did 5 at home, 7 for the feast)
6. Add meats to the vegetables in the pot
7. Let simmer for 20-30 minutes more, in order for all flavors to combine
8. Serve with a bread product (I prefer a crusty bread)

RESULTS

Continued from PAGE 1

Y Item Failed

- 6x: Make Monks Banish Magical - WM N Item Passed

Other items we discussed and voted on included guidelines for the Rules Revision Revision Committee, Delegation of Ban Authority, AI Art Statement and Polling for a New Rule Set. We also elected a manager for the Dor un Avathar (Monster Book) — congratulations Dagger — as well as two new Amtgard International Board of Directors members (Kismet and Arrakis) and a new Executive Committee Chair, Madeleine Fey.

The Project Phoenix proposal was pulled by the sponsoring Kingdom so no

discussion or vote happened. It will be resubmitted sometime next year.

We will be playtesting the new rules for the next year before they are finalized at the 2027 AICOM Meeting. I am open to feedback on what you like or don't like and can share at the smaller quarterly meeting in October before my reign ends.

Thank you all again for engaging in this process and allowing me to represent our Kingdom. I look forward to seeing how these new rules play out.

In other news from around the realm, we are so pleased to see Westmarch growing! We added a new Shire, Watchers Keep and promoted Valonde to a Barony.

We had a successful Althing in July, which led to exploring options for

inflatables to replace the Darkshore Castle and to create an Archery Award in our Corpora.

We also introduced Ranked Choice Voting, which should encourage more people to run for office and for players to feel more like their vote counts. I will work with our incoming PM to create spreadsheets for the upcoming Monarchy Elections to make the process easier.

The Court looks forward to our planned raid days as well as unofficial park visits for the next few months. We love meeting new players, seeing old friends and playing our great game throughout our land. We can't wait to see everyone at Midreign and FOG!

Yours in Service,
Queen Elf Greenleaf

Get ready for Westmarch SUMMER Midreign!

By ELF GREENLEAF
Queen of Westmarch

AND LIMN
Seven Sleeping Dragons

2026 Summer Midreign will be held on August 29 at the new Westmarch Shire of Watchers Keep in Santa Maria (<https://ork.amtgard.com/orkui/?Route=Park/profile/1126>). Check-in will begin at 11 a.m. and tournaments will begin at noon. Weaponmaster will use the 5 standard categories: Single short, double short, sword and shield, single great and open. A&S will be a standard Dragon Master with a limit of one item per category (refer to 14.2. Categories in WM Corpora). There is no limit on the number of categories an individual may enter. Alcohol is not permitted at Rotary Centennial Park and therefore not

allowed as an entry. Refer to section 14.3 Additional Category Requirements in the WM Corpora for cooking, literature, and Rose entries additional requirements. The top 3 scores of the individual will be combined for the final score. In addition to 1st, 2nd, and 3rd place will be recognition for best in show. Please include a writeup with your entry. A template can be found here: <https://caamtgard.com/events/?q=file/324>

An ORK event has also been created so if you're planning on attending, please RSVP. It will help us to know who is there to receive awards and makes entering attendance much easier.

There will also be another archery tournament run by Lord Limn at our midreign! Here's the breakdown from them:

The Archery Tournament will use 2

Categories: Static and Active.

Static Pit and Weapons check will be open at 11am, Limn will be set up by 10:30am and people can casually enter earlier as they arrive. Static pit will close during Active Pit. Active Pit will start at 11:30am and run 15-20 minutes depending on amount of entrants. After Active pit closes, any Static stragglers will shoot, and brackets will be calculated during the single short pit. For cohesion and unity, Archery Brackets will be held between weapon master pit and bracket, or during bracket, if none of the Archery bracket is in whatever the currently held bracket is and they are agreeable.

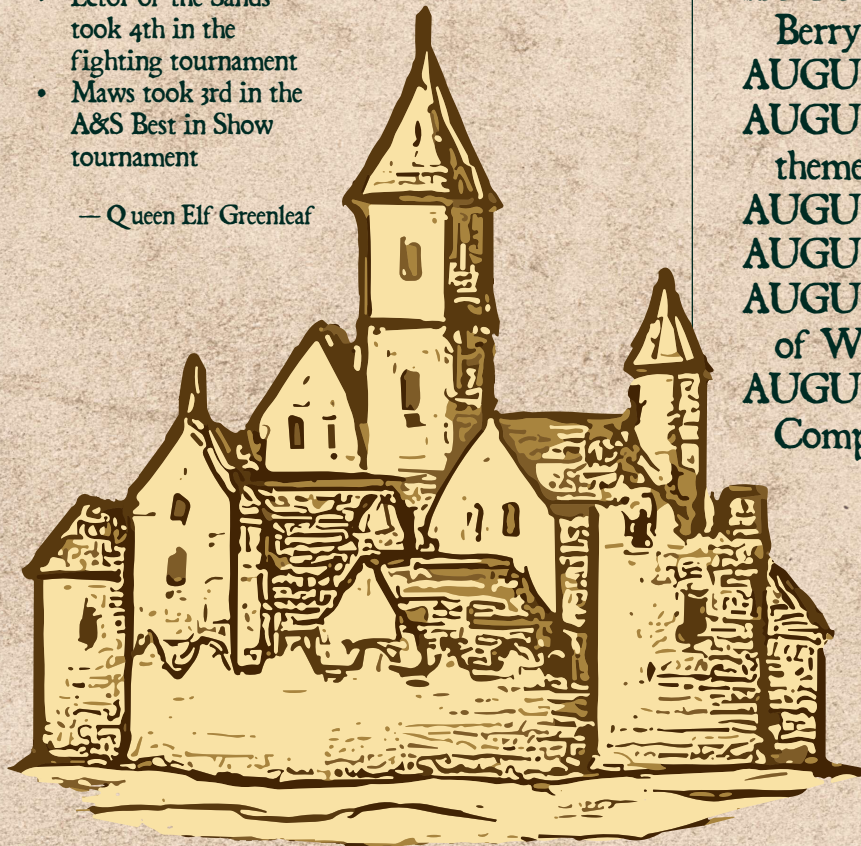
The Archery Tournament is a bonus to be ran alongside the Weaponmaster tournament, so no one is excluded. Please be patient and cheer on both our fighters and archers!

Westmarch shines at Gathering of the Kingdoms

The 2026 Gathering of the Kingdoms has passed, and there's a few highlights from our locals who attended:

- Sir Racha was formally Knighted
- Aspen, Quarnir, and their team took 3rd place in the Juggling Tournament
- Ector of the Sands took 4th in the fighting tournament
- Maws took 3rd in the A&S Best in Show tournament

— Queen Elf Greenleaf



Calendar of Westmarch Events — August

AUGUST 1: Kingdom Raid of Belial Peaks

AUGUST 2: Dragonvale Raid of Knott's Berry Farm

AUGUST 2: Wyvern Spur Midreign

AUGUST 8: Ethereal Hollow joins mech-themed SoCal Beach Day

AUGUST 14: Stonehearth Movie Night

AUGUST 23: Thor's Refuge Midreign

AUGUST 29: Kingdom Midreign at Shire of Watcher's Keep

AUGUST 30: Thor's Refuge A&S Competition — Theme: Bardic

*See you in the
September issue!*