

The Westmarch Scribe

Illuminating California's Amtgarders since 2026

October 2026

Let's Talk Tournaments

BY SIR DEIMOS
Seven Sleeping Dragons

Good Day, Westmarch!
Hot off the heels of the midreign Weaponmaster tournament in Watcher's Keep, I had some observations I wanted to share with you all about fighting tournaments (and to a lesser extent, other tournament types). As I started typing, this expanded into several topics and soon ballooned out of control. So instead, I'm going to try to scale it back and release them in smaller, digestible chunks over the next few newsletters. A lot of this I've picked up from Sir Michael Hammer of God (who has provided valuable insight along with Sir Aiolos).

Tournament success relies on PVC:

- Preparation -

TOURNEYS

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Dorrie Yarn / Seven Sleeping Dragons

Travels across Westmarch

BY ELF GREENLEAF
Queen of Westmarch

When I took office, one of my commitments was to visit as many parks in our Kingdom as possible. Our realm is enormous! Not including Hawaii and Nevada, our California territory spans over 700 miles and includes

19 lands. Since June, His Excellency, KGMR Baron Vorric Yarn, and I have traveled nearly 2000 miles from our home park of Seven Sleeping Dragons in San Luis Obispo on the Central Coast.

We held Kingdom Midreign at our newest Shire, Watchers Keep in Santa

Maria; played battlegames at Seven Sleeping Dragons' sister park, Wavehaven, in Santa Cruz; celebrated Squire Azarath's Warload achievement at Ethereal Hollow in Placentia and

TRAVELS

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The goblins are coming! The goblins are coming!

BY SEBASTION
Feast of Goblins Autocrat

The gods have been overrun. This year, six goblin tribes have taken over Westmarch's premier camp-out event, each worshipping their own goblin god and competing all weekend for prizes, glory, and to see who is tallest. Thursday through Saturday morning brings full-



Feast of Goblins

October 22-25
Bolado Park Event Center
Tres Pinos, CA



class battlegaming: pickups, scenarios, whatever your unit

calls for.

Friday layers in several battlegames built for chaos: The Small & GRAND Garbage Heap (Aust's classic floating capture-the-point, twice over), Goblins Cross-the-River (goblins surging North and South, hauling totems for points), and The IXI Bridge (king-of-the-hill over genuinely deadly pits).

Full rules are in the September Scribe, and questions go to Luminary Aust in the Westmarch Discord's Battlegame Play Discussion channel.

Saturday afternoon, it all builds to the Gladiatorial Feast Games: six tribes, color-coded

GOBLINS

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RECOGNIZING Silures

BY MAAGNETO
Siar Geata

It is high time we recognize the exceptional work being done by one of the best and brightest leaders of Siar Geata, Dragoth, and the fighting company Silures.

Dragoth has fostered a community within a community, not separate or within, but rather throughout and of Siar Geata. The Silures crew shows exceptional pride in gathering young and exuberant fighters who show great potential, and who take great joy in their investments toward the larger park.

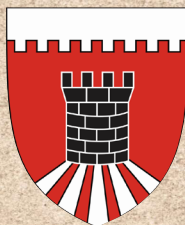
Their brash leader, still young in his own right despite starting Amtgard almost 20 years ago as an 8-year-old, shows a zeal for competition as well as a passion for inspiring a generation of fighters who seek partnership and tutelage.

From the always smiling but deadly Security, to the earnest and fast rising Jaximus, from the joyous and improving Fool, to the fast as lightning twins Sanic and Latho, the roster is filled with promise and heart.

The future is bright and Silures is the future.

Kingdom of Westmarch

Monarch: Queen Elf
Greenleaf; Regent: Wendy
the Wench; Prime Minister:
Keg of the Legs; Champion:
Theos Corbie; Guildmaster
of Reeves: Vorric Yahm;
Heir Apparent: Wildflower



Westmarch Scribe editor:
Ailil Fionnbharr

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



Sir Rose Thorn / Siar Geata

Eon the Eternal, left, is presented with the title Paragon Monk.

EON RECOGNISED AS PARAGON MONK

BY SIR ROSE THORN
Siar Geata

Since entering Amtgard in December 2007, Eon the Eternal has left an indelible mark on the community through an exceptional blend of humor, dedication, and leadership. Joining as a high school student, Eon quickly became a mainstay of Siar Geata, establishing a reputation for infectious enthusiasm for the game.

Even as higher education took him away, Eon maintained close ties to the community. Throughout his college years, he returned at every opportunity, utilizing the time to hone his combat skills and refine what has become a highly recognized persona, which has landed him as runner up for Flurb of the year twice and earned him a Master Mask. Following his graduation, Eon returned to Siar Geata on a full-time basis, shifting his focus toward mentorship and game mastery. As a Guildmaster for multiple classes, he became a vital resource for new players, consistently injecting a sense of

whimsy and fun into the local field.

When the COVID-19 pandemic disrupted traditional field days, Eon transitioned his efforts online to preserve Amtgard's social fabric. He actively attended numerous digital meetups across Westmarch, effectively serving as an unofficial ambassador for Siar Geata to foster community and normalcy during a period of isolation.

In the post-pandemic era, Eon amplified his outreach by traveling extensively to inter-kingdom events, raids, and multi-kingdom gatherings to represent Siar Geata on a broader stage.

Recently recognized as a Paragon for his superior class mechanics and deep game knowledge, Eon continues to pair his technical expertise with a knightly determination to educate and support others. Peers note that he takes his community role seriously, working deliberately to ensure that every player—regardless of experience level—feels accepted and welcome within the realm.

Xeno takes Dragonvale Weaponmaster tourney

BY SIR ROSE THORN
Siar Geata

Congratulations to Xeno, Weaponsmaster of the Grand Duchy of Dragonvale, on an outstanding achievement. After finishing in a tie for first place alongside Sir Downfall, Xeno was awarded the tiebreaker victory due to an impressive 19-kill streak.

As a dedicated member of Siar Geata since September 2007, Xeno is highly respected across the community. Beyond

his formidable martial skills, he is deeply valued for his leadership and mentorship. He consistently volunteers his time to train and support other players, both during regular Saturday park sessions and weekday practices.

Known for his honorable conduct, positive attitude, and engaging sense of humor, Xeno elevates the culture of every event he attends. Siar Geata is immensely proud to celebrate his continued success.



Sir Rose Thorn / Siar Geata

Hiro shows off his katana-style blade, which scored well in the Dragonmaster.

Hiro is the Dragonvale Dragonmaster!

BY SIR ROSE THORN
Siar Geata

Hiro is the winner of Dragonvale's Midreign Arts and Science competition. Hiro joined Siar Geata on August 15. Soon after joining, Hiro sought out the mentorship of the Serpent Knight Sir Fuzzy McFistycuffs, who has been guiding him on fletching and weapon smiting. His winning submissions featured an intricate handcrafted bow, complete with a custom-fabricated bowstring, alongside a meticulously detailed katana-style sword.

The Best in Show winner at the Dragonmaster went to Madomir from Siar Geata.

Their winning item was the Siar Geata heraldry made entirely of bread, with the heraldic colors created by natural ingredients added to the bread prior to baking. Judges raved about the flavor and really appreciated the artistic decorations of the piece.



Sir Rose Thorn / Siar Geata

Best-in-show bread from Madomir.



Courtesy of Ahn d'Antea / Siar Geata

Ahn d'Antea displays the wings on her angel armor, which she will bring (wingless) as a paladin.

Master crafter welcomed to kingdom

BY SIR ROSE THORN
Siar Geata

The Duchy of Siar Geata welcomes Ahn d'Antea in transfer from Crystal Groves.

Ahn brings 15 years of active participation in Amtgard, having joined the community in November 2010. A recognized authority across multiple distinct fields, Ahn holds the peer-level title of Master Dragon gained for proficiency in two disciplines: physical fabrication — specifically cosplay armor and plastidip shield construction — and the performing arts of opera

composition.

In addition to academic and artistic achievements, which include collegiate fencing in epee and sabre as a second-division competitor on scholarship, Ahn maintains affiliations with House Lambert and The Bardic College of the South West. Outside of organizational activities, Ahn works professionally in the data security and pharmaceutical sectors.

Ahn plans to attend the Feast of Goblins, at which time Westmarch will have the opportunity to welcome the new arrival in person.



Kingdom Guildmaster of Reeves Vorric Yahrn, right, takes the field during the Sept. 27 raid on Thor's Refuge in Carmichael. Below, Vorric fights in Dragonvale's Midreign Weaponmaster tournament.

Elf Greenleaf / Seven Sleeping Dragons

TRAVELS

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Cú Halavere's Paragon Assassin title at Belial Peaks in Oakley; joined Valonde for their Barony Bash party in Stockton; attended Dragonvale's Midreign at Siar Geata in Oceanside; and visited Stonehearth in Rocklin and Thor's Refuge in Carmichael. Endreign will be held at Clockwork Spires in Fresno on November 14, rounding out our Kingdom Tour.

It has been inspiring to see so many parks growing and getting to meet so many new players. Travel can feel very intimidating in such a large Kingdom, but I would highly encourage you to try and visit at least one other park in your area. Plan raid days and carpools, invite other parks to celebrate big events and find creative ways to drive engagement. Meeting new people and interacting with more veteran players can be so rewarding and give you a deeper understanding of the game and greater connection with the community.

As my time as Queen comes to an



Elf Greenleaf / Seven Sleeping Dragons

end, I want to thank you all for putting your trust in me to serve the Kingdom. I have enjoyed my time in office and have such respect for all our volunteers who put so much effort into making our game safe and fun for everyone. Thank you Vorric for being such an amazing

travel companion! Thank you to the parks that welcomed us so warmly and to those I did not get a chance to see, I hope to be able to visit soon.

Yours in service,
Queen Elf Greenleaf

TOURNEYS

Continued from PAGE 1

Everything you do before the tournament

- Visualization - The mental side of tournament success
- Confidence - Having faith in your preparation

I'm going to release each of these topics as their own individual articles. First we start with...

Preparation

Preparation is a big, wide net, encompassing everything leading up to the first "Lay on!". Preparation for the next tournament begins immediately after the previous one ends. You should be attending fighter practice, watching tutorial videos, and making notes of what your top opponents are doing. You should be working on cardio, particularly in this day and age of using pits to seed brackets. Westmarch typically uses 5 weapon categories, so you can expect 50 to 75+ minutes of pits alone, and then you typically work through best 2 of 3 fights through brackets (which could easily be 3 or more matches per bracket).

In addition to regular cardio such as walking/jogging/running/etc, you should also be working on fight cardio. Ask a group of your best fighters or peers to form a bear pit line. Set a timer (or a number of fights) and rotate through. The difference is you're not going to leave the pit if you lose. The goal here is to give you a hell of a workout. You should be taking notes on how long you can stay in the fights before having to take a rest. Make sure to save enough energy so you can help others in the same exercise.

It's vitally important to remember to breathe. I see many fighters getting gassed far before when they should be. It is fairly common for people to hold their breath when fighting people they deem to be a superior fighter to them. This is a bad habit you absolutely must train yourself out from under. Ask your friends to watch you and call it out when you're doing it.

Check your gear the week before the tournament and again once the day of. You don't want to lose a fight because you had to borrow a weapon that's 1 inch shorter than you're used to.) If anything

is even remotely questionable, get it repaired or replaced immediately. Check your gear vs what the categories allow. Do you need a polearm/great? Is your shield too large? Do you have a backup in case something breaks? Is your protective gear all present and in good repair?

The day before and the morning of the tournament, you should be watching what you eat. Don't show up the morning of the tourney with a belly full of junk food and Red Bulls. Research what combination of foods give you the best energy the next day without crashing out early. Hydrate early and often, supplementing with electrolytes if needed (preferably ones without a bunch of sugar).

Bring more water than you think you need. Drink it throughout the day (if you get thirsty you're already falling behind). Bring healthy snacks (nuts, protein bars, etc). Rice Krispies are good for getting quick energy between brackets, but you also need the protein for fuel throughout the day.

An hour or two before bed, do some light stretching and get some good, restful sleep. The day of make sure to stretch properly and warm up. Start with exercises that stretch/warm up the neck and work your way down. Not only do tense muscles fire more slowly, they also put you at higher risk of injury.

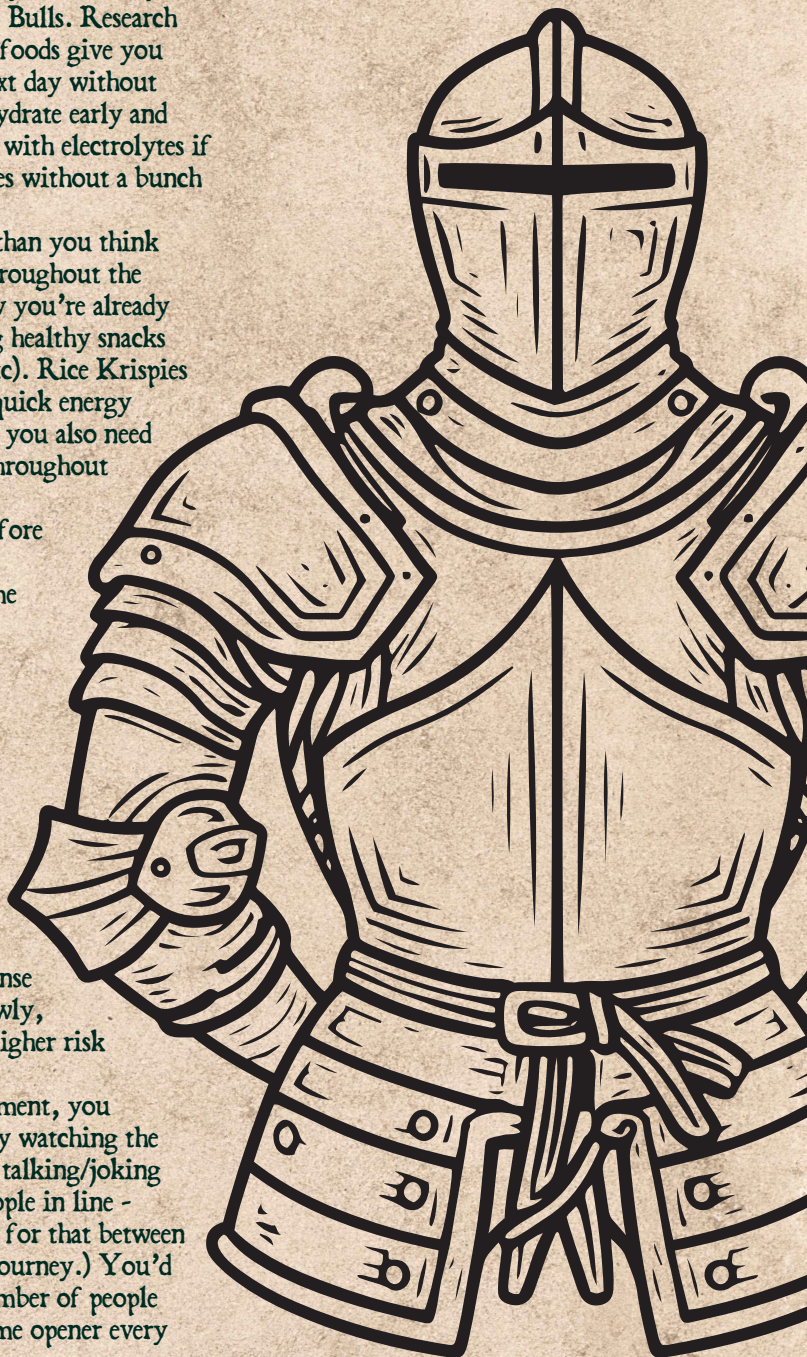
During the tournament, you should be purposefully watching the active fights (and not talking/joking around with other people in line - there's plenty of time for that between brackets or after the tourney.) You'd be surprised at the number of people who have the exact same opener every

If you only take one thing away from this article, I sincerely hope that it's to pay close attention to the fights ahead of you.

fight, who rely on the same fake/feint to shot combo, or fail to move laterally during their fights. Many fighters will readily show their figurative poker hand during spars, ditches, and pits.

If you only take one thing away from this article, I sincerely hope that it's to pay close attention to the fights ahead of you. And breathe.

Next month we'll focus on Visualization!





Godfrey of Ibelin (right, Liam Neeson), charges his son Balian (Orlando Bloom) with his oath as a knight in the Ridley Scott film *Kingdom of Heaven*. The oath ends with a buffet, ensuring the newly sworn knight remembers it.

While Disney Company / For commercial purposes only

‘AND that is so you REMEMBER it’

EXAMINING oaths of KNIGHTHOOD in film AND other fiction

BY AILIL FIONNBHARR
Wyvern Spur

I’m not a knight, and knighthood, if it is in my future, is several years off at least. But I’ve thought a lot about it, as I interact with the knights of Westmarch and of other kingdoms, not least because, two decades ago — when dinosaurs roamed the ditch field and I was a baby page — my own knight challenged me to consider what a proper oath for a knight might be. I’ve been pondering the question ever since.

I’m brought back to depictions of knighthood in fiction, particularly fantasy but also historical fiction. It’s always been easier to consider the ideal responsibilities of a knight in fiction, at least for me, and so I have been drawn over the years to three fictional oaths.

THE MISUNDERSTOOD ONE

Be without fear in the face of your enemies,

Be brave and upright that God may love thee,

Speak the truth, even if it leads to your death,

Safeguard the helpless, and do no wrong.

That is your oath — and that is so you remember it.

The oath from Ridley Scott’s 2005 magical realist fantasy *Kingdom of Heaven* gets a lot of play online from the kind of people who definitely misunderstood the point of that film, but that doesn’t mean it’s a bad oath. It leans into the martial aspects of knighthood, but also the religious and spiritual elements appropriate to history.

Worth noting from the film is that not a single person bearing the title of knight lives up to the oath, not even the protagonist, though he, perhaps, comes closest: Orlando Bloom’s Balian defies the very king who lectured him on virtue, when asked to compromise his convictions in order to prevent greater harm: “No,” Balian tells Baldwin, “It is a kingdom of conscience, or nothing.” Speak the truth, even if it leads to your death, indeed.

The pause between “that is your oath” and “and that is so you remember it” is where the liege doing the knighting smacks the one being knighted across the face. It’s a call back to the ancient tradition of the buffet — a strike during the knighting that is meant to be

“the last time you are struck without answering the blow” — but given a more appropriate, fictional context for a knight who is not so much about ego and enforced respect as history might otherwise require.

Honestly, though, the phrase from that film that informs my ideas of what knighthood ought to be is not the knightly oath, but the Latin phrase Balian has written on his early-movie smithery: “Nemo vir est qui mundum non reddat meliorem,” loosely translated as “What man is a man who does not make the world better?”

THE FANTASY RELIGIOUS ONE

In the name of the Warrior I charge you to be brave.

In the name of the Father I charge you to be just.

In the name of the Mother I charge you to defend the young and innocent.

In the name of the Maid I charge you to protect all women.

So goes the fragment of the charge to a new knight of the Seven Kingdoms of Westeros, as seen in the Song of Ice and Fire novella “The Hedge Knight” and

repeated in the *Game of Thrones* episode “A Knight of the Seven Kingdoms.” Presumably it continues with two or three more lines (depending on whether you think the Stranger is mentioned or left out as a taboo), but we never hear them.

Like the oath from *Kingdom of Heaven*, nobody lives up to all the tenets of the charge, except possibly the protagonist of “The Hedge Knight,” Ser Duncan the Tall, and the subject of the title of “A Knight of the Seven Kingdoms,” whom I won’t name here in case that is still a spoiler seven years later.

The oath does tend to reflect Westeros’ inherent sexism, presumably intentionally on author George R.R. Martin’s part, as a deconstruction of the fantasy genre that points out all the warts on a medieval society. But the first three lines again echo the ideals of knighthood: Bravery, defense of the innocent, and justice.

It does make me wonder about the remaining lines, and how they might change things. Is the knight charged to be strong in the name of the Smith, or would they be charged to build the world of men? Would a knight be charged in the name of the Crone to be wise? Crafty? Would the Stranger demand you keep your oath until your death, or that you punish the wicked? It’s an extension of the way the Faith of the Seven, which pioneered knighthood in Westeros, influences the way an ideal knight is seen.

The all-rounder

*A knight is sworn to valor!
His heart knows only virtue!
His blade defends the helpless!
His might upholds the weak!
His word speaks only truth!
His wrath undoes the wicked!*

Anyone whose childhood included the film *Dragonheart* might remember this one. We first hear the first few lines when Sir Bowen is trying to teach Prince Eilon in the ways of chivalry (as informed by fantasy, rather than simply excellence in horseback riding). It’s not until Bowen is having his long, dark night of the soul on Avalon, having forsworn his own vows after Eilon’s betrayals, and finally reclaiming his honor with the assistance of the dragon Draco before his return to the realm, that we hear the full version.



The knight Sir Bowen (Dennis Quaid) reswears his oath of knighthood amidst the caerns of the mythic isle of Avalon, after having forsworn that knighthood for many years out of grief, in the film *Dragonheart*.

What I like about this one is that it is framed, within the context of the movie, as aspirational. This is what a knight *should* be, should *strive* to be. A prospective knight is not charged to do these things, they are told *this is what a knight is*, and charged to live up to it. And Bowen tries, and fails, and eventually gets back up and damn well tries again. As a knight of Amtgard famously once said, “by God, we care and try here.”

Here we return to all the familiar refrains: Bravery, defense of the innocent, and justice, coupled with the emphasis on honesty to a fault that we saw in the *Kingdom of Heaven* oath. But it is that last line that gets to me. Bowen is not told to be a perfect knight. He is told that even his imperfections should work toward justice. A knight undoes the wicked. Wicked people? Wicked deeds? Wicked institutions? Yes. All of these.

If I had to pick one of these directly, I think nobody would be surprised that I would choose this one. Gods know I’m not perfect, and I have met too many knights to think any of them perfect either. But I can absolutely get behind an aspirational oath, one that tells us what a

knight is, and then charges us to put up or shut up — or at least to care and try.

CONCLUSION

So what might an oath or charge look like, through the lens of Amtgard and as a synthesis of the best parts of each of these? Obviously, it would vary by each knight or knight-to-be, but as a thought exercise, I came up with this (and borrowed a concluding line from another fantasy epic, of course):

By the Sword, remember that a knight is courageous, on the field and off.

By the Serpent, remember that a knight seeks excellence and constant improvement.

By the Crown, remember that a knight leads others, by choice and by example.

By the Flame, remember that a knight seeks always to serve others, and to deal with them honestly and justly.

In your Battles, remember that a knight is keen of mind and wise in action.

These things and more are what a knight is. Remember that. Try.

COOKING DRINKING With Theos: LIMONCELLO

BY THEOS CORBIE
Thor's Refuge

Here's limoncello, the way Theos Corbie does it.

INGREDIENTS

- 10 Lemons Worth of Rind
- 120 Proof Everclear 750 ml (Note: 100+ proof vodka also works)
- Simple Syrup (Sugar Water)

Preparation

First, we make the simple syrup. It's just sugar and water, boiled together until it becomes a solution. You can do whatever ratio works for you. I typically do 1:1 water and sugar; if I want it extra sweet I will do as much sugar as the water will absorb.

Next, steep lemon rinds with as much pith (the white part in the rind before the



Theos Corbie / Thor's Refuge

flesh of the fruit) as possible removed, in 120 proof Everclear or 100+-proof vodka for 2 weeks.

After steeping for 2 weeks, strain out the rinds. Mix with simple syrup to your taste. I generally do 1:1 ratio

Tidbits

- For a less traditional approach, you can add the strained juice from your fruits. It will make it a little tarter, but you will also get a bit more of flavor from the fruit. There is a huge debate in some brewing circles about this and the traditional way above.
- You can make a sugar-substitute simple syrup. Most of the ones I have tried, if put in the fridge and the ratio of sweetener to water is too high, it will make a rock candy in the bottom of your vessel.
- You can use dried peels, but the color will be near brown, and depending on the quality of the peel may have an extra bitter or astringent taste from pith in it.
- This recipe has worked for me for lemon, lime, and orange fruits.

Ahn d'Antea explains: What is Field Marshal?

BY AHN D'ANTEA
Siar Geata

Hear Ye, Hear Ye! A New Scribe Takes the Field! Proclaimed by the Emerald Tech Witch, for the good people of the Grand Duchy of Dragonvale and all of Amtgard: Let it be known in every park, from the fighting field to the feast hall, the reeves' clipboards may at last be laid to rest.

A new scribe has joined our lists, and it neither tires nor spills ale upon the tally sheets. Its name is Field Marshal, and it is a new digital scribe that keeps the records of our tournaments for all to see.

Upon the Field of Combat

Whether the day's contest be a pool and bracket, where warriors hold the pit against all comers before the four mightiest meet in the lists, or a single bracket from first bout to last, Field Marshal keeps the count.

All five standard combat divisions are here: single short sword, sword and board, Florentine, heavy weapons and open class.

Marshals may log each bout as it

falls or let the reeves record the tally. The brackets fill themselves, and the leaderboard stands open to every onlooker, even from afar. Should a warrior string together a mighty run of victories, the scribe marks it, for glory unrecorded is glory half lost.

Within the Halls of Arts and Sciences

When the Dragonmaster is called, artisans enter their works with their documentation. Judges score them and leave counsel for the maker's eyes alone.

Where the Bards Contend

For the national competition Battle of the Bards, performers post their works each round. The Ollamh cast their votes and the one with the most votes advances. Round by round, bards battle against each other until there's one bard left standing. The Bardic College of the Southeast has worked with the developer to streamline this yearly event and expand it even further, and we are anticipating the largest competitive bardic event to date this year.

HONORS AND the Great Ledger

Most wondrous of all, Field Marshal has bridged the gap with the Online Record Keeper you all know and love. It knows each fighter's standing in the Order of the Warrior, the Dragon, the Garber, the Owl and the Rose. When deeds merit honor, it tells the crown's officers so, and sends the recommendation straight to the ORK with the reasons written out.

Of Deeds Remembered

Each champion's history is kept, round by round and tournament by tournament. Every park may see what tournaments it has hosted, how many answered the call, and who carried the day. Field Marshal aims to create a historic database of you, the fighter and competitors as well as our amazing parks. So take heart, marshals and reeves! Take heart, crats of the arts! Let the heralds cry it from the gate: the tournaments of Stone Rivers are now kept by a scribe of tireless hand and flawless memory.

May your blows land true and your stitches hold fast.

Westmarch raises nearly \$4K for Food Fight!

BY WALRUS

Westmarch Food Fight Representative

The Food Fight has been a really exciting effort this year. We have had some really awesome reps and some unexpected support.

The auction was awesome and raised a good chunk of funds. We managed to earn more points than we did last year and held first for a precious few hours on Friday the 26th.

As I'm writing this on September 30, before any last-minute inputs are done, Westmarch has 18,598.61 points earned through \$3,971.47 donated, 373.4 lbs of food donated, 1337.53 miles moved, and

11 hours worked at food kitchens and other similar organizations.

Our parks did incredible work. Siar Geata has a fighter practice in Ensenada, Mexico, that is on their journey to becoming a freehold.

That freehold on their own managed to raise 4272.41 points, which was the second highest point contribution of any park.

Speaking of which, Ethereal Hollow raised 4504.42, landing them in first

overall.

The park with the longest legs was Stonehearth, having walked a total of 602.63 miles.

The park with the most hours donated was Thor's Refuge with a total of 9 hrs, 80 percent of our time contributions. And last but not least, Seven Sleeping Dragons was our 3rd highest points at 2139.

Thank you for contributing, we did a killer job and I'm proud to see what our kingdom can accomplish!



GOBLINS

Continued from PAGE 1

jerseys and weapons, head-to-head combat minigames all afternoon. You are the sacrifice.

Fight well (or fight funny), and your tribe earns first pick at the Prize Table, where selection order depends on tribe performance, individual contribution, and a healthy dose of goblin luck and chaos.

Not a fighter? This year's Arts & Sciences competition, run by Osric and Regent Dame Wendy, wants your best crafted, written, or otherwise creative work. There's also a full slate of hands-on classes: Goblin King Bacchus Springjaw teaches Goblin Dagger-making (materials covered), Delu of Wyvern Spur teaches mead brewing, and Saint Sylvi (Kingdom of Dragonspine & Pegasus Valley) is running three capped painting classes: Chillin w/ the Gobbies (\$20), and Goblins Hauling Class (\$20). Register for Sylvi's classes at <https://forms.gle/aL7RKM6GrtQfmLy59>; they fill fast!

Also on the schedule: the Morrigan Tournament, run by Athena of Stonehearth. A tournament built for women, who've wanted to compete but found the usual tournament scene intimidating. It's a dedicated space to learn, fight, and grow, named for the Irish goddess of war and battle. Reach out to Athena directly with questions.

Full schedule (battlegames, classes, tournaments, all of it) is live on the new ORK: <https://ork.amtgard>.

Did you REMEMBER to get your food ticket for Feast of Goblins?

Feast of Goblins Meals

Thursday
Dinner
Assemble a golem spud (jacket potatoes)

Friday
BREAKFAST
Goblin my biscuits (biscuits and gravy)

LUNCH
ZPP Sponsored Meal

DINNER
Bloody beast feast
(enchilladas, rice and beans, corn or rice pudding)

Saturday
BREAKFAST
Crimson Marauders Sponsored Meal

LUNCH
Fae pies, fruit, treat, chips

DINNER
bits and pieces stew (lentil/barley stew)
bread (without weevils), butter, dirt cup puddings

Sunday
BREAKFAST
Leftovers

All meals will have a Veggie and GF options

com/orkui/index.php?Route=Event/detail/18367/8967#ev-tab-schedule

Help make it happen

Got old garb, gear, camping supplies, crafting materials, or other cool medieval/fantasy stuff? Donate it to the Prize Table. We also still need volunteers for battlegaming, games, setup, cleanup, and logistics. Sign up here: [https://](https://forms.gle/gfxxi3WrczcxE8sn7)

forms.gle/gfxxi3WrczcxE8sn7, or contact Sebastian directly. Want to run something yourself? Contact Sebastian to get on the schedule. Ticket deadlines: Food and VIP tickets both stop selling October 12, no extensions. General Admission stays available throughout the event.

Feast of Goblins tickets are available at https://caamtgard.com/events/?q=FOG_2026

Calendar of Westmarch Events — October

DRAGONVALE PRESENTS

DUNGEON

SCHEDULE!

CHECK-IN OPENS: 9AM

BATTLEGAME: 10AM-1PM (THIS IS A SET-IN-STONE TIME. IF YOU WANT TO ENSURE YOU CAN PARTICIPATE, BE HERE AROUND THIS TIME AND CHECKED IN)
INTERCESSION - TRAVEL TO PARK! 245 S SAN ANGELO AVE, LA PUENTE, CA 91746
2PM - MORE BATTLEGAMES AND FOOD
5PM - WRAP UP!



PRE DONATION METHODS



12440 EXLINE ST, EL MONTE, CA 91732

SATURDAY AT 9AM
FREE ENTRY

BUT IF YOU WANNA DONATE

BELTFLAG - \$10 USD
VIP - \$40 - (SO FAR) VIP BELT FLAG, STONE RIVERS PATCH, POTENTIALLY COINS

OCTOBER 3: Stonehearth Demo at Sierra College Makers Faire
OCTOBER 4: Deadline for Kingdom Althing submissions
OCTOBER 4: Redwood Realms (Wavehaven) at Roaring Camp Railroads
OCTOBER 4-10: Kingdom Monarchy Declarations
OCTOBER 10: Dragonvale Dungeon!
OCTOBER 10: Deadline for Darkshore Bids
OCTOBER 11-17: Kingdom PM verifies candidate eligibility
OCTOBER 19-26: Kingdom Monarchy Election and Althing voting
OCTOBER 22-25: Feast of Goblins!
OCTOBER 27: Kingdom Monarchy and Althing Results announced

*See you in the
November issue!*

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