

Westmarch Celebrates Midreign



Cloud / Clockwork Spikes

The queen's forces and the goblin hordes prepare for battle at Westmarch's Midreign, held August 29, 2026, at the Shire of Watcher's Keep. For more photos and tournament results, see PAGES 5 AND 6.

Feast of Goblins: Battlegames Explained!

BY LUMINARY AUST VALANTHE
Feast of Goblins Battlecrat

Welcome to Feast of Goblins, showcasing four of the battlegames we'll be running Friday at the event. FoGoblins reserves the right to change up any aspect of these battlegames, but we will try to let the populace be aware when changes should be made.

The four games are The Small Garbage Heap, The GRAND Garbage Heap, Goblins Cross the River, and The IXI Bridge.

Some general notes:

- The size of the field is not set in stone for these games. They have to

stretch and shrink a bit depending on the number of players. The intent at FoGoblins is to make these VERY large to accommodate the number of players, the noise, and the Goblins' Sheer Numbers ability.

- IXI bridge pits are a death sentence. Shove and throw can kill, but casters need to get good lines on people. If you run this at your home park, this a good one to make a BIG field game, since it tightens in quite a bit and will be loud.
- Try to reeve these for good and safe play. Ropes on ground are hard to think about in the middle

of a game.

- Game times and respawns are generalized. We will be running each game multiple times with a 5 minute break between each run.

The Small Garbage Heap

In this game, the goblins must prepare only the best garbage from the heap to present before the gods at the prize table.

They have press-ganged you, the non-goblins, into digging through the pile to find the best goods.

GOBLINS

Continued on PAGE 4

Super Ninja Recognized as Paragon Scout

BY SEBASTION
Wyvern Spur

At Midreign on August 29, Westmarch added another distinction to the accomplishments of Super Ninja, recognizing them as the kingdom's newest Paragon Scout.

A member of Wyvern Spur, Super Ninja has approached the Scout class with a level of study that goes well beyond simply taking the field in the role. They have made a point of learning the class inside and out, examining its capabilities, limitations, and the many details that separate a competent Scout from a truly exceptional one. That knowledge has become a defining part of their presence on the battlefield.

This achievement also marks Super

Ninja's second Paragon title. Already recognized as a Paragon Wizard, they have demonstrated that their dedication to mastery is not limited to the arcane arts. Their work with the Scout class reflects the same curiosity, attention to detail, and commitment to excellence that earned them their first Paragon.

Becoming a Paragon in a second class is a rare accomplishment, and it speaks to the breadth of Super Ninja's contributions and expertise. Their willingness to deeply explore the tools available to a Scout has given them a unique perspective on how the class can shape a battle, support their allies, and create opportunities on the field.

The Circle of Paragons approved the recognition, and Queen Elf presented



BRIDGE / WYVERN SPUR

Super Ninja with the honor at Midreign. Westmarch is proud to welcome Super Ninja into the ranks of Paragon Scouts.

Congratulations, Super Ninja! May assassins fear your presence, as your relentless pursuit of mastery continues to serve you on every battlefield.

Siar Geata's 'Kids Quest' Scores Major Victory with youth-focused adventure

BY SIR ROSE THORN
Siar Geata

Adventurers embarked on a high-stakes agricultural adventure this past Saturday as Siar Geata hosted a Kids Quest.

The Quest drew inspiration from

the popular Webtoon comic The Top Dungeon Farmer, blending collaborative problem-solving with high-energy roleplay.

During the Quest, kids were tasked with establishing and defending a fictional homestead.

The quest unfolded in three distinct phases: first, clearing land while navigating sabotage from rival monsters; second, planting and cultivating crops under the constant threat of theft; and finally, operating as peddlers to safely transport the completed harvest to market.

Organizers reported an overwhelmingly positive response. The children vastly enjoyed the quest; it was so successful that Sair Geata Monarchy now plan to run at least one youth-focused quest per month moving forward.

For attending families, the dedicated programming offered a welcome bridge into the hobby. Several parents noted that the tailored event helped their children feel fully included and less intimidated by the larger adult presence.

One visiting parent expressed immense relief at finding an age-appropriate game, noting they had previously worried their

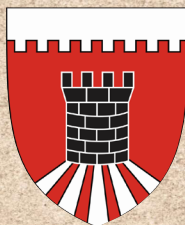
The children vastly enjoyed the quest; it was so successful that Sair Geata Monarchy now plan to run at least one youth-focused quest per month moving forward.

young child would feel excluded and want to leave early.

The event's success relied heavily on the support of adult players. Sair Geata extends formal appreciation to Dragoth Spinecleaver, Worm Goreman, E.O.N the Eternal, David Ronan's Dad, Draco, and Ragabash, who dedicated their afternoon to portraying the monster antagonists and creating a memorable challenge for the young participants. The monarchy also thanks Jirou, who supplied game items.

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



Cú Halavere Blackraven / Belial Peaks

Cú Halavere honored as Paragon Assassin

By AILIL FIONNBHARR
Westmarch Scribe

Starting off August with a bang, the kingdom honored Cú Halavere Blackraven on August 1 as a Paragon of the Assassin class, for his “dedication and devious portrayal” of the sneakiest of the martial classes.

A resident of Belial Peaks, Halavere has been a member of Amtgard since April 2015, according to the Online Records Keeper. He first signed in as an Assassin in

2017, at Dungeon VII: Tiki Gods, and has been cause for Westmarch residents to watch their flanks ever since.

The wording on the scroll, created by Ser Attano Sagax, is:

FIENDISH ASSASSIN!
TAKE THY BEAK FROM OUT
MY HEART,
AND TAKE THY FOAM FROM
OFF MY DOOR!
QUOTH THE BLACKRAVEN,
“NEVERMORE.”

Sky Healer Recognized as Paragon Healer

By SEBASTION
Wyvern Spur

On August 2, the Kingdom of Westmarch recognized one of its longtime battlefield healers, Sky Healer, by elevating them to the rank of Paragon Healer.

A local of Wyvern Spur, Sky has spent many years making their mark on the battlefield. Their mastery of the healer’s arts has seen them keep wounded fighters from crossing over, return the souls of the dead to their mortal bodies, and—when the battle calls for it—raise armies of undead minions to turn the tide of war.

Sky’s journey began under the apprenticeship of Delu, whose tutelage helped shape the healer they would become. Since then, Sky has become a familiar and formidable presence on the field, leading their team through battle and commanding both the living and the dead in pursuit of victory.

Now, after years of service and countless battles, Sky has earned a place among the Paragons of Westmarch. With the approval of the Circle of Paragons and Queen Elf, we are proud to recognize Sky Healer as the newest Paragon Healer of Westmarch.

Congratulations, Sky! May your healing hands—and your undead armies—continue to bring victory to the field.



Bridge / Wyvern Spur

GOBLINS

Continued from PAGE 1

Still, Goblins are better at knowing exactly what they need.

The game is, essentially, Aust's 3-point floating capture-the-point.

- Only one capture point is active at any time
- The active point snakes. That is: 1,2,3,2,1
- Non-goblins capture an **ACTIVE** point with a 30 second continuous count/chant. "Capturing one, two, three!"
- Goblins capture an active point with a 15 second continuous count/chant.
- Respawn 1 minute from death
- Run game 10-15 minutes per round
- Game Reeve count: Minimum 4 (One per capture point, one tracking scores)
- Walls may **NOT** be passed through while dead or insubstantial. Have players stay away from combat while dead by using their 5 ft allowed movement.

The Grand Garbage Heap

As the sun climbs into the sky, the garbage pile has only gotten larger! It's getting harder and harder to squeeze through the stack to find the really juicy garbage in the middle though...

Sort through the muck and refuse for your goblin masters!

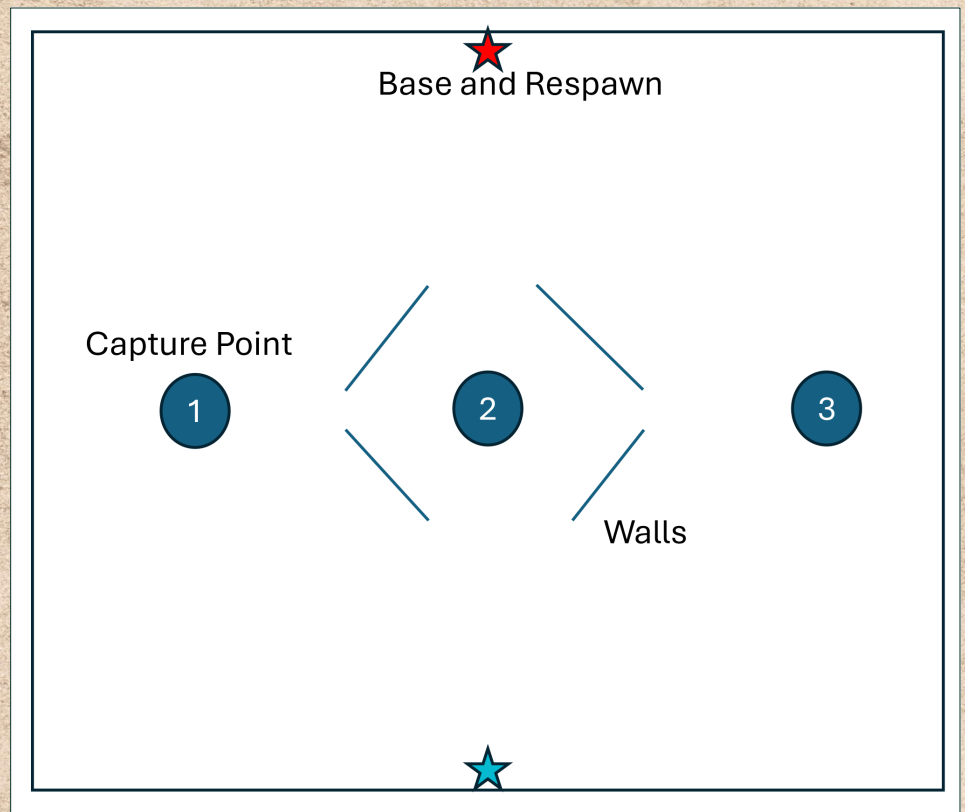
This is a repeat of Aust's standard 3-point floating capture the point.

- Doorways may only be passed by players with less than 5 Orders of Battle **AND** less than 5 Orders of the Warrior **OR** by a goblin.
- This is determined ahead of time, a player may collect a headband by showing their low award count on the mORK
- Game Reeve count: min. 6
- One per capture point, one tracking scores, one per doorway

Goblins Cross-The-River

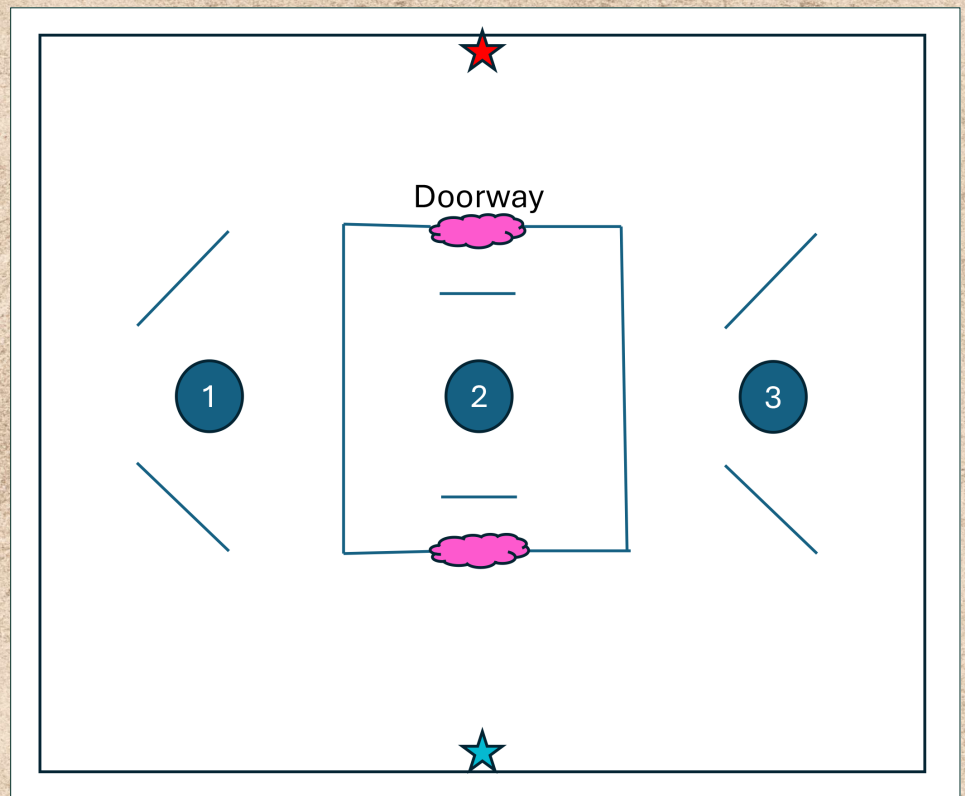
Like every good Amtgard event, nothing is where it needs to be and all the goblins are scrambling to be ready for the Great Games!

The teams have determined that the more supplies that the goblins move away



The Small Garbage Heap.

Graphic by Lominang Aust Dillanthe / @toxic Valley



The GRAND Garbage Heap.

Graphic by Lominang Aust Dillanthe / @toxic Valley

from them, the better.

In this game, goblins are their own team! Goblins alternate attempting to move 'North' and 'South' at the call of the Head of Game Reeve. The HoG

will wait for the goblin activity to cease before trading directions. The HoG will have a whistle to announce the direction change.

Goblin Score:

- For every goblin that successfully crosses the line, the goblin team gets points equal to one plus its remaining Sheer Numbers count.
- Goblins may carry 'totems'

- across for bonus points. (Simple game items, requires one or more otherwise empty hands, may only be moved by goblins).
- Goblins reset to their full capacity

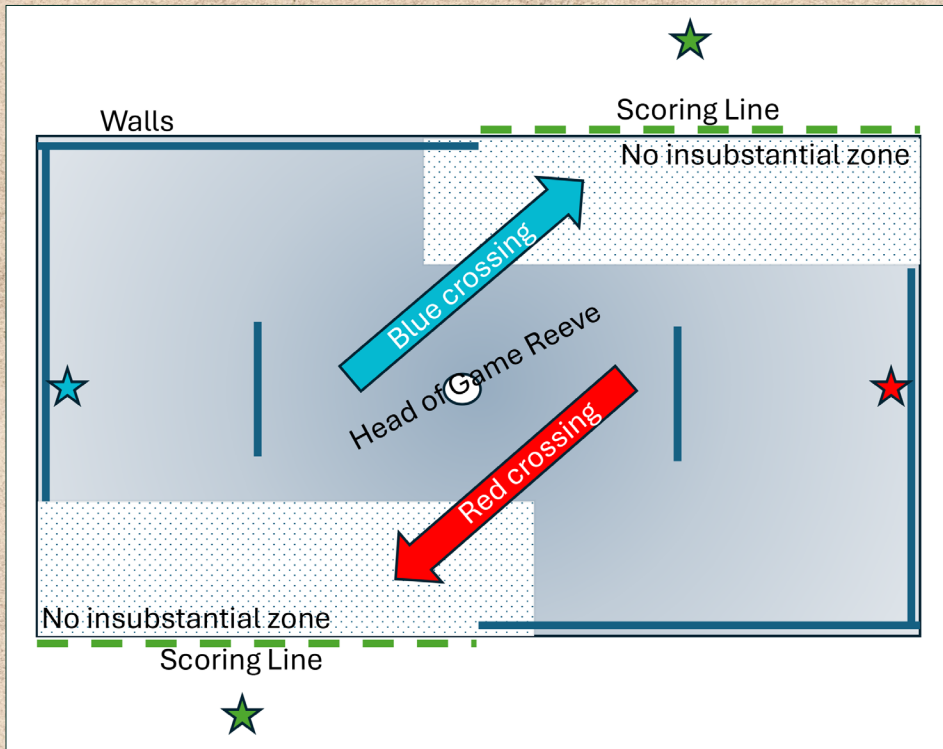
of Sheer Numbers when the direction is changed.

Non-goblin Score:

- One point per opponent non-goblin death-respawn (click counter at respawn)
- 0.5 points for every goblin you can get to cross 'away' from your team.

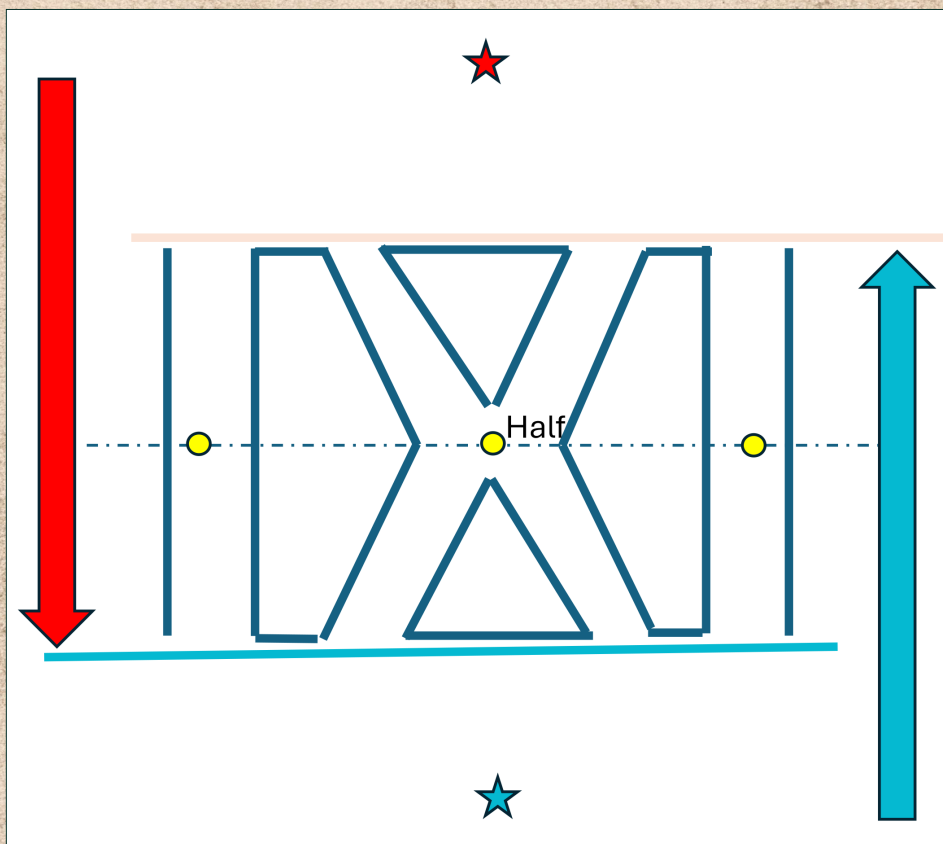
Additional Rules:

- Respawn 1 minute from death (Note that human respawns are not tied to goblin respawn surge)
- Run game 15 minutes, then extend to make sure that an even number of North and South attempts have been made.
- A double-whistle call will be made for the final Red run and the final Blue run.
- No insubstantial player may choose to enter the No Insubstantial Zones. If a player is made insubstantial and able to move, they must leave the zone towards the center of the field.
- Any attempts at intentionally stalling the game will result in Reeves calling out deaths.
- Game Reeve count: Minimum 5 (One per goblin respawn, one HoG, one per human respawn)



Gobblins Cross-The-River.

Graphic by Luminary Aise Dallanach / Quixotic Valley



The IXI Bridge.

Graphic by Luminary Aise Dallanach / Quixotic Valley

The IXI Bridge

The best of the best goblin engineers have built these bridges to please the gods. They are sending you out to test the strength out in the middle. Hold the centers of the bridges for your team as long as you can!

- Three capture points
 - Team gains Bridge Ownership by a 15 second 'claim' count/chant
 - Scores are cumulative time holding each point
- Golden Snitch Rule: Whichever team holds each point at the end of the game gets a bonus 30 seconds added to their score.
- Dark blue 'pits' are empty and deadly.
 - Foot on line, you are fine. Foot over is death.

Westmarch Midreign — Summer 2026



Cloud / Clockwork Spikes

Defenders of the Queen and the Goblin Hordes line up to do battle at Midreign.



Sky Healer / Wyvern Spar

The Kingdom's court, nearly in full: Queen Elf Greenleaf, Regent Dame Wendy the Wench, outgoing Prime Minister Ector of the Sand, Guildmaster of Reeves Vorric Yahn, Heir Apparent Wildflower, and Herald Link Dragonrider. (Champion Theos Corbie is with us in spirit.)



Sir Rose Choro / Sir Glaci

Limn Ology adjudicates the archery tournament.

Weaponmaster Results

1ST PLACE: LINK DRAGONRIDER

2ND PLACE: SIR CASTINGS
UHN GRIMLOCK VON CREAM PUFF

3RD PLACE: SIR DOWNFALL

JOINT 4TH PLACE: ECTOR OF THE SAND
AND JESTER THE FROG

Dragonmaster Results

1ST PLACE AND BEST IN SHOW:
LUCID BLACKRAVEN

2ND PLACE: PACE

3RD PLACE: UZI

Archery Results

1ST PLACE:
WARCHIEF BACCHUS SPRINGJAW

2ND PLACE: ORION THE HUNTER

3RD PLACE: SIR SCOOT THE SHARP

4TH PLACE: KROM

5TH PLACE: SIR ROSE THORN



Zeppo the Monk / Warchief's Keep

Warchief Bacchus Springjaw prepares to fire during the archery tournament; Bacchus took 1st place overall in the tourney.



Lucid Blackraven / Aegeus Hall

This court garb by Lucid Blackraven won Best in Show in the Dragonmaster; Lucid also took 1st place overall.



Sir Rose Choro / Sir's Gilda

Link Dragonrider, right, and Ector of the Sand square off during the florentine portion of the Weaponmaster tournament. Link took 1st place overall, while Ector took a joint 4th place.

Cooking with Cynderhilde: How to make Chicken Soup

BY CYNDERHILDE
Thor's Refuge

As a preface, I don't measure seasonings — it's just until the ancestors say, 'that's enough, child.'

INGREDIENTS

- Chicken (I use breasts and thighs, use 2X thighs to breasts)
- 2-4 carrots (depending on size of pot being made)
- 1/2- 1 head of celery
- (1) 2.5-3inch piece of ginger
- 1 bulb of fennel
- 2 small leeks (1 large will suffice)
- 1 box Chicken broth (2 broth boxes water)
- 3 small shallots (1 medium yellow onion will suffice)
- 3tbs cooking fat
- 1 bag egg noodles
- Seasonings: Salt, pepper, garlic powder, onion powder, dried oregano, dried basil, dried thyme, turmeric

DIRECTIONS

Start by prepping the vegetables. Peel

Amtgard Cookbook

Cynderhild submitted one of the recipes in the Official Amtgard Cookbook, published as a 2021 fundraiser for Amtgard International. The book can be purchased at <https://share.google/dOMGsmIJKfoKXoN88>

and cut the carrots into half moons, approximately 1/4 inch thick. Rinse and cut the celery into approximately 1/4-inch half moons.

Cut fennel prawns off. Cut the fennel in half, then into approximately 1/4-inch half rings. Split the leeks and cut into approximately 1/4-inch slices. Peel the ginger and cut into approximately 1/8-inch rings, and then into matchsticks. Peel and cut shallots into approximately 1/8-inch rings.

Put the cooking fat into the pot and, once up to temperature, add shallots and sweat until translucent.

Add the rest of the vegetables, then sweat them for approximately 5 minutes.

Add seasoning 8 (except basil!) and cook an additional 2 minutes.

Add broth, water, and chicken, then bring all of it to a boil.

Cook for approximately 30 minutes.

Pull the chicken and cool it in a freezer; turn off heat under soup, then add noodles.

After 5-ish minutes, the chicken should be cool enough to shred, so shred it and add it back to the soup.

Bring the soup back to a boil, then remove it from heat and adjust seasonings as needed.

Let cool for 5 -10 minutes, then serve.

SUGGESTIONS

If you want a thicker soup you can mix together equal parts cornstarch and water.

If you want to remove the noodles and add a boiled dumpling you can find a recipe you like and add that.

My personal go-to is 2 cups flour, 2 tsp baking powder, dried basil, thyme and oregano. Mix with water to be thick enough to spoon into soup

GOBLINS

Continued from PAGE 5

- Insubstantial is legal over pits.
- Each team may not aggress any further than the end of each bridge.
- Yes, this means that there is a relatively safe space at the back where a caster or ranged player may sit.
- Game runs for 20 minutes
 - Refresh at 12 minutes
 - Respawn is 1 minute from death
- Game Reeve Count: Min. 3, rec. 6 (One per capture point, plus one at each point for easier score tracking. Extra reeves can help with determining when people fall off a bridge.
- Strongly suggest time keeping apps like MultiTimer
- Dead players are encouraged to use the Rules of Play 5 ft movement to step off the bridge to prevent impeding play. They may be resurrected back onto the bridge.

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

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
(enchiladas, 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

Award Culture in Amtgard

or, Old Man Yells at Cloud

BY SIR CASTINGS UHN GRIMLOCK
VON CREAM PUFF
Wyvern Spur

For those of you who don't know me, I've been doing Amtgard most of my adult life. I started playing back in the 1990s, before many of you were even born. I have taken breaks here and there, but I've been around over 30 years at this point. Over the years I've touched many aspects of our game, from service to A&S to fighting. I found the love of my life through this game. Our children have grown up in it, and are now coming into their own as well.

The culture around awards and titles was different when I started playing. This is true in a few ways, but I'm going to focus on one for this piece.

When I began playing, one of the social expectations was the idea that you shouldn't be seen as doing something for the purpose of recognition and receiving awards. You did the thing (A&S, Service, tournament fighting, etc.) because you wanted to for your own sake, at least outwardly if not inwardly.

The idea that people would advocate for their friends to receive recognition, let alone themselves, was taboo back then. It was the kind of thing that drew negative attention, that you didn't want to be known for. It had the potential to be a strike against you when you were discussed by the circle for knighthood.

I do believe that people should advocate for awards for others, if perhaps not for themselves. Here's my thing though: I also believe that doing a thing, be in service, or fighting, or A&S, with the express desire for outward recognition, is a mistake.

Those who know me (or stand still long enough) have heard me expound on this quite often: Do the things you enjoy in Amtgard, whatever they may be. Do them because you enjoy them. Eventually someone will notice you and you will be recognized for your efforts. It may be immediate, it may take time. Either way, if you're truly doing what you enjoy because you enjoy it, it won't matter how long that takes.

I have seen many dedicated Amtgarders

burn themselves out on service because they want to keep pushing for that next level award, and then are devastated for not having received it when they believed they should have. I've seen many Serpent knights, known for being great at a particular skill, suddenly stop making their wonderful art or craft after they get knighted.

I believe this is because they make a big push to get over the 'finish line' of knighthood and then find themselves burned out, no longer taking enjoyment from the very thing that they are known for. I've seen the same with people running for office, doing service work for years and then burning out once they have been knighted.

I have heard people lament about how they were passed over, or deserve an award they haven't received yet. I have also heard people complain about how someone else received an award, but having done far less than others had to do for the same award.

Both of these things are real; I'm not trying to argue that they are not. And, of course, we can as a kingdom be better at recognizing the efforts of the members of our kingdom. However, if you are doing the things you love, and not trying to chart a course to recognition, then I believe you will gain far more enjoyment and gratification than just the momentary enjoyment of being given a piece of paper in front of the kingdom.

To pull it all together: If you focus on doing things because you enjoy them, if that enjoyment wanes you can always take a break and do something else instead. But if you're doing all of it to chase the accolades of others then the recognition becomes

the point and the thing you once enjoyed becomes a chore or a job.

Further, if you're doing things for the sake of getting that next ladder award and you don't get noticed, now you're feeling slighted that you weren't recognized instead of just doing what you love.

So go forth, and do what you love.



On Making Epic Battlegames

BY DELU MAETHOR
Wyvern Spur

Battlegaming is the sum of all things Amtgard; where nearly all aspects of the game are given a chance to shine. Each path to Knighthood is, in some way, seen on the field. Whether it's skill in combat, garb, equipment, performance, creation and running of the game, or of course working together to control a battlefield; Amtgarders from all disciplines come together and make something amazing.

My focus today is ensuring what parts go into designing a game in order to maximize fun. While I think these ideas are good in general, you should always seek to understand the culture of the field you're designing for.

Battlegames do not require complex mechanics in order to be fun; in fact, I often find them to be a negative. There are ways that you can layer the game such as multiple scoring areas (this should have a reeve at each location) or restricting movement with terrain.

When a reeve is able to be devoted to a specifically niche mechanic it isn't so bad, but having an overabundance of reeves is sometimes a challenge. Scoring and other mechanics should be intuitive and not require each person on the field to hear a treatise on how they work.

Related to this is playtesting and troubleshooting. Amtgard is a complex game with many niche rules interactions and clarifying rules beforehand is necessary. Additionally, try and avoid creating mechanics that negate playstyles or classes. Restrictions on insubstantial is very different than "you can't use insubstantial."

A great way to ensure points don't score instantly is to require a charge incant at various intervals (charge x3, x5). Most players should know the incant, and it gives new players incentive to learn it. If players are struggling, consider a cheat sheet that is easy to hand out and attach behind shields or place into a pocket: Sir Azus of Wyvern Spur has laminated versions of this that are great for all!

Balance. It isn't enough to balance solely on the idea of a level 6 wizard is the equivalent of another level 6 wizard, you should seek more to balance the

player. Even when not playing the same class, players can still offset and serve as counterbalances to each other.

This also looks at a player's combat ability. One method that should work to alleviate these issues is to have players line up in order of their Battles or Warriors whichever is highest (or take the sum of the two). This isn't to say you should ignore classes: Healers (or any class that resurrects) certainly need it. From here you can seek to balance the caster classes with martial and armor, hopefully avoiding lopsided team comps.

Terrain isn't necessary for battle games, but it does elevate them and requires more field awareness and

encourages new strategies. All terrain should be easily visible and hopefully difficult to ignore: whether that is walls or terrain with effects. When introducing terrain effects you should have a reeve attached to the terrain to ensure that the slow (or some other condition) is followed.

Overall battlegames are a space where we can all come together and make Amtgard happen. They should always feel competitive and fun. Players may use a variety of strategies and skills where we can all make something great. If you ever want to reach out with questions, request to playtest, or troubleshoot something don't hesitate to!



Chevalier Milan of Amör / Dragonvale

Dragonvale members fight around new inflatable terrain. While terrain isn't necessary for a great battlegame, it can elevate one, requiring more team strategies and battlefield awareness.

Calendar of Westmarch Events — September



WESTMARCH FOOD FIGHT

DA RULES

Start Date
September
1st at 00:01

End Date
September
30th at 23:59

The Goal
Do charitable actions
and raise money to
FIGHT HUNGER

Different actions have different Modifiers

Monetary Donations 1 Dollar = 4 Points
Cans Donated 1 Pound = 3 Points
Miles Traveled Tracked by Charity Miles App
1 Mile = 1 Points
Time Volunteered at Food Banks or Food Kitchens
1 Hour = 5 Points

**Report Your Donations to Your
Local food Fight Representaive**

SEPTEMBER 1: Food Fight begins!

SEPTEMBER 5: Crimson Wood Midreign

SEPTEMBER 6: Thor's Refuge Midreign

SEPTEMBER 6: Wavehaven Midreign

SEPTEMBER 26, 27:

Stonehearth Demo at the Folsom Renn Faire

SEPTEMBER 27: Kingdom Raid of Thor's Refuge & Thor's Refuge A&S

Competition: Food

SEPTEMBER 30: Food Fight ends at 11:59 p.m.

*See you in the
October issue!*