



Mithril Keep meets each Sunday at Veteran's Memorial Park in Union Township, Ohio at 1:30pm. Take I-275 to exit 63b Batavia. This is located on the eastside of the I-275 loop. Eastgate Mall is at this exit.

Follow State Route 32 past the Eastgate Blvd exit and turn right at the first traffic light.(at the White Castle and welcome to Union Township sign) Follow this road (Glen Este-Withamsville Rd), to a stop sign and turn right, and the park will be on your left in about a quarter mile right before you get to Clough Pike.

We try to meet every Sunday, rain or shine, but sometimes weekly meetings will be cancelled due to weather, holidays, or Kingdom events. Cancellations are usually posted on our message board.

There are restrooms, soda machines, and water fountains on site.



Frequently Asked Questions

Q: What is Amtgard?

Amtgard is a Live Action Role Playing Game or LARP. A LARP is a game where you create a character or persona, and you play act that character in various situations. There are no card and no dice. You are the player and whether you win or lose, depends on your skills. Amtgard is mainly a combat game, but there are other parts of the game that may grab the eye of those not wishing to participate in combat.

Q: What are the requirements to play or can anyone play?

To play Amtgard, one must be at least 14 years of age, but exceptions are made on a case by case basis. Garb or a costume is not necessarily required to play, but to advance levels in the game, you must have the proper garb within your first three months of playing. The weapons are easy to construct and anyone in the shire will be happy to assist you in creating your own weapons.

Q: How much does it cost me to play?

To play Amtgard is free. There are no costs associated with playing the actual game of Amtgard, but there are dues that are required if you desire to hold an office or vote in any election or decision making meeting. Dues are just \$6.00 for six months. By being a dues paid member, you are entitled to a copy of the rule book, Kingdom Corpora, and any newsletter that is created. You are also entitled to vote, once your probationary time period of six months has expired, and run for office if you so desire.

Q: Is Amtgard family friendly?

In our shire, the family comes first. We have members that range from eight years old to members in the late fifties and sixties. We meet at a dry park so alcohol is not a factor. We try to make the meetings as enjoyable for the younger members as we do the older. We also ask members and visitors, because there are children present, to watch their language. While it is not always possible to make everyone happy all of the time, we try to keep the peace as best as we can.

Q: What can I expect when I come to a meeting?

Hopefully, to have fun. Before you will be permitted to fight, you must fill out a waiver form. Once we have a copy of your waiver, a member will explain to you the basic rules of the game so you can start playing right away. Usually we have loaner weapons available for you to use so there is nothing stopping you from entering a battle on your first visit.

Q: Where can I find more information about Amtgard?

Amtgard and Mithril Keep are both on the internet. There, you will find copies of the rule book and other publications related to the game of Amtgard.



Amtgard is a non-profit, non-sectarian group devoted to recreating elements of the medieval, ancient, and fantasy genres. The thrust of Amtgard is both recreational and educational, with major group efforts devoted to reconstructions of medieval combat. Amtgard weapons are safe, foam-padded replicas of the real things. Anyone age 14 or greater may join (those under 14 years of age require parental and Monarch approval to partake).



Amtgard Combat

Amtgard combat is really easy to learn. Head and neck shots are not permitted, but accidents sometimes do occur. A shot to an arm means you place it behind you back. A shot to a leg means that you drop to your knees with your good leg in front. Two limb shots is death and a torso shot (including your backside, shoulders, and groin [though severely frowned upon] are instant death shots.. This will be explained in more detail once you are out on the field.

Games you may play could be one-on-on duels and tournaments as well as full class multi-team battles and quests that contain monsters for you to battle..



The Kingdom of the Rising Winds

Mithril Keep was established in the Fall of 1999 and as of June 2003, has a population of 15 citizens. Mithril Keep is currently under the banner of the Kingdom of the Rising Winds located in Indianapolis. The Kingdom has a population of 200 - 300 citizens in 21 shires located in 9 states. Most of the Kingdom wide events are listed in our schedule located on our web page.

There are currently 12 Kingdoms of Amtgard spread across the United States. Most of the Kingdoms are located in the south where Amtgard originated. The Kingdom of the Rising Winds, is the closest Kingdom to Mithril Keep and is our sponsoring Kingdom.

There are currently shires or other Amtgard related parks in over 11 countries across the globe, including Germany, the United Kingdom, and Brazil.

Amtgard Weapons

Amtgard weapons or “boppers / boffers” are foam padded replicas of the weapons used in combat. Live steel (real swords) and ratan (specific type of bamboo) are not permitted in combat. Listed in the rule book are the specifics on weapons creation, but it is pretty much left up to your own imagination, as long as it passes inspection.

Most weapons are made of graphite golf club shafts, kite spar, or PVC, fun noodle or camp mat foam, and a cloth cover. A basic weapon can be built for under \$10. Larger weapons are made from bamboo. Wooden dowel rods and any type of metal (including aluminum golf club shafts) are strictly forbidden to be used as cores. Archery is also a part of the game of Amtgard and arrows and bows must also meet strict safety guidelines.

Amtgard Safety

Safety is our number one priority. Amtgard has specific rules concerning weapon construction, where a person can hit, as well as the position of a “Reeve” or referee to watch over the games and to insure fair play. Role-Playing combat is still a form of contact sport and though there are many safety rules in place, accidents can and do occur. We recommend that if you wear glasses, that you not wear them in combat for obvious reasons and everyone must have a signed waiver on file before they will be permitted to participate in any combat activities.

Before children are permitted to participate, they must show that they know and understand the rules and what is considered a hit. Parents must be present for children to participate in any combat activities.

Please note that some of the larger Kingdom wide events, may not be suitable for children. Amtgard is mainly designed for adults and teenagers and while at our local park, children are always welcome and accommodated, at the larger events, this is not always possible. There may be other situations at these large events where you do not wish to expose your child. No one is required to attend these larger events and in fact, some of our members have never been to an event. Do not feel that just because your child may not feel welcomed at the larger events, that they are not welcome in our shire.



For More Information

For more information about Mithril Keep and the game of Amtgard, please visit the sites below or feel free to come to the park. We will be more than happy to answer your questions.

<http://www.mithrilkeep.com>

<http://www.therisingwinds.com>

<http://www.amtgard.com>

Or feel free to call us:

Contact Name: _____

Contact Number: _____

Day-Combatide Participants

For those that do not wish to fight, there are things for you to do as well. Garbing (costuming), armor building, reeving battles, merchant’s market, or just cheering your fellow members on in their battles. No one is forced to fight, but many people choose to join in once they have picked up a sword and played in a game or two.