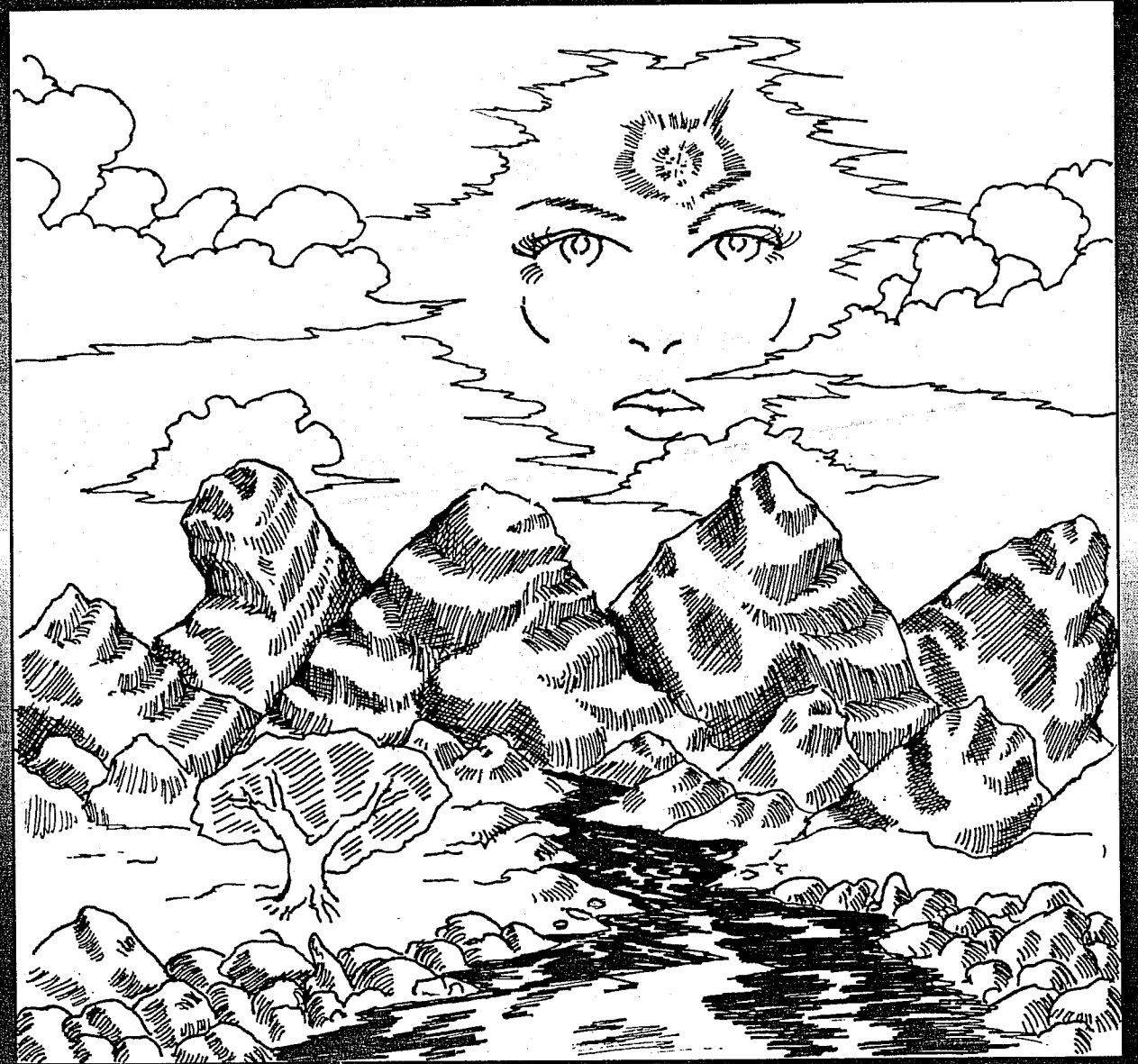


CHOES FROM THE HILLS

THE NEWSLETTER OF THE EMERALD HILLS



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UNTO THE POPULACE OF THE EMERALD HILLS:

Hello and greetings from your Monarch. First of all, I want to thank all of you for voting for me. I also wish to congratulate Squeak, Forest, and all the other elected officials on their new offices. I also wish to thank Duke, Sir Kaz, {De' Kinki!} and Viscount, Sir Tunear for a fine run for office, as well as their support after the election.

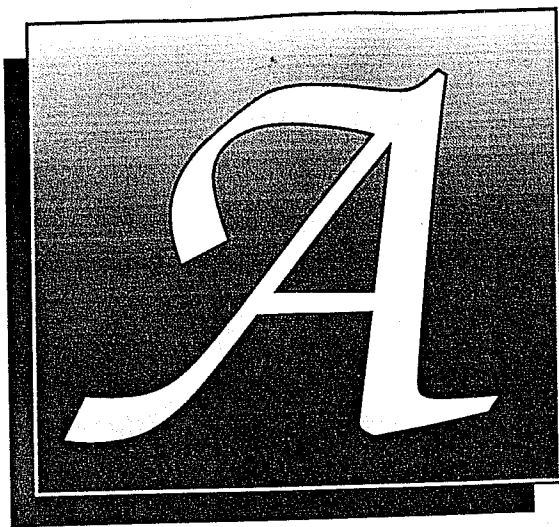
Ok peace! The niceties end from here on out!

Our last event was a good one, but there were a few problems. Number one was the amount of bottles and cans on the ground Sunday morning. This has to stop if we are to keep Camp Eloï as our main event site. On a better note, there were far less cigarette butts this time. Let's try to be even better at this, as it is the major concern the camp staff have with our kingdom using the site. Remember to try not to leave trash on the trails as you stride them, as this trash is the most difficult to find when it is cleaned up. And lastly, be sure to leave your camp site in the same condition that you found it on Sunday morning. I have thought up some new policies that I hope will curb this problem, and make the event more enjoyable for all of us.

I should apologize to the three groups that I have not visited yet. I have only been able to appear at Tanglewood, Eagleshire, and Dragon's Spear. I will however make appearances soon, so be on the lookout for your local Monarch! This newsletter includes a calander of upcoming events and info.

Lastly, If you have any ideas, problems, or complaints, always feel free to come to me with it. It's lonely at the top, and I cannot do my job effectively without input. Well, thanks again to each and everyone of you who helped support me.

YOURS IN SERVICE:



WORD FROM THE REGEN.

Greetings to the Emerald Hills!

Thank you everyone who voted for me. I hope to be there as a repersentative for everyone during this reign and I invite all of you to feel free to speak to me about your concerns and ideas.

I hope that this reign will find the Emerald Hills a unified, and powerful force, and that I will be a good Regent.

YOURS TRULY,

SQUEAK!

(The Regent - Type Person!)

TALES OF P.M.S. (PRIME MINISTER SYNDROME!)

Greetings to you all.

Since I took office in September, I've spent most of my time trying to get the credits right. That means exactly that I have been through every sign-in sheet that is in the files, all SIX YEARS WORTH. Now there are still a lot of credits missing, but I am doing what I can to get everything straight.

A lot of you will not be happy with the totals that I have now, but just don't panic yet, there are still many sign-in sheets that have not been turned into me yet. (HINT! HINT! TO ALL THE OTHER PRIME MINISTERS.) There are also many lost sign ins.

Don't worry, nothing is written in stone. In this newsletter is the credit list that I have presently. If you have a concern with it, come to me, (comely please.) I can't fix a problem if I don't know it's there.

Now I have to congratulate everyone on our last event. Other than some trivial bull, we had a good time. The camp site was relatively clean-thank you, but one thing I have a problem with is the drinking containers. If you are going to drink something, put it in a mug, or something that is appropriate. We had a visiting parent who was very upset at the last event.

If you do not realize it, Eloi is a DRY campsite, and we risk losing it if we are irresponsible. It is very evident with the problems getting the site in December that no one wants to lose it.

Cans and bottles CAN NOT be tolerated any longer.

We have the distinction of having the best event site in all of Amtgard, let's not lose it.

Many of you are aware that we were receiving special retes with the Camp Fire Association. We only were charged \$3.00 a night, per person, while all other groups were charged \$5.00 a night, per person.

This has come to an end...

The rates have gone up to \$5.00 a night, per person. That means no more \$10.00 events unless someone wants to sponser the feast, and pay all it's expenses. Our Mid-Riegn/Sixth Anneversary event will still be only \$10.00 because Sable Pride is sponsoring the feast.

Times must change guys.

One other problem. Some of us feel that the Kingdom Treasury is over flowing. Trust me, this is not the case. Those of you who do not pay for the events they attend may find themselves a big surprise next event.

NO PAYMENT OF DUES...NO CREDIT FOR THE EVENT.

Also I will ragg on your ass the whole time! Try to get your name printed in the next newsletter! Even try to get you escorted out of the event until you pay! These, and any other various assundries I can think of are all possible for me to do. Now I really don't want to do any of these things, but it is my job, and as I've said before...money is getting tight.

At Mid-Reign, we will elect my successor. Dues-Payed members may vote, NO ONE ELSE. If you are interested in running, please send a letter of intent no later than the weekend of March 5th. That's two weeks before the event. None may be accepted after this date.

I'm not running, so someone needs to...

UNTIL WE MEET AGAIN, I REMAIN YOURS IN SERVICE:

THE CREDIT LIST OF THE EMERALD HILLS AS OF 2/1/94

ACHILLES- 1 WAR
ADINRACH-2 REEVE, 11 WAR, 15 WIZ
AGARWAEN- 11 HEA
AISLINN- 8 HEA, 2 REEVE
AKASHA- 5 HEA
ALaura- 2 HEA
ALENDA- 1 HEA
ALLANON- 13 DRUID, 1 WAR,
ALLASTAEYRE- 3 HEA
ALTAIR- 3 MONK, 1 WAR, 4 WIZ
ANESTAYA- 1 MONK
ANGELIQUE- 6 HEA
ANGUS- 1 SCOUT
ANNAK- 2 MONK
ANNELIESE- 1 WAR
ANTIBLAN- 3 ASSA
ANTIOCH- 3 ASSA, 1 MONK, 27 WAR, 2 WIZ
ARAGORN- 6 SCOUT
ARCE- 1 WAR
ARCHANGEL- 25 ARCH, 2 ASSA, 15 DRUID, 1 MONK, 2 WAR
ARDITH- 1 ASSA
ARIANA- 2 HEA, 1 MONK
ARIEL- 5 BARD
ARIOCH- 6 A.P., 9 ASSA, 4 MONK, 1 REEVE, 2 WAR, 2 WIZ
ARKE- 6 HEA
AURELMORIR- 1 DRUID
BABY SUIN- 2 MONK
BALRETAR- 2 SCOUT
BARBOB- 1 BARD
BEGAURIA- 3 ARCH
BJORN- 13 BARB
BLACKPAGE- 2 ASSA, 3 MONK, 1 REEVE

BLACKTHIEF- 7 ASSA
BLACKWOLF- 3 BARB, 1 DRUID, 3 MONK, 21 WAR
BLANCA- 1 BARB
BOORBANE- 4 BARB
CABAL- 1 BARD, 2 MONK, 6 PAL, 1 REEVE, 86 WAR
CALEOM- 30 A.P., 1 ASSA, 9 DRUID, 3 MONK, 5 WAR
CELESTINE- 3 BARD
CHERRIDWYNNE- 1 HEA, 4 REEVE
CHRIS JONES- 2 ASSA
CLU- 38 BARD, 6 DRUID
CLYSM- 3 MONK
CONSTANZIE- 1 HEA, 6 MONK, 16 WAR
CORBIN- 9 HEA
CRON- 1 BARB
CROTALUS- 9 ASSA, 1 BARB, 15 WAR
CRUD- 1 WAR
CURT- 2 HEA
CUTTER- 15 ARCH, 1 ASSA, 4 MONK, 1 REEVE, 19 SCOUT, 29 WIZ
D'CLAUDE- 1 BARB
DAGGOTH- 1 WAR
DAMIAN- 5 ARCH, 1 BARB, 17 WAR
DARKBOW- 35 SCOUT, 1 WAR
DARREN- 1 WAR
DAVE LANE- 1 WAR
DEMON- 13 BARD, 4 WAR, 3 WIZ
DEVON- 4 BARD
DHALAREN- 2 WAR
DOG- 17 ASSA, 5 MONK
D'OKYNN- 38 ARCH, 4 ASSA, 1 DRUID, 1 MONK, 20 WAR
EMAN NON- 2 WAR
FAELIN- 1 MONK, 35 SCOUT
FAITH- 2 BARD
FELIX- 1 WAR
FLEETFOOT- 1 SCOUT, 2 WAR
FOREST- 36 WAR
FYTAKIN- 3 WAR
GANG-HISS- 25 BARB, 1 BARD, 1 DRUID, 1 MONK, 1 WAR
GILTHAMAS- 1 DRUID

GREYMALKIN- 3 MONK
GRIMWOOD- 1 BARB
GROUK- 1 ARCH, 1 WAR
GWATHANAS- 2 WAR, 18 WIZ
GYPSY- 1 BARD
HARLIQUIN- 1 WAR
HARRY C.- 3 ASSA
HAWK- 3 WAR
HRAST- 28 DRUID, 2 WAR
HROG- 96 BARB, 1 BARD, 5 MONK, 4 REEVE, 25 WAR
HUMMINGBIRD- 3 ARCH, 1 WAR
IAN- 1 WAR
INIFINITY- 16 HEA, 26 SCOUT, 71 WAR
INYO- 2 BARB, 7 WAR
ITCHY- 2 WIZ
JACKSON- 4 WIZ
JAMISON- 4 WIZ
J'DAJ- 12 ASSA, 48 WAR
JEHANNUM- 27 ASSA, 1 WAR
JILITH- 11 WIZ
JITHE- 2 BARD
JOHNATHON- 2 WAR
JOHN PAUL- 1 WAR
JOHNATHON R.- 1 ARCH
KALABECK- 4 BARD, 1 WAR
KAT- 1 WAR
KAZ- 23 A.P., 2 ARCH, 1 ASSA, 9 MONK, 1 REEVE, 76 WAR, 3 WIZ
KEEBLER- 1 SCOUT
KHY- 4 HEA
KINDRICK- 1 ASSA, 1 MONK, 19 SCOUT, 101 WAR
KIYOAM- 1 MONK
KIRGAN- 26 BARB, 22 WAR
KRISTOPH- 2 WAR
KURRIS- 6 ASSA
KYRIE- 18 HEA
LAERTES- 1 MONK
LANCE- 2 BARB

LEAR- 1 WAR
 LEMNOK- 18 MONK, 3 WAR
 LENDAR- 3 BARB
 LEVITICUS- 6 WAR
 LOKI- 3 DRUID
 LORN- 15 A.P., 3 ARCH, 113 ASSA, 2 BARB, 5 DRUID, 7 MONK, 4
 MONSTER,
 2 REEVE, 33 SCOUT, 32 WAR
 LOTHAR- 19 WAR
 LUCAS- 16 HEA, 2 WAR
 M. STORER- 2 HEA
 MACHT- 4 WAR
 MADJE- 29 BARD
 MADIGAN- 5 WAR
 MAIKO- 15 WAR
 MAKO- 1 DRUID
 MALACHI- 1 DRUID, 11 BARD, 2 SCOUT
 MALTORE- 1 BARB, 1 HEA, 34 WAR
 MERTH- 57 HEA, 3 WAR, 4 WIZ
 MICHAEL BROCK- 1 HEA
 MICHELLE P.- 1 BARB
 MICHAELOB- 3 WAR
 MONICA-9 WAR
 MOONSTAR- 2 ASSA
 MORGANA- 2 MONK
 MORPHEUS-7 SCOUT
 MORTIS- 6 ASSA
 MOSHER- 2 HEA, 4 MONSTER, 92 WAR
 MUPPET- 4 BARB
 MYNDELYN- 2 DRUID
 N.A.F.T.- 63 HEA, 2 MONSTER, 2 REEVE, 66 WAR
 NEVRON- 73 A.P., 9 ASSA, 41 BARB, 1 HEA, 37 MONK, 36 MONSTER,
 16 REEVE, 2 SCOUT, 65 WAR, 25 WIZ
 OG- 34 BARB
 OMINIQUE- 1 WAR
 ORIS SILVERWIND- 3 WAR
 OZZY- 74 HEA, 4 MONSTER, 22 WAR

PALEN- 3 WIZ
 PENNIGUIN- 8 HEA, 1 WAR
 PHILIP TOEWS- 3 SCOUT
 R. STORER-3 ASSA
 RANDOM- 1 HEA
 RED-1 BARD
 ROBIN- 1 WIZ
 ROGUEA-1 ASSA, 7 BARD, 2 MONK
 RUSSEL- 2 HEA
 SAGE- 5 ASSA
 SARAÉ- 2 REEVE, 3 WAR
 SASHAKIR- 2 WAR
 SAVART-1 WIZ
 SAXTAN 7 HEA
 SCAB- 4 WAR
 SCRITCHY- 2 WAR, 10 WIZ
 SCUM- 5 WAR
 SEAL- 3 ASSA
 SELKA- 16 ARCH, 82 HEA, 4 MONSTER, 18 REEVE, 16 WAR
 SEMAJ- 70 BARB, 2 MONSTER, 12 REEVE, 1 WAR
 SIGIL- 2 ASSA
 SILVERLEAF-4 SCOUT
 SILVERMANE- 7 WAR
 SILVERSHADE-13 ASSA
 SILVERTHORNE-1 BARB, 5 BARD, 24 SCOUT, 1 WAR, 15 WIZ
 SINILA- 5 DRUID
 SNUFF- 1 WAR
 SOLACE-2 ARCH
 SPARROWHAWK-16 SCOUT, 11 WIZ
 SQUEAK-5 ASSA, 46 HEA, 1 MONSTER, 2 WAR
 STEELE- 2 SCOUT
 STING- 4 WAR
 STRONGHEART- 1 HEA
 SUTHERLAND-1 WAR
 TALDAK- 15 ARCH, 4 ASSA, 3 BARB, 34 BARD, 8 HEAL, 35 MONK,
 25 MONSTER, 4 REEVE, 6 SCOUT, 63 WAR

TALEN- 32 ASSA, 4 WAR
TALTHYR- 3 BARD, 2 MONSTER, 3 WAR
TAOS- 1 BARB
TARKAS- 26 BARB, 1 MONSTER
TATIANA- 1 MONK
TATTER- 1 HEA
TAZEY- 17 HEA, 1 REEVE, 12 WAR
TELAR- 4 WAR
TEMPEST- 10 WAR, 3 WIZ
THORIN- 3 ARCH, 52 ASSA, 30 BARB, 1 BARD, 8 DRUID, 1 MONSTER,
 31 WAR
TIBBAR- 13 WAR, 2 WIZ
TOOLE- 3 HEA
TREE- 1 WAR
TRYSTEN- 9 SCOUT, 32 WIZ
TUER- 4 WAR
TUNEAR- 11 ASSA, 3 MONSTER, 80 SCOUT, 71 WAR, 1 WIZ
TYRANNY BATHOROY- 88 HEA, 4 MONSTER, 6 REEVE, 39 WAR
UDO- 17 WAR
ULRICH- 7 ASSA, 2 WAR
URK- 2 WAR
V.STEINER- 2 WAR
WHISPER- 15 ASSA
WOLFGORN- 2 ASSA, 3 WAR
WOLVERINE- 23 ASSA, 2 BARB, 10 DRUID, 9 HEA, 2 MONK, 1
 MONSTER,
 2 REEVE, 6 SCOUT, 11 WAR
WREN- 2 WAR
XAC- 16 BARB, 1 BARD, 2 HEA
XENON- 10 WIZ
XENOS- 45 A.P., 20 BARB, 89 HEA, 5 MONSTER, 1 SCOUT, 109 WAR
YAHOO SHROOM- 13 BARD
ZAMEAL- 1 HEA, 16 WAR
ZANTIKALI- 23 MONK, 6 SCOUT, 1 WIZ
ZIPPETH- 4 ASSA
ZWEIBACK- 1 BARB, 6 WAR
ZYLANTHALYNNE- 4 BARD



THE SCRIBE'S TABLET

A collection of stories, poems, and art submitted by the
 populace. If you have any work to contribute, please
 contact your local monarch, or write me, Cabal at:
 10805 North Central
 Dallas TX. 75231 Apt. 1255

THE DANCE

by Devin DeBauchery

*The drum begins in rhythmic times,
The passion of the fiery flame,
The heat of my body near the fire climbs,
The sweat of my soul, the ground will claim.
My extremities throb with motion,
A storm runs through my heart,
The music is like a potion,
And I feel that I must start;
To move around the fire,
Sinking lower to my knees,
Until every muscle begins to tire,
And the eyes of strangers have been pleased.
I arch my back and pause to rest,
While I close my eyes to feel the sweat;
Concentrating on the droplets that roll between my breast,
Until my body is drenched and my hair is wet.
My chest heaves to the beat,
My skirt clings to my legs,
The synging fire is like a treat,
The hot ember beckons and begs.
Building up to a climactic heap,
Exhaustion hits its mark,
I stop and fall, rest's bliss I reap,
Then curl up in the dark.*

THE DANCING ON THE WATER

*Into the gloom a young man walked, onto the path he chose,
And only to himself he talked, clutching his well-worn clothes,
"Woe is me," he said, his voice shaking all with pain,
"My life has been of labor, and little have I gained."*

*Along the path the young man walked, and to a bridge he came,
And upon it's railing, he did lean, his face as if in shame,
"Tis only fitting, this vicious cold," he remarked without a grin,
"I am but fifteen summers old, but soon my life will end,"*

*Into his pocket he did retrieve, a shining silver piece,
And stare he did into the water, seeking some release,
"Never have I wished before, I thought it just for fools,
But now I find that I need more, than hopeless despair rules,
For before I end my mortal toil, and all my days are gone,
I hope to find someone to love, to sing of me in song."*

*And so into the water, the young threw his coin,
The river gladly accepted it, into it's frigid loins,
And as the young man shivered, and tried to remain warm,
A warming spectral light appeared, and suddenly took form,*

*Onto the bridge appeared a girl, her form in rich man's dress,
And there facing the other bank, she gently sat and wept,
"Oh woe is me!" she cried, her spectral face in tears,
How wrong it is I died, and for so many years,
I have forgotten what it is to live just for today,
To be given all these promises, and then take them away."*

*For a long and silent time, the boy sat in dismay,
Then the ghost melted his heart, and took his fear away,
"How did you die? My poor bright star..." He said as if to swoon,
"T'was I that died by daggers thrust, under the pale bright moon.*

*" My father was a merchant, my uncle was a thief,
I saw him steal my father's gold, so he took my life from me.
So now I sit forever weeping, on my way to a dance,
Now never to have a young man hold me, never to have the chance,
For I've forgotten all I was, what it meant to be alive,
This bridge my only husband, and me it's loving bride."*

*The boy listened in pain and sorrow, at the poor ghost tale,
She seemed to shudder in the cold, her face it seemed so pale,
But in this face was beauty, and in his heart he found,
That suddenly he fell in love, upon this ghostly ground.*

*" I too came to find a truth," He said suddenly bright,
" And perhaps it may be too late, but I must ask tonight,
That if you will but have me, I will be your beau,
For indeed you're the brightest light, that in my heart does glow."*

*The ghost seemed surely startled, her breath taught as a rope,
But in her eyes, the boy could see a tiny shining hope,
" All who've come have feared me, so why take me now?
For if you're to take my hand, in the waters you must drown."*

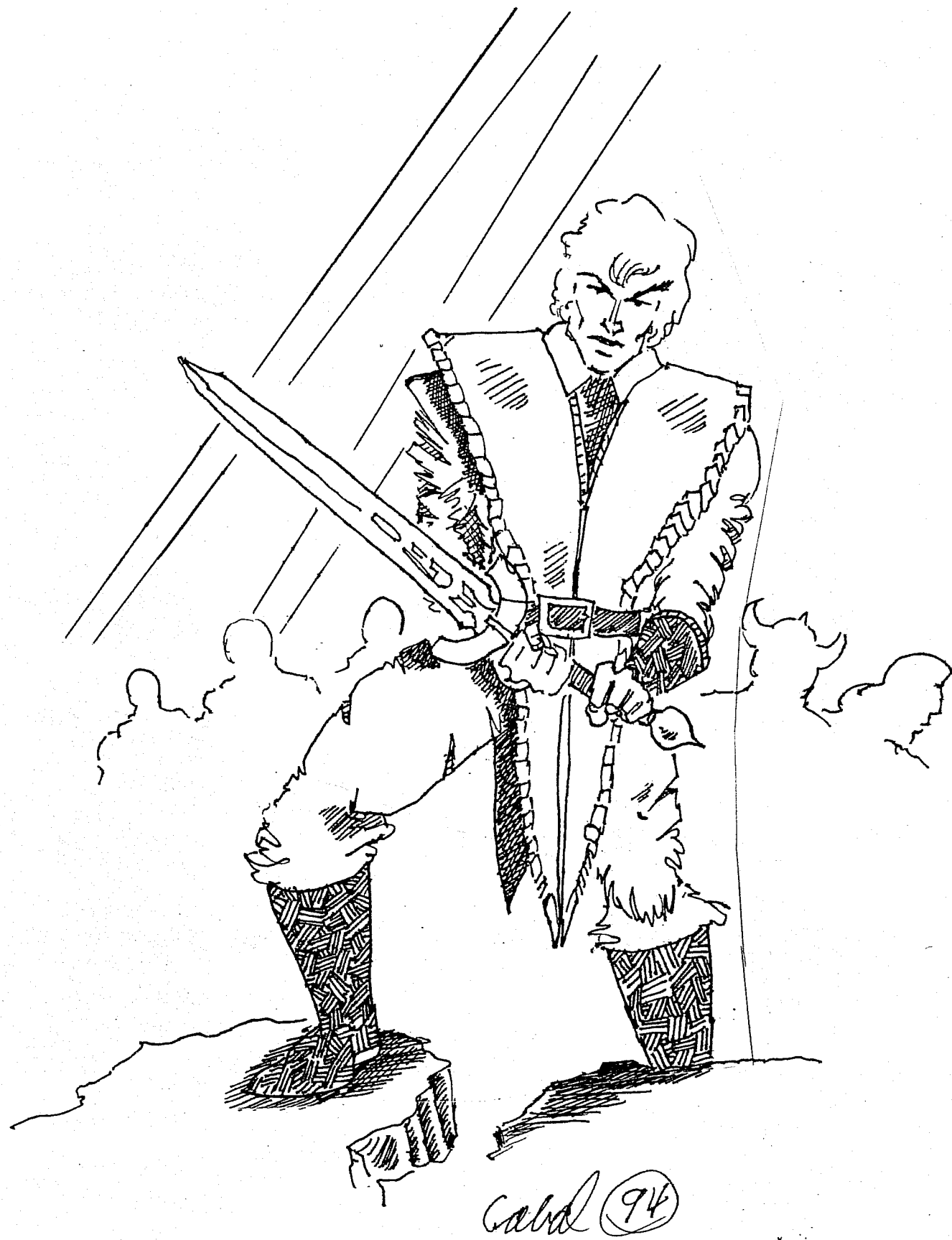
*The young man tossed his head back, and laughed for all he's worth,
" My dear I have the plague, and am not long on Earth,
And soon I will be just as cold," he said with toothy grin,
" I am but fifteen summers old, but soon my life will end."*

*So if you walk on some dark pass, and to a bridge you come,
You just may see a sight there, that could leave you staring dumb,
But please don't shake and do not fear, and please don't make a sound...*

You might disturb the dancing on the water, and the true love found.

by: *Harst Storn*

*Not a day goes by that a flash of our time together
Passes through my head,
A bar of some lilting melody brings me to my knees,
I care for her more than she or anyone else shall know,
I gave her my stone, my talisman, my contact to my
spirituality,
I thought she'd understand how much she meant to me,
And how much more she could mean to me,
But my judgement failed,
My heart dejected,
My lips wishing to find hers,
My body craving her touch one last time,
I developed an addiction,
More damning than drugs or alcohol,
An addiction for this papier mache goddess
that I worship,
Her altar growing larger with quotes, and bits
of poetry about this fairest of maidens.
This is a maddening thing.
Addictions need to be fed,
Need to be nourished to keep the user from
going over the edge.
Please, if there is a God, let me go over the edge.*



The Crusades

In 1095 A.D., Pope Urban II received reports of European pilgrims being attacked and harassed by Muslims while on pilgrimage to the shrines of Jerusalem. Further spurred on by pleas for aid from the Christian emperor of Byzantium, Alexis Comnenus, the Pope seized the opportunity to attempt to unify the European knights and stop their constant warring with each other. In a very emotional speech, the Pope urged all knights to take up arms against the "infidels" and regain the holy city of Jerusalem. He also said that all men who died on this holy quest would be declared martyrs of the church. Throughout Europe, knights started sewing red strips of cloth in the form of the cross to their cloaks. And so began the greatest adventure that knights were ever to undertake.

Although the motive behind the crusades was religious, many knights, no doubt, thought of the plunder, land, and glory to be won from such an enterprise under the sanction of a holy war. They thought little of the hazards of making a journey into unknown territory to meet an enemy they had never before encountered. When, in 1097, the knights set out, they had a lamentable lack of geographic knowledge about the country they were headed towards. They slaughtered people indiscriminately on their way. As they travelled further east, they suffered under a heat the like to which they had never before encountered, and many died of sunstroke. Disease was also rampant and many knights died before reaching the holy land.

In 1099, when they first sighted Jerusalem, the entire army fell on its knees and wept for joy. After a short siege, they stormed Jerusalem on 15 June, 1099, and the air was filled with the battle cry, "Deus le volt," which meant, "God wills it". Such was the savagery and frenzy of their attack on the people of Jerusalem that as the crusaders walked victoriously through the streets they were said to have waded in blood up to their ankles.

The crusades' success served to unite the knights in a feeling of superiority, and for the next 200 years the crusades were regarded as the highest cause to which any knight could devote himself.

King Wolverine
"Untawathale"
Darksword XII



ON MIDNIGHT WINDS

*Herne the Hunter, strides the darkened skies,
Racing after them, thundering wolves cry.
Lightning striking, shadowed form of the beast in front,
Together riding the storm, running in the power of the hunt.*

*The village in the grove, the castle on the hill,
Not a single man hearing the sound of first kill.
Druids in the trees, an old crone in the fold,
Calling up chill breeze for a fate untold.*

*Fire lite in caern, dancing to scream it's passion,
Hair raised by a static, whipped to obsession.
An erotic melody of spell song filters through the wood,
The sky responds, lightning stroke sears the watch where he stood.*

*Hearts of men that stand at the ready,
Are crushed by terror, their polearms steady.
A bell in the town warns with it's toll,
In the wake of destruction, the caw of the crow.*

*A village condemned, crushed by ring of steel,
A warlord, sword held aloft stands in the field.
The war-duke in the castle falls to the floor,
The blade of his brother taking his score.*

*The fortress fell before the dawn,
An army come, and resistance gone.
A crown that conquered by it's devine right,
Strong in the wisdom, that Herne rides at night.*

Aldinroch The Mage

RESPONSIBILITIES ON AND OFF THE FIELD

(ALSO TITLED DO AS I SAY , NOT AS I DO)

In the last year it has become more and more difficult for the common populace in our club to trust our elected and appointed officers. Some officers have assumed a position without knowing what all the responsibilities are. In most cases, all that is needed is for them to read the section in the Corpora that pertains to their position. It might be of help if a few questions were asked of those who were successful during their time in an office. Being successful means more than just surviving your six months in office.

Before anyone should decide on throwing their hat into the political circle, you should have an idea of what you have to do as one of our club officers. One thing is for sure, if your intentions are to only better yourself then you are getting into the wrong circle. Amtgard needs our officers. What it does not need is another person who is looking for a quick or easy way to receive recognition or titles. Those who would run for one of our offices should not be concerned with what the rewards could be. Instead their thoughts should be on what they can do for the club while in office.

It all comes down to responsibilities. Every one of us has some form of duty to Amtgard. Even the lowest populace members has the responsibility to sign in legibly, mark a class, then going out on the field to play that class. As you position in Amtgard rises so will you duties. Guildmasters Still have it pretty easy. It is up to them to insure those who play in their class do so within the boundaries of the rules laid out so many years ago. This includes proper garb, weapon selection, and, when appropriate, the proper use of any available spells and spell components. It would not hurt any Guildmaster to take the time to watch his guild members during the course of one battlegame. This includes checking up on those who sign in as a class then spend their day sitting in Nirvana. It is hard to say which is worse, someone who repeatedly signs in as one of the fighting classes, gaining levels yet never steps on the field or a magic user who does the same. Then there are those who use the confusion on the field to purposely abuse a class. Let's face it, a warrior who abuses his class is far less damaging than a wizar who would do the same.

Moving up the ladder of precedence, the next stop is the Scribe. This office is usually filled by someone who can work closely with the Prime Minister. Of all the positions described in the Corpora, this is one of the two jobs that requires prior knowledge in secretarial work. Access to a tape recorder with lots of batteries would also be nice. This position is a good place to learn just how much paperwork is involved in the daily grind to keep the Amtgard wheels rolling. Just be careful not to get caught under that wheel.

Next in the climb to the top is the position of Guildmaster of Reeves. In the past this office has been over-looked or down right misused. The GM of Reeves needs to know not only the rules but also how they effect the various classes. Besides that, this office is there to aid the King and Champion to insure the populace keeps playing on the safe side of Amtgard. Just knowing your class is not enough for this position, you need a working knowledge of all the classes. Being in this office does not empower you with the means to change anything. On the contrary, it is your job to keep

the rules the same and to merely clarify on the many vague rules we have played by for so long. Our first GM of Reeves held the office for over three terms. In that time there were more tourneys held than ever before or since and he received little reeving help from the populace. Our last GM of Reeves didn't even bother to look up his job description in the Corpora so he didn't know what he was supposed to do. He didn't even know what it took to remove him from office. Too bad ignorance isn't painful.

Skipping on down to Champion, this position means more than having come in first in the Crown Tourney. You are the extra set of eyes and ears for the Crown. It is your job to insure the Kings' safety at all events. Unless it just can not be done, you should be the first person to the park and the last person to leave. You must coordinate the battle games for the massive hords and maintain a lost and found for the brainless masses who can not keep their — together. If the Champion suffers form the infamous Amtgard time, then the whole Kingdom will suffer. There is no room in this office for slackers. If you would rather sit back on Saturdays and have others do the organizing of teams, then this office is not for you.

The position of Princess/Prince Consort is one of the top three positions in the club. A lot of people have looked at this job and said th themselves, "Gee, I could do that.". Even though there are only eight lines to describe this job in the Corpora, it is one of the most under-rated positions in Amtgard. This poor person is in charge of almost all club activities off the field. It encompasses coordinating the Arts & Sciences Guilds and it does help if the person holding this post is at least interested in these areas.

Now on to the most overworked, underpaid, misconceived position in Amtgard, the Prime Minister. It has been said in the past that this office holds more true power than any other office, and without a good P.M., the whole of Amtgard structure would fall down around us. If you thought the Scribe's job was bad and filled with paterwork, take a good look at the P.M. job. Every day this person is doing something for Amtgard, whether it is making copies of newsletters, rulebooks, or sign-in sheets. Then there is the updating of the populace credits, dues list, donations to the club, plus a financial report. Then there are all the phone calls from people who want to know how many credits they have, are their dues paid up, or when was the last time they signed in as a certain class. The list goes on. In one Barony the P.M. took it upon herself to refuse to answer any Amtgard questions on any day other than an Amtgard day. This is not the best way to approach this office. Once again, if you like to leave all Amtgard problems at the park, then this is not the job for you.

Finally we come to the office of Monarch. This is the most sough after position in Amtgard, yet once you have obtained it, it loses some of the luster. It has been said that this office is nothing more than a figure head, and without his populace to back him, no Monarch could achieve anything. Besides being the elitimate ruler (even though this club is based on a democratic system), this office holds other advantages. It is a quick way, and mostly and easy way, to receive a knighthood, should you survive the six month term. You get to oversee all the other offices. It would

even be nice if you could make it to a few out of town events. You will probably end up spending some of your own money for the good of the club, but in the end, then the smoke clears, this is by far one of the more fun positions in Amtgard.

All of this may seem a bit too much for just a game, but when you take that step into politics, then this game begins to resemble a part-time (sometimes full-time) job. By offering your services to the club some sacrifices must be made, hopefully it won't be your sanity. Responsibility is a heavy responsibility.

Humbly yours,

Duke Viscount Baron Baronet
Sir Lord Nevron Dreadstar
Warlord

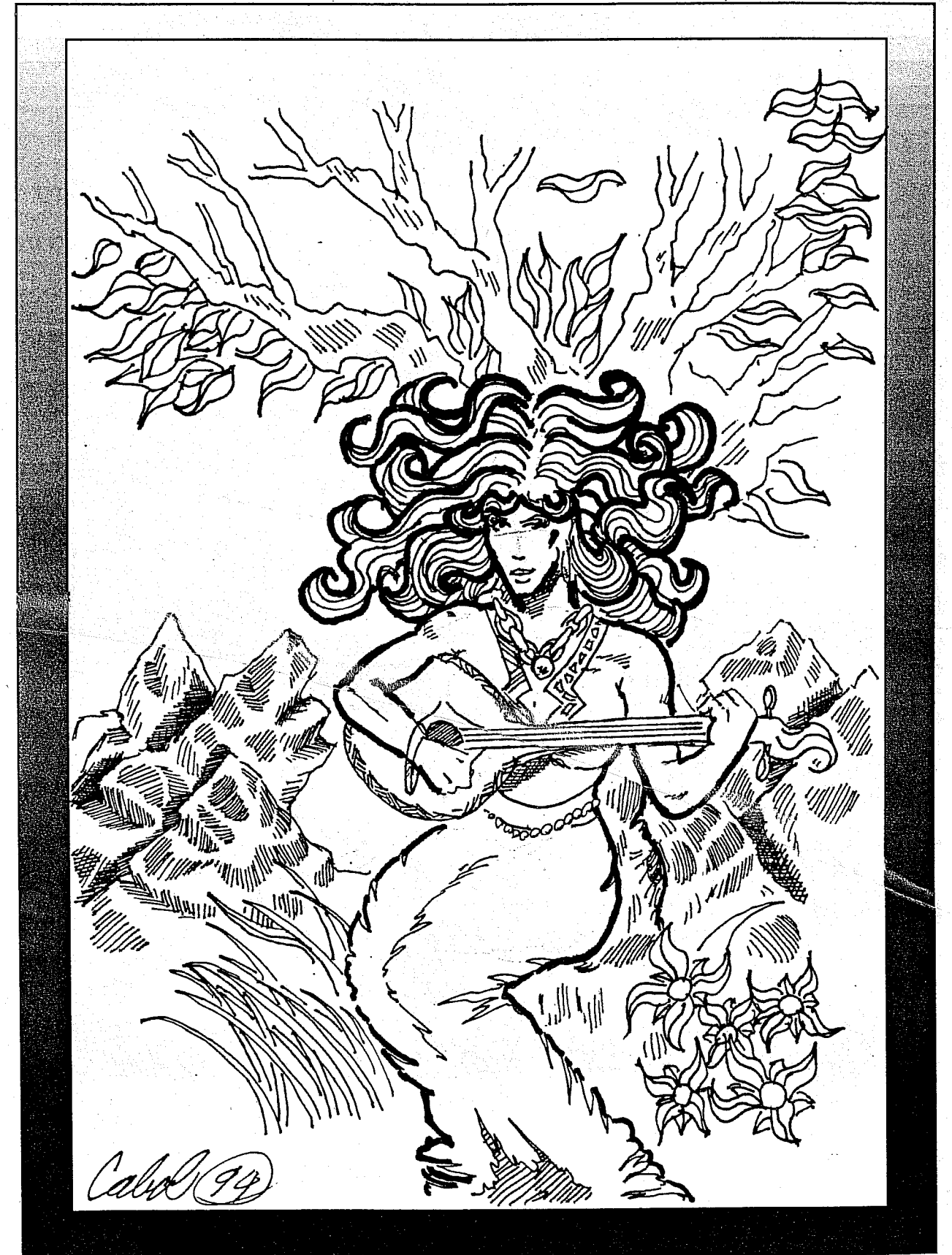


A WORD FROM THE CHAMPION

I would like to thank all the people that supported me
in my bid for champion of the Emerald Hills. I hope
to make the following reign a strong and eventful
one.

THE EMERALD HILLS KICKS ASS!!!

YOURS IN SERVICE
DYOKYNN





Editorial

GATHERING OF THE CLANS XII UPDATE:

Garbers, Inc. All journeyman/master garbers invited to participate in this town booth. All types of new garb and accessories on consignment basis—90% to garber, 10% to defray costs. Please provide hangers (where applicable). **Most wanted garb items** thus far are great shirts, cloaks, and accessories. *It's not too early to start sewing!* Director of this booth is **Lady Kayrana** (Esther Anderson, 600 Gregory, El Paso, Texas 79902 (915) 533-4692).

The White Elephant Baubles, Bangles, Beads, Mugs, Boxes, Platters, Furs, Trim, Tents, Material, Good used garb . . . Any and all Amtgard related goodies you no longer need. A consignment booth, same 90%-10% as above. Director of this booth is **M'lady Weñok** (Rayanne Le Blank), **P O Box 64, San Miguel, NM 88058 (505) 233-2264**.

Olympiad Arts, Athletics and Bardic. Additional information elsewhere in this publication. Director is **M'lady Franchesca Del Vechio**, **2607-B Reeves Circle, Austin, Tx 78741 (512) 445-7390**.

Site Transportation & Road Scenarios A taxi service with scenario encounters running every 30 minutes up and down the site road. There will be a small charge per trip and/or a weekend "pass" for unlimited trips. Director is **Duchess Andralaine** (so you know this is going to be a fun thing!)

Photo Booth Polaroid photos of 1) You and your lord the night before, 2) Your lady and you the morning after, etc. Suitable props provided (possibly including some 'hunks' & 'babes' for "color") Director/artist is **Grand Duke Gilos**.

BOOTHS-FUNCTIONS-SCENARIOS STILL IN LIMBO:

Site Marshals & Medics • Wandering Minstrels & Traveling Players • Armorers • Special Scenarios • Booths not yet listed (need ideas! • Contact Countess Gwynne, 900-A Stockwell Ln., El Paso, Tx 79902 (915) 544-0191 (evenings).

NOTE: Tables & chairs will not be provided for booths, so make arrangements to bring your own. Booths are available at a very modest fee and will consist of an 8X8' frame which you can drape/decorate as you please and a water proof 'roof'. The page following gives a map of the main unloading (only) area and town/court/tourney site.

ragons (Garb, Art Music, Performance)
arbers can be awarded in addition to a Dragon
! entries will be first time entries made within year 1994.
rt (judged on Amtgard period, quality & artistic value)

2-D art 3-D art Photography
riting

Please submit all writing entries as typed, double-spaced
pages with 4 copies. DO NOT submit originals as there
may be comments written on them! Word quantities are
suggestions. Go over them at your own risk. All items will
be judged on Amtgard period

Prose (500 words or 2 1/2 pages)
Judged on entertainment value.

Poetry (200 words or 1 page)
Judged on entertainment value.

Informative (800 words or 5 pages)
Judged on information value.

All entries will require a description of the item, this
will count as an informative:

| Category | Title | Period |
|--------------------|-------|-----------------------|
| 1st attempt or not | | Detailing of crafting |

ood (judged on taste)

Cooking

Vintners

arbing (judged on detail)

Court

Fighting (not armor)

Color (all other garb)

Stitchery

ardic (entertainment)

Oratory

song

story

Instrumental

Dance



There is an event I would like to introduce this year and perhaps it will
continue. It is called the Judge's Corner. In the Judge's Corner each judge is
to bring an item never before entered in a competition. Your fellow judges
get to judge them.

Francesca V. Havas
2607-B Reeves Circle
Austin, Texas 78741 (512) 445-7392

Owls (armor, weapons, woodwork, metalwork, etc.)
Warriors can be given for winning tournaments.

Also new entries, will be judged on construction, originality and safety.

Shield Construction

Armor Construction

Weapon Construction

Spell Balls

Swords

Bows/Arrows

Other Weapons

Engineering Construction

Siege Weapons Construction

Furniture

Camping Equipment

Heraldry

Devices with correct Heraldic description

Rose Items

Sages

Corpora/Reeves test

Informative discussion on Amtgard period
science debates that occurred before 1650
A.D.

Passive/Active Construction

Gladiator Tournament

Single Sword

Florentine

Sword and Shield

Two Man Teams

Archery/Spell Ball Distance

Quarterstaff



Gladiator scoring
will be announced
in the next flyer,
one month from this
flyer date. We are
still debating it.

Scoring

To win the title of Olympian, 12 events must be entered. 4 from Arts,
4 from Sciences, and 4 Gladiator events. Scoring on cultural range from 0-5
points. 0 being why did you bother, 5 being you are God. 1st, 2nd and 3rd
places will be awarded. You must score at least 3.5 to place. As in Olympiads
before, a placement of 1st through 3rd will give you 1 to 3 points toward a final
score tabulation. (Example: 1st place in 2D Art gives you 3 points). Please
contact me if you have any questions. The more letters I receive the better.

In Service to the Dream,

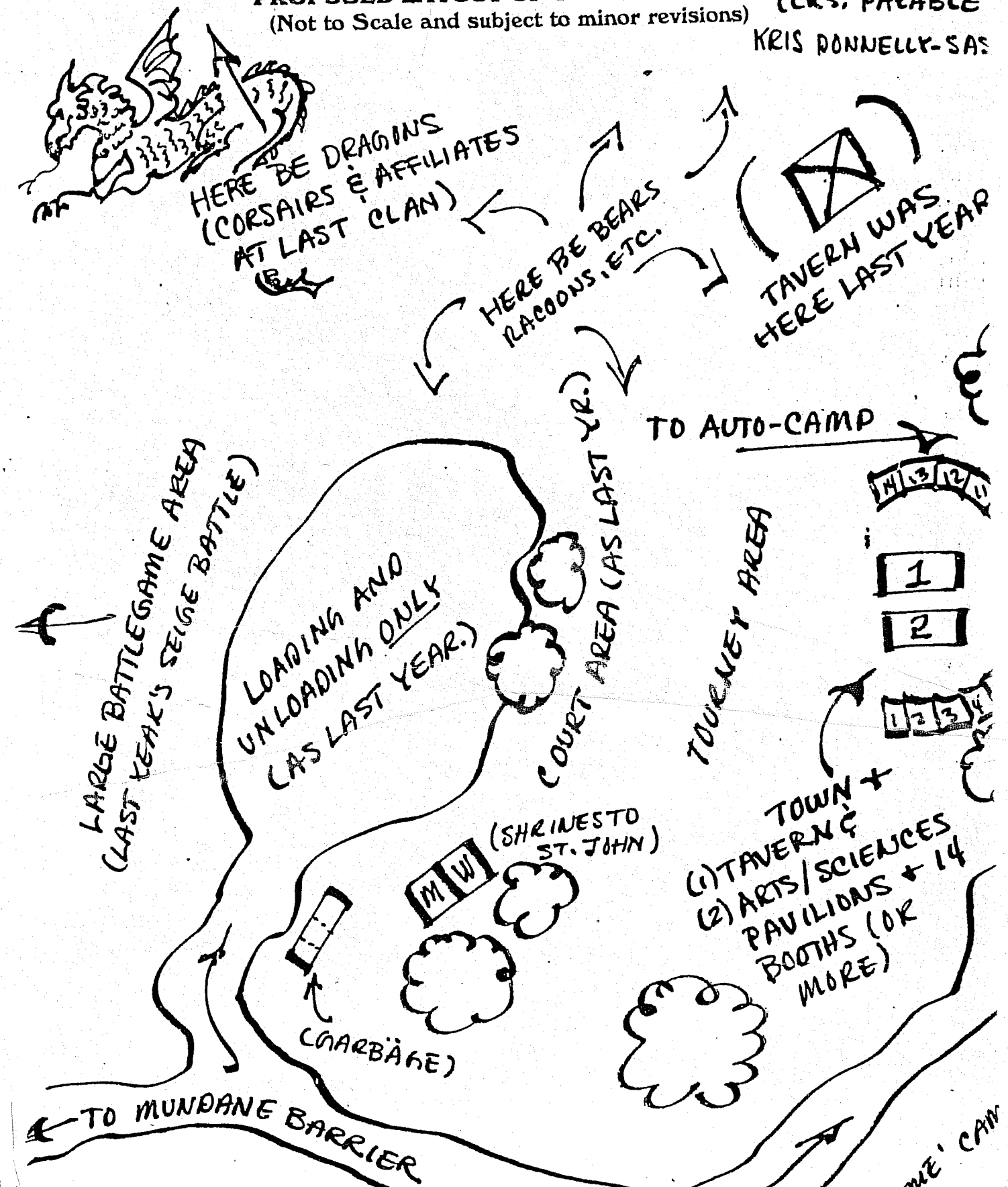
Contessa Francesca d'Pisa bella note dulce vita Vecchito Havas Grande
Corleone,

NOTE: SITE FEE STILL ONLY \$5.00 /EA. - WILL GO
UP SHORTLY: "GWYNNE @ 900-A STUCKWELL, EL PASO, TX 79902"

PROPOSED LAYOUT OF TOWN & BOOTHS

(Not to Scale and subject to minor revisions)

(CKS, PAYABLE
KRIS DONNELLY-SAS



Calendar of Events

MARCH 18TH-20TH MID-REIGN AT CAMP ELOI.
SITE FEE OF \$5.00 A NIGHT, OR \$10.00 FOR
WEEKEND. FEAST IS FREE, (SPONSORED BY SABLE
PRIDE.)

APRIL 9TH-ADOPT A HIGHWAY PROGRAM

MAY 21-22nd QUALIFICATIONS AT TANGLEWOOD
Saturday the 21st.) AND EAGLESHIRE (Sunday the 22nd.)

JUNE 4th-5th KINGDOM ELECTIONS-ALL PARKS

JUNE 10TH-12TH THE 13TH CORONATION OF THE
EMERALD HILLS AT CAMP ELOI. (MORE
INFORMATION TO FOLLOW.)

JULY 21-24 THE 12TH ANNUAL GATHERING OF THE
CLANS. FLYER SHOWN IN NEWSLETTER.