

Echoes of the hills

Echoes of the hills | v.XXXVII i.5 | Dec 15, 2006 | Reign 37



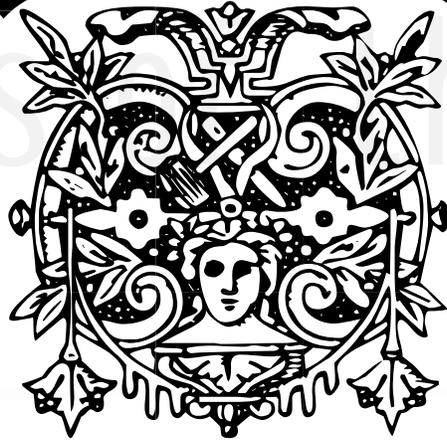
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Art by Sutra Bahuas
Photos by Aylin Karyn and LadyHawk
Heraldry on page 5 by Sir Reyna





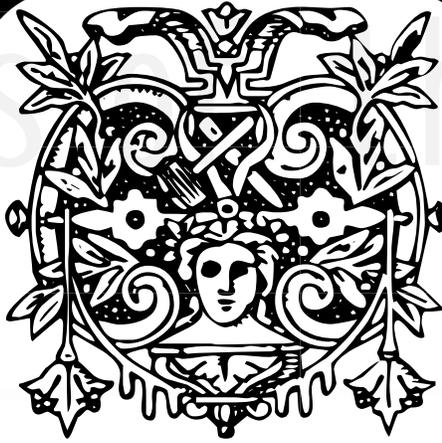
The Outgoing Monarchy of Reign XXXVII

June to December 2006

Monarch	Reine Von Doom	monarch@Amtgard-EH.com
Regent	Sir Forest Evergreen	Regent@Amtgard-EH.com
Champion	Everlast	champion@amtgard-eh.com
Prime Minister	Sir Morgan Ironwolf	pm@amtgard-eh.com
Treasurer	Elder Vermillon	treasurer@amtgard-eh.com
GM of Reeves	Sir Rath	gmr@amtgard-eh.com
7.0 Rules Committee Representative	Sistar Tolken	kidwell@yahoo.com

The Class Guildmasters

Anti-Paladins	Sir Nevron Dreadstar
Archers	Sistar Tolken
Assassins	Sir Delphos Darkheart
Barbarians	KodiaK
Bards	Sir Larin Moonstar
Druids	KodiaK
Healers	Typhus Deathcaller
Knights	Sir Nevron Dreadstar
Monks	Sirrakhis
Monsters	Sir Larin
Paladins	Sir Forest Evergreen
Scouts	Kenta Redhawk
Warriors	Elder Vermillon
Wizards	Sir Martello Entropy



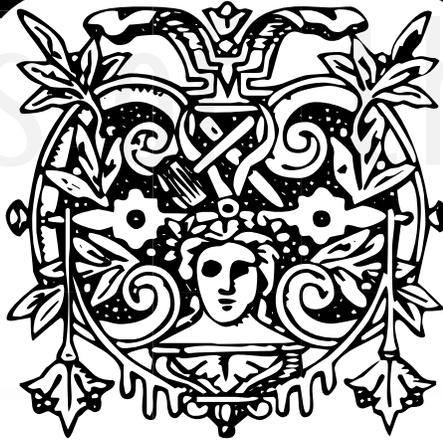
The Monarchy of Reign XXXVIII

January to June 2007

Monarch	Sutra Bahuas	monarch@Amtgard-EH.com
Regent	Nexus Crow	Regent@Amtgard-EH.com
Champion	Blaise DeMorrays	champion@amtgard-eh.com
Prime Minister	Sir Morgan Ironwolf	pm@amtgard-eh.com
Treasurer	Elder Vermillon	treasurer@amtgard-eh.com
GM of Reeves		gmr@amtgard-eh.com
7.0 Rules Committee		
Representative	Sistar Tolken	kidwell@yahoo.com

The Class Guildmasters

Anti-Paladins	Sir Trinity
Archers	Sir Trinity
Assassins	Sir Delphos
Barbarians	Draeven
Bards	Sir Larin
Color	Tanara
Druids	Elder
Healers	Typhus
Knights	Sir Morgan
Monks	Sirrakhis
Monsters	Sir Delphos
Paladins	Sir Nevron
Scouts	Sir Sparhawk
Warriors	Tobias
Wizards	Sir Larin



The BOD	Mundane Name	Position	Term Expires
Dreanya Jurista	Andréa Jacobs	President	JUNE 2007
Elder Vermillion	John R. Elder	Treasurer	MAR 2007
Sistar Tolken	Kevin Kidwell		JUNE 2007
Reine Von Doom	Kala Schmitto		DEC 2006
Dante Benedictus	Dorian Snider		DEC 2006
Kodiak	Chris Koeberle		DEC 2006
Faith Silverrose	Erin Daughtery		JUNE 2007

The RGK	Term Expires
Ewen McFadden (Landlord, 972-686-7755)	N/A
Samantha Three Jugs(RGK Selected Seat)	N/A
Elder Vermillion Treasurer/EH BOD Rep/Secretary	BOD Rep
Reine Von Doom (Queen)	DEC 2006
Shamus Green	SEP 2007
Whisper (Monarch Appointed)	MAR 2007
Sir Wolverine	MAR 2007

Email the RGK at rgk@tanglewoodforest.org

Amtgard-EH.com Contacts

Webmaster
 Webmaster@Amtgard-EH.com
Administrator
 admin@Amtgard-EH.com

Emerald Hills

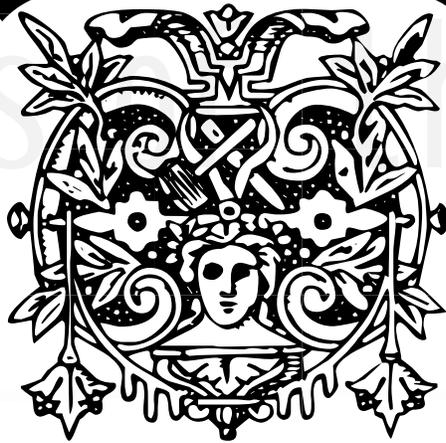


*Azure
 three hills in base w/rt
 A phoenix, Or*

Treehills



*red and Vert,
 a chevron myony*



Order of Events

Friday

Newbie tourney (TBA)
Night Hunter by Nexus (TBA)
Turkey feast (TBA)*
*First come, first serve

Saturday

Relic quest (TBA)
Feast (TBA)
Court (TBA)
All night ditching





Crown Outgoing Message



To the populace of the Emerald Hills:



On a personal note, it has been a pleasure serving as your Monarch this reign. The roving battlegames, kids crafts, quests, and all the events have been unforgettable. As we go into the next chapter of Amtgard I hope that the populace will support the upcoming Monarchy of Sutra and Nexus. They have some great ideas to keep you coming out to the park. See you at the event!



In Service,
Queen Reine Von Doom



Greetings,



It has been an interesting six months and I am proud of the people that have pitched in to make things work. Also, a big "WAY TO GO!" to Dreanya and Aylin for taking 1st and 2nd in the Tri-Kingdom Dragonmaster. Best of luck to the incoming crown.



In Service,
Forest Evergreen





Attn: Underage Players

Sir Morgan

After a recent review of the waivers and event contracts on file with the Emerald Hills, I have noticed that some underage players do not have proper waivers on file. Also, underage players have been signing their own event contracts when arriving at the event.

At this next event, underage players will not be allowed entrance into the event unless (1) a valid waiver signed by their parent or legal guardian*** and (2) an event contract signed by their parent or legal guardian*** is presented to the EH at gate during sign-in. A VALID WAIVER SIGNED BY THE PARENT/LEGAL GUARDIAN NEEDS TO BE BROUGHT WITH YOU AT GATE, EVEN IF YOU THINK YOUR LOCAL PM HAS A COPY OF YOUR WAIVER.

*** Individuals who have waivers or event contracts signed by the "chaperone" that brought them who is not a parent or legal guardian will not be allowed entry into the event. A legal guardian must be appointed or approved by a court. For example, a camp counselor or school chaperone IS NOT a legal guardian for children under his or her supervision. A note or handshake from a parent IS NOT sufficient to establish legal guardianship.***

I understand that the event is only a week away. The needed waiver and event contract are located at the following links:

Links for Waiver:

<http://www.amtgard-eh.com/library/waiver.pdf>
<http://www.amtgard-eh.com/library/waiver.html>
Link for Event Contract with Parent Signature Line:
<http://webpages.charter.net/jajacobs/Amtgard/event-contract.doc>

It is not my intention to deny any player entry to the next event; however, without proper waivers and contracts, entry will not be allowed.

Players eighteen and over can sign waivers and event contracts at the time they sign-in.

Any questions, please feel free to contact me privately at sirmorgan@hotmail.com

Grand Duke Sir Morgan Ironwolf
EHPM

Intent for PM

Lady Dreanya Jurista

Populace of the Emerald Hills ~

I, Lady Dreanya Jurista, hereby declare my intent to run for the Kingdom position of Prime Minister. I have spent the last nine months assisting Grand Duke Sir Morgan Ironwolf as he has successfully completed one and one half terms of Prime Minister and I have learned a lot.

Though I have never served as Prime Minister, I have been involved "behind the scenes" with various aspects of this Kingdom since I helped update the Tanglewood Forest Lease in 2004. Currently, I am the President of the Board of Directors and have worked with others in updating the Board of Directors' Standard Operating Procedures, RGK Charter, and Tanglewood Forest Land Rules and Regulations.

As Prime Minister, I will continue the projects that Sir Morgan has promoted as well as my own. I will work with local PMs to continue efforts to get the ORK completely updated. I will also make an effort and provide a schedule so that I can work with the local PMs to keep the records accurate.

I will also continue to provide Player Handbooks to dues-paid members and add to the Player Handbook to ensure that our dues-paid members have the most up-to-date and thorough information at their disposal [Updated Character Sheets are next].

I will also utilize the local PMs to disseminate the newsletters to the members that I do not see regularly.

As assistant to Sir Morgan, I have been working with him on organizing and combining the paper archives of the Kingdom. Sir Morgan's ultimate goal is to sort through the archives and have all of the paper work scanned onto a CD. This way, the Kingdom PM need only have the CD in his/her possession and the paper records can be left safely in the Kingdom storage unit. If this project is not finished before Sir Morgan steps down, it will be done during my term.

In addition, the final stages of the "Operation Gate" will be finished. We will continue to use the Gate List so that members and visitors will not have to re-sign Waivers and Event Contracts. With the new EH Gate Register, we will be utilizing the *new* EH Membership Cards so that members will only have to show their EH cards, pay, and sign-in to enter gate. My goal is to make Gate faster, more efficient, and less painful for all.

In more exciting news, the Celestial Kingdom and the Wetlands have indicated their desire and willingness to adopt the Gate List and Membership Card system as well. I am already working with members of those Kingdoms so that your EH Membership Cards will allow you the same access to the CK and WL events. I make no promises as to whether these goals will come to fruition; however, the interest is there and I will continue to provide those Kingdoms with any information they need to make these goals a reality.

If you have any questions about my platform, or anything else, please feel free to contact me here or via e-mail at dreanya@yahoo.com. I look forward to hearing from you.

*In service,
Lady Dreanya Jurista*



BOD Minutes - 10.28.06

BOD

BOD Minutes - October 28, 2006

Board of Director's Meeting Minutes
October 28, 2006

In Attendance:

- Kala Schmitto
- Kevin Kidwell
- Chris Koeberle
- Andréa Jacobs
- John Elder
- Erin Daugherty
- Attending by phone:
Dorian Snider
- Guests:
Jason Jacobs
Michael Peavy
Aaron Simpson

Meeting called to order at 10:23am at 301 Centennial Blvd Richardson, TX 75081.

Old Business

Correspondence sent on behalf of BOD update.

Steven Akins received the letter sent via regular mail.

Mabank TX park

No response has been received from the Mabank, TX park.

Proposals for fundraising policy

Tabled 6-0-0.

A review of the statutory requirements regarding the treasury report.

The two-page kingdom treasury report shows how much money was spent in categories, and what the money was spent for. The RGK treasury report does not do this, because the information provided from the RGK only shows the checks broken down by category, not by item. John Elder is concerned that the RGK treasury report does not meet the statutory requirements. It appears that information provided by the RGK does need to be more detailed.

Expenses at Home Depot are initially paid by credit card; only the payments to the credit card are recorded.

Chris Koeberle moves that all kingdom and RGK expenditures be supported by receipts before reimbursement. Passed 6-0-0.

New Business

Parks from Tal Dagore

Two existing parks (Riverstone in Tahlequah, OK and

Mystic Mountains in Mena, AR) have petitioned the Emerald Hills to be recognized as Emerald Hills parks. Kala Schmitto will follow-up with those parks.

Update/Action on WBW incidents

No action was taken at the special meeting on October 20, 2006 because no agenda was announced.

Zero Tolerance policy

A zero tolerance policy is being submitted to an Althing today. Andréa Jacobs suggests that should this not pass the Althing that the board needs to investigate a similar policy under their own authority.

John Elder moves that the BOD recommend that this Althing item passes in its current wording. Passed 7-0-0.

Aaron New

The Board, with the Monarch and Prime Minister, determined that a longer ban is appropriate for Aaron New due to his flagrant disregard for the current ban and concern over possible liabilities associated with his involvement with this corporation. A ban of a minimum of five years was suggested.

Andréa Jacobs moves that the BOD mail a notice of trespass to Aaron New re-notifying him that he is not allowed to attend Emerald Hills events at the leased property commonly referred to as Tanglewood Forest indefinitely but at least until October 28, 2011, and to take all reasonable measures to ban Aaron New from attending the parks of the Emerald Hills and all Emerald Hills functions until October 28, 2011.

Passed 7-0-0.

John Hergert and Christopher Burnett

Criminal complaints were filed by both parties on October 17, 2006. Andréa Jacobs has contacted Sergeant Lake, and the report is still open, but the D.A. has not yet filed the case due to lack of eyewitnesses. The incident report number with the Sheriff's Department of Navarro County is 0615698. Andréa and Jason Jacobs have provided all information requested by Sergeant Lake.

Andréa Jacobs moves that the Board make an open records' request to get a copy of the incident report. Passed 7-0-0.

The Monarchy is handling the punishment regarding this incident.

Mark Pickett has requested the BOD provide contact information for the liability insurance carrier for Tanglewood, or contact information for each member of the Emerald Hills Board of Directors. Andréa Jacobs will type up a letter to be sent to Mark Pickett which will be



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BOD

approved by the BOD by email. The letter will notify Mark Pickett that the Emerald Hills does not have liability insurance as it is not required by its lease to carry site liability insurance, and that the Monarchy, and not the BOD, is handling the punishment in this matter.

Park contract changes for trespass purposes.

Dorian Snider recommends that the contract for new parks require the park to get permission from the Parks and Recreation Departments of their respective cities ("PARD") to use the public park proposed. Ironcloud has successfully done this with the Carrolton PARD - as long as one of the members is a resident of the city. The city was willing to fax a note to that effect.

Kevin Kidwell moves that the current parks seek permission to gather from the Parks and Recreation Departments for the public parks they currently meet at.

Passed 7-0-0.

Decision about new park contracts pending more information. Passed 6-1-0.

Andréa Jacobs will write a proposal for a contract for petitioning parks, distinct from the contract for fully recognized parks.

The Emerald Hills does not currently have copies of park contracts for any of its parks. John Elder moves that all parks that cannot provide copies of park contracts will sign new contracts.

Passed 7-0-0.

Steven Akins' response to BOD letter

The BOD has received Steven Akins' response sent on October 23, 2006. This matter was reviewed at a previous meeting. No new evidence has been presented.

Chris Koeberle moves that no further action be taken.

Passed 6-0-0.

Next Meeting Saturday November 18, 2006 at 10:00am at 301 Centennial Blvd Richardson, TX 75081.

Meeting adjourned at 12:33pm.

EH Galleries On-Line

Aylin and Sutra's Online Photo Gallery

Visit the public photo amtgard photo albums of Aylin:

http://photos.yahoo.com/aylin_karyn

Visit the public photo amtgard photo albums of Sutra:

<http://photos.yahoo.com/jrodas00>

Healers

Typhus Deathcaller

As many of you know I am running for GM of Healers. I would like to state now what my plans for the upcoming reign are. Remember I can only do these things if you elect me.

First I ask that any of you wanting to participate in any intra-guild RP please join the ehhealersguild yahoo group.

Secondly I have taken the votes of everyone that responded regarding the Guild Heraldry. The almost completely unanimous decision was for a white open hand on a red field.

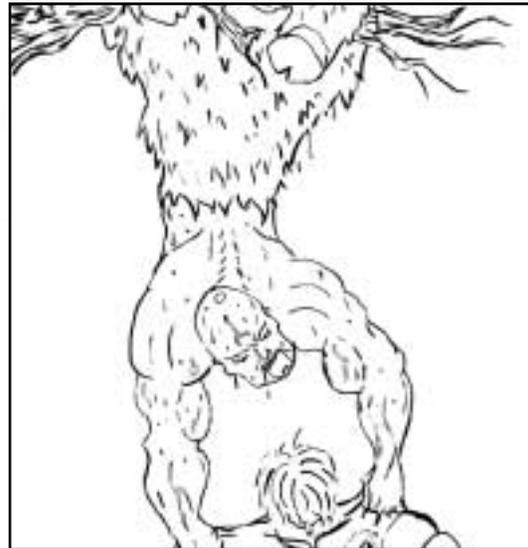
Thirdly I hope to be able to set up a set of titles for internal guild use. I feel this would bring some unity to the guild and encourage more RP.

Fourth I would like to see the guild as a whole become more publicly involved in RP on a park and Kingdom level. I am aware that you cannot force anyone to RP. I would also like to state that not participating in any of the guild's RP will not keep you from getting tested or being able to vote in the GM elections. Though most of the decisions from now on made by the guild will be done so in the context of RP.

Fifth I have not been able to travel as much as I would have liked this past reign and will do what I can to remedy that if I am re-elected.

I need all of the Park level GM's to contact me at krackus2001@... please.

I would also like anyone with their Masterhood title in the healers class to contact me at krackus2001@...





Amtgard and H4H

Aylin Karyn

Local group works with habitat for humanity

Members of the Denton chapter of Amtgard, a medieval recreation group, spent some time out of costume giving back to the community on Saturday, Dec. 9. 10 members of the group traveled to Dallas to aid in developing property for a Habitat for Humanity (H4H) project.

H4H aims to "eliminate poverty housing and homelessness from the world, and to make decent shelter a matter of conscience and action," according to <http://www.habitat.org> and has built over 200,000 houses throughout the world.

This is the second year "Amtgarders" Joseph Hunt and Ramona Weasley have organized for the group to help with H4H, and they hope to make it a semi-annual tradition, according to Hunt.

"We feel that H4H is a great organization and prime for giving Amtgard and its members the opportunity to give back to the community," said Hunt.

Kathleen Dignan, El Paso freshman, said, "I think my favorite part was getting together with a group of friends and helping others. The best part about doing anything like this is knowing you did something to improve someone else's life."

The group spent the day painting houses, cleaning the property, turning dirt, and putting in sod and mulch where needed.

When asked why they chose H4H, Hunt said, "H4H is our focus at this time because the organization is simple, straight forward and has very tangible and long-lasting results."

O'Fallon senior, Dave Prosser chose to help "because I have lots of blessings and I try to make sure other people do, too."

The Amtgard group meets weekly at McKenna Park at Bonnie Brae and Scripture Streets to socialize and recreate medieval combat using foam weapons.

Rebuilding the Glen

Kenta Redhawk

"Cursed"...the dark spirit heard the pronouncement from the antipaladin and smiled. Of course it was cursed....was he not executed here back when elves were one race and humans were drawing pictures on the walls of their caves. Legends faded to myths, myths to superstitions, and then to obscurity. Once he had been a member of the ruling class of all elves. He was the first dark elf, the true lord of the sith. Antipaladins who

had turned their faces from the light did his will. War and famine his children. He was death. And now all blood spilt in the woods that imprisoned his spirit was in tribute to him. And soon he would be strong enough to free his prison. Leafblighter, the Dark One himself would rise to rule again. Already the kingdom had been built to his whispers and commands...antipaladins ruled, and paladins were hunted. Assassins guilds were held in higher regard than any other. Druids began to turn from the Mother and practice war, and the arts of destruction. Gone were the days of the tree huggers and those that protected the forests. All who had passed through these woods have felt his taint and dreamed his whispers. The world of dreams was open to all who possess a soul, and the elves could never take that away from him.

=====

the small band of adventures fought side by side....goblins poured into the ravine like a river....while they stood killing all who came near. The newer troops hesitant at first, but steadily falling into the rhythm set by the veterans....for some this was just a game....a training exercise that had been played out a thousand times before. And at the end of the day all went home, except for the goblins. The people of the little village of MourningWood Glen were safe for the night, and the dark spirit of the woods smiled at the unknown sacrifice



Amtgard Redux

Aylin Karyn

Medieval reenactment offers alternative recreation

Battle cries ring out as armies meet and engage at the Barony of Eagleshire. Dressed in medieval-style garb, intricate armor and sometimes-garish modern prints, wielding pool toys and spells, the warriors come together to destroy one another.

The name of the game is Amtgard, and members of the local chapter meet at 2 p.m. every Sunday at McKenna Park at the corner of Bonnie Brae Street and Scripture Street, naming it Eagleshire for an afternoon in the Middle Ages.

This game is one of many live action role-playing games, which have gained popularity across the globe in the last quarter century. Amtgard brings together people from all age groups and all corners of society to recreate a medieval world of fantasy through combat and culture.

Founded in El Paso in 1983, Amtgard now has 12 chapters throughout the United States and also in Canada, Germany and Croatia.

With a focus on combat, players build their own weapons according to rulebook specifications found at <http://www.amtgard-eh.com>. These weapons, constructed of graphite or bamboo core, a pool noodle blade and cloth cover, take the forms of daggers, swords, polearms, axes and more.

"In-game safety is awareness," said Tony Hunt of Garland, treasurer and secretary of the Denton chapter, "not just on the field, but when you're putting together your weapons, your garb, your armor and your shields." Any shot to the torso or limbs is considered a death, and lives reset every few minutes. Head shots are against the rules in order to minimize injuries.

With no hit points, games are swift, and skill depends on timing.

"Timing is incredibly important," said Brennon Meiners of Plano, contributing writer to the most recent rulebook for Amtgard, "the ability to move your body and weapons at the right speed to be in just the right place at precisely the right time. If you have excellent timing you can go a long way."

The only requirement is a signed liability waiver for those 14 and older to participate in combat. In-game rivalries between fighting companies and decided by role-play provide the purpose and setting for many wars.

"Amtgard has been, in the past, very provincial," Meiners said. "Over the last year or so, however, Amtgard has been moving towards a more cohesive whole where people identify themselves as members of Amtgard rather than only their local establishments." Known as World Banner Wars, the biggest event of the year in the North Texas area takes place near Corsicana in early October. The war pits teams of 14 against one another in full-scale armor wielding maximum spell possibilities to prove their mettle.

"Competition is fierce," said Kala Schmitto, current president of the North Texas area Amtgard chapter, "Bragging rights are on the line and people get competitive."

"We saw two excellent teams with completely opposing strengths and weaknesses give us three really competitive matches," Meiners said of this year's tournament, held Oct. 12 to 15.

Battle games like the Banner Wars include elements such as magic and various fighting classes including archer, barbarian, mage and druid.

The self-dubbed Amtgardians also host arts and sciences competitions, tournaments, role-play, quests and camping events.

"Categories such as art, music, cooking, garbing, armor making, writing, leather working and theater just scratch the surface," Schmitto said. Participants are encouraged to adhere to medieval themes in the arts and sciences competitions with period music, food and construction techniques.

Amtgard fighters and those from similar organizations such as Belegarth and Dagorhir will be brought together by April 2007 by a group called the Historical Armed Combat System. This system has been formed to "facilitate the recreation of medieval and ancient combat methods for educational purposes," according to its rulebook. Future plans include tournaments for national rankings of fighters to be aired on the History Channel. Amtgardians have in the past been mistaken for gangs battling in local communities and had the police called on them to break it up.

"People's first reaction to us isn't always favorable," Hunt said. "This will give us the opportunity to increase public awareness in a positive light and possibly allow us to increase our member base to have even more players involved."





Price of Darkness

Sir Delphos Darkheart

Delphos stood in the dark chamber not knowing who he was nor why he was here.

Fleeting images danced just beyond his understanding. He looked down at his own hands and could see flesh upon his bones.

He could feel blood coursing through his veins and hear his heart beating.

Too long had it been since he felt those sensations, which he more often had taken for granted.

Suddenly he remembered.

He immediately thought of the Guild, of Sutra... What had become of the Brethren in his long absence from the Realm of the living.

With haste he departed for the North Lands in hopes of finding the Keep intact and all its inhabitants safe from the ravages of War.

Though he knew he had played some part in their Quest, he did not fully understand...a voice deep within his dark mind continued to speak, but he would not listen.

Not now...!!!

The ride to the norther borders was long and arduous and many times he had to stop and collect his strength to fight the inner voice from taking over his actions and keeping him from his mission.

He had to get to the Keep... and nothing would stop him.

To aid in this journey he sought a companion... A Young Barbarian known for his Mirth and his Courage...

Yes Falador would be the perfect "friend" to keep his thoughts on the Quest.

Soon the destination was in sight... The shining walls of the Keep reflected what sun shone through the grey sky.

The Monastery named after him... this fact still was hard for his humble nature to accept.

But it was how the Guild of Shadows wished it.

Gathering the tools of his Trade, the Veteran Assassin took his place alongside those of his Guild and prepared for the assault upon the walls of the Keep. To his surprise, the Queen herself stood inside as well. Taking up a defensive position wielding a lengthy spear...

If she fought with the Rebels, then who was attacking...???

The Dark Knight's question was soon answered by the War Cry of the Gods of Chaos themselves. Their Militia of Four main Groups not only fought the Rebels inside the walls, but each other as well.

The voice deep within his conscience bellowed its displeasure with such actions...but Delphos held control of his own physical form and fought to hold the Keep from the onslaught.

The battle was long and hard fought, but the Keep resisted and at last the forces of Chaos were driven from the field. Word soon spread of the Duchy which now stood as Finder's Keep. The War was over and a new Enemy had been beaten... For Now...!!!

The Voice became a dark whisper deeply gnawing at the mind of the Grandmaster Assassin.

"A Price I set for Thee..." it spoke in waves of Evil.

During the days that followed, the Voice became more defined and the Anger of Defeat echoed in its words... "A Price you will Pay... for your Freedom..."

Delphos knew he could not hold back the Demon which forever lived within his Soul.

No, this Voice would hold the future of the Darkheart and would soon consume his every physical move.

It was only a Matter of Time... until the Demon exacted its Price...!!!

To be continued...



The Whispering Tree

Sutra Bahuas

The cloud of chilled breath rushed over his lips. His feet touched the weightless ground, if it were ground at all.

His muscles ached, the bones underneath those crackled like burning wood.

He tried to make out the familiar scene in the darkness but his eyes betrayed him. Wicked illusions danced just outside his peripheral. He breathed in deep waiting for more.

The screams and shouts forced his outstretched mind to recoil back into safety. Friends and family, fathers and sons, mothers and daughters had been set against each other. How long had this been going on, Sutra was unsure. Questions began to flood his mind.

He slept wanting it to all go away.

The caress aroused him back to consciousness.

Blurred vision, he could see her. Her sky blue eyes, golden shadows for a flowing mane, the fires of ten thousand suns for her mouth. The blood of a lifetime for her painted lips.

She smiled.

Sutra's hand reached up to touch her, to put his aching heart to rest.

She didn't pull back but she was just outside of his reach. She smiled again and pressed her finger to her lips. He understood.

With unfocused vision he sat up, knees bent up to his chest, arms crossed resting on his knees.

'...look...'

her outstretched arm pointed past his right cheek. He could feel the warmth emanating from her. He wanted to go home.

'...not yet...'

Anger and regret bound freely in his heart, he wanted to let it all go. he wanted to be home, with her.

'...there...'

Like a veil that was pulled from his eyes, the shock of vibrant shades of cyans and magentas assaulted him. He concentrated harder.

In the rolling hills of life giving green, he could see twinkling stars separated by great stretches of land. He could see a blood red horizon, framed by the deepest black he had ever seen.

He could see what seemed to have been the sun, fallen from the sky, laying languidly in the center of the landscape. It's light seemed to be fading.

Sutra wanted to ask why...

'...Because they have lost their way...'

The dawn, she said would bring the answers.

He waited.

It did.

She pointed to the terrible horizon. He must have missed them, but there outlined by the blood red dusk, stood four defiant towers. Above their pinnacles blazed their distinct symbols. The marks of the four deities that had come to sow discord in the Emerald Hills.

'...if they succeed...then nothing you love will survive...'

He knew what she was about to ask. Sutra could not answer. He had tried before to capture his feelings in writing and had failed miserably. it was his spirit that had betrayed him, he would fail her this time.

'...do you love me?...'

The stars shone brightly, each separate and unique to the other. Her elegant hand reached out again, pointing to the fading sun in the middle. She pointed to the north-





The Whispering Tree

Sutra Bahuas



ern most star, and began to trace out the image.

At it didn't make sense, a star here, another there. But she was patient with him.

Slowly it began to come together.

The wings, the broad shoulders, the elegant chest, an eternal tail. he could make out the details more than ever before.

He was missing the beak and the eyes. He could not make the head, the head that pointed to the right. She laughed.

It washed over him like the trickling cascade of a million chimes. She laughed harmoniously.

'...closer...'

With all his might he squinted.

It no longer looked to the left or the right.

It was looking up. It's head was thrown back, as if in the agony of death.

'...closer...'

No, it was in the moments of rebirth. He could feel it.

Without word, the start began to reach out to each other, beams of light emanating, reaching out and grasping it's brothers and sisters, like a lit figure of burning powder, the figure began to take on life.

The eyes burned again. The figure had been drawn out with light, slowly the stars turned to the fading sun and in unison they directed their life towards it's mother.

Nothing.

'...wait...'

Darkness.

The earth shook. The sound of the breeze stopped.

The roar forced him to stand.

It was the explosion that knocked him against something hard. The colors came to him in song and expression. It was the sun, the fading sun no more. It's instantaneous light drowned out all thoughts and feelings. The sun had been reborn.

He could feel his emotion burn away, his spirit was set ablaze. He could feel it and welcomed it.

The intense heat was more than he could handle. He prepared to scream.

His blissful agony echoed.

Panting heavily, he clinched his teeth and breathed.

The cool breeze felt cool against his drenched forehead.

He slid down the hard surface behind him.

The sky is blue, the earth is green, and the age is gold.

He leaned against the tree with anxious breath.

Sleep Sutra...sleep.

S
[cont']



Crown Quals Results

Congrats Blaise DeMurray



Cat ID	Entry Description	Name	Score
A2D5	Mask of Man	Nexus	4.8
A2D7	Persona Art	Nexus	4.525
A2D6	Goddess	Nexus	4.275
A2D2	Assassin Favor	Sutra	3.8
A2D4	Character Development	Sutra	3.675
A2D8	Pencil Sketch of Ogre	Greydon	3.4
A2D3	Fairy Visiting a Castle	Doladar	3.1
A2D1	EH Talons	Sutra	3.05
A2D9	Character Garb	Mysteri	2.2375
A3D2	Owl Mask	Nexus	4.075
A3D1	Painted Miniature	Greydon	1.925
AP1	Vacation Photos	Sutra	2.9
BO1	Battle at Midnight Sun	Mysteri	3.1625
BO2	Secrets	Mysteri	3.15
BO3	The Walrus and the Carpenter	Nexus	2.625
BO4	The Protector of the Unicorns	Doladar	2.4
BS3	Arafel's Lament	Nexus	4.2
BS2	The Lakes of Pontchartrain	Nexus	4.05
BS1	Memories	Mysteri	2.775
C1A4	Cheeseball	Greydon	3.75
C1A3	Garlic Butter Biscuits	Rage	3.6
C1A1	Buffalo Chicken Blue Cheesecake	Tolken	3.3
C1A2	Broccoli Cheese Soup	Blaise	3.3
C1A5	Pannini alla cotta	Nexus	2.775
C1D5	Apple Pie	Nexus	4
C1D2	German Traditional Sweet Bread	Blaise	3.575
C1D1	Pumpkin Cheesecake	Tolken	3.375
C1D6	Triple Chocolate Cookies	Sutra	3.35
C1D3	Chocolate Caramel Cheesecake	Rage	2.3125

Cat ID	Entry Description	Name	Score
C1D4	Cookie Pudding	Greydon	2.25
C1M3	Stew	Greydon	3.7875
C1M2	Chicken Pasta on a Bed of Lettuce	Blaise	3.65
C1M5	Beef Zoulade	Nexus	3.6375
C1M1	Carne Guisada	Tolken	2.25
C1O1	Pasta Primavera	Nexus	2.8125
C1V1	Ginger Bread Tea	Blaise	3.55
C2AR1	Pauldrons	Sutra	2.05
C2B3	Unicorn Banner	Doladar	3.425
C2B2	Company Unicorn Banner	Doladar	3.175
C2B1	Corsair Banner	Tolken	3.05
C2P3	Equipment Bag with Dragon Emblem	Greydon	3.175
C2P5	Sable Pride Plaque	Rage	2.875
C2P4	EH Letter Opener	Rage	2.6
C2P1	FK Coronets	Sutra	1.6
C2P2	Walking Staff	Doladar	1.45
C2S1	Punch Shield	Blaise	4
C2S2	Center Grip Buckler	Greydon	2.725
C2W1	Short Sword	Blaise	3.525
C2W3	Black Sword	Greydon	1.9875
C2W2	Sword of Flame	Rage	1.55
GA2	Knotwork Shield Pouch	Tolken	4.4
GA1	Court Belt and Purse	Krystani	3.775
GA6	Man at Arms Belt	Doladar	2.8625
GA5	Bard Class Sash	Greydon	2.75
GA3	Sword Frogs	Sutra	2.575
GA4	Knight's Belt	Sutra	2.575
GC4	White Man's Blouse	Blaise	4.3
GC2	Green Court Dress	Gopher	3.525



Crown Quals Results

Congrats Blaise DeMurray

Cat ID	Entry Description	Name	Score
GC1	41 Year old White Silk/Velvet Cape	Gopher	3.225
GC3	Velvet Wine Colored Cape	Gopher	2.8
GC5	Court Tunic with Headdress	Doladar	2.5625
GF2	JC Drawstring Pants	Flare	3.9875
GF1	Warlord Tunic	Blaise	3.6
GF3	Company Tunic	Doladar	3
GFA1	Company Belt Favor	Doladar	3.8375
GFA2	House Quendelie	Nexus	3.775
GJ1	Lapiz Sterling Earrings	Tolken	4.125
GJ2	Barbarian Necklace	Chaos	3.475
GJ3	Elegant Barbarian Necklace	Doladar	3
GM1	TKM Monster's Garb	Blaise	4.7
R1	Donation of Monster Garb	Blaise	4.75
R4	Echoes of the Hills 37.4	Sutra	3.95
R3	Lion Award Template	Sutra	3.6
R5	Finder's Keep Banner	Doladar	3.35
R2	Master Assassin Test	Sutra	2.33
WFA2	Stick Jock	Sutra	3.8
WFA1	Coke	Sutra	2.025
WF12	Enraged	Rage	3
WF13	Untitled (Persona history)	Mysteri	2.475
WF11	Elven History	Sutra	2.45
WF14	Mysteri's House	Mysteri	2.225
WPO3	Darkness	Sutra	3.25
WPO4	Blood of Hero's	Greydon	3.15
WPO5	A Tea Party	Nexus	2.725
WPO2	Simple Minds - parody	Sutra	2.625
WPO1	To My Prey	Rage	2.575
WPU1	Blinky Blink Kid's book	Sutra	3.425
WPU2	TMP	Sutra	3.425

Crown War Quals Results

Congrats Kerb

Event (Day 1)

#	1st	2nd	3rd
Shield & Sword	8	Kendrick	Kerb
Florentine (any)	9	Kerb	Fetakin
Single Short	9	Kendrick	Kerb
Great	10	Wolverine	Eli
Polearm	10	Kerb	Kendrick
Sword & Madu	8	Kerb	Fetakin
Open Melee	8	Kerb	Blaise
Weapon Scram	6	Kendrick	Sutra

Event (Day 2)

#	1st	2nd	3rd
Sword & SShield	13	Kerb	Delphos
Single Dagger	12	Kerb	Greydon
Single (any)	21	Kerb	Skullband
Sword & Dagger	17	Kerb	Chaos
Pole & Dagger	16	Kerb	Greydon
Two Man Teams	8	Kerb	Greydon
3 Man Teams	4	1?	Delphos
		1?	Rage
Iron Man	21	Kerb ^(88/11)	Skullband ^(24/6)

First: Kerb with 40 points
Second: Kendrick with 12 points
Third: Greydon

The scores for the target events of Spellball toss and archery failed to find their way back to me and are not included in the above totals.

It's possible that those results could affect who got second and third.

Sir Rath
GMR07

= number of combatants.



Hardbound Echoes of the Hills Collectors Ed.

Hear ye Hear ye!

Sutra here wanting to offer the populace a chance to really share in the same exciting spirit of salvaging the past that courses through my veins!

For the first time ever, I would like to offer a hardbound collectors edition of a years worth of newsletters, to be presented professionally and perhaps even in time for Christmas!

The first edition will be a compilation of this years release of the Echoes of the Hills newsletters, volumes 36 and 37. Volume 36 contains 4 entertaining and colorful issues, packed with informative event results and imaginative role-play brought to you by an eclectic host of tale-crafters. Volume 37, which is still in progress is slated to also be 4 issues, though I personally will strive to make it a 5 issue reign!

The entirety of this compilation will be printed in the full size 8.5" x 11" format, the way it was meant to be viewed. Four color process and on presentation quality paper makes this a can't miss opportunity!

This collectors book will be an extremely limited run and will be offered at a worthwhile \$50 donation to the kingdom coffers. That's right, for a donation to the kingdom's purse, you will secure a never before seen hardbound collectors edition of this years newsletters for you and your future Amtgard generations to enjoy.

That's not all. For every book sold, a limited DVD edition of the Amtgard archives Volume II will be included for free! See the history that is both the kingdoms of the Emerald Hills, CK and beyond; readily available archives at your fingertips.

To see the binding process and quality materials being used for this project, please check out the link: <http://www.unibind.com/Basic/binding/steelbinding/steel-book.html>

Please reply to this post or privately if you would like to reserve a copy today. Payment will be collected prior to the release, and is guaranteed to be hand delivered to you on or before the Christmas week.

I will be making a paypal page with payment options available this week and I will post the link shortly.

If this project goes over well, we are looking into making previous yearly volumes available for purchase as well. So if you'd like to see a year of newsletters in print, please leave a comment and we will work with you on your personalized collectors edition.

Thanks again and hope to hear from you soon!
Sutra the Red
EH's Master Archivist

Returning Home

General Demos

Hearing a wolf's howling some short distance away, Demos couldn't help but run to a kindred spirit. "Too late," he thought, looking at foot prints of an Ogre . Dishearten to an elf seeing those prints. Demos had looked over Mourning Wood Glen throughout the years. Many days running from Tangle wood to the Glen, then one day it was all gone. Destroyed. Remembering back to the last stand from the people in the Glen . There was no help from the Man's Crown. Not even the elven folk would help as monsters ransacked the Glen. Demos would dance with the monsters and let the occasional arrow fly.....But in the end there could be no victory. Being an Elf he was a monster himself and slid away threw the trees.

Till today. " Kenta must be home. " Demos Whispered. "His wolf prints".



Kingdom Gallery

