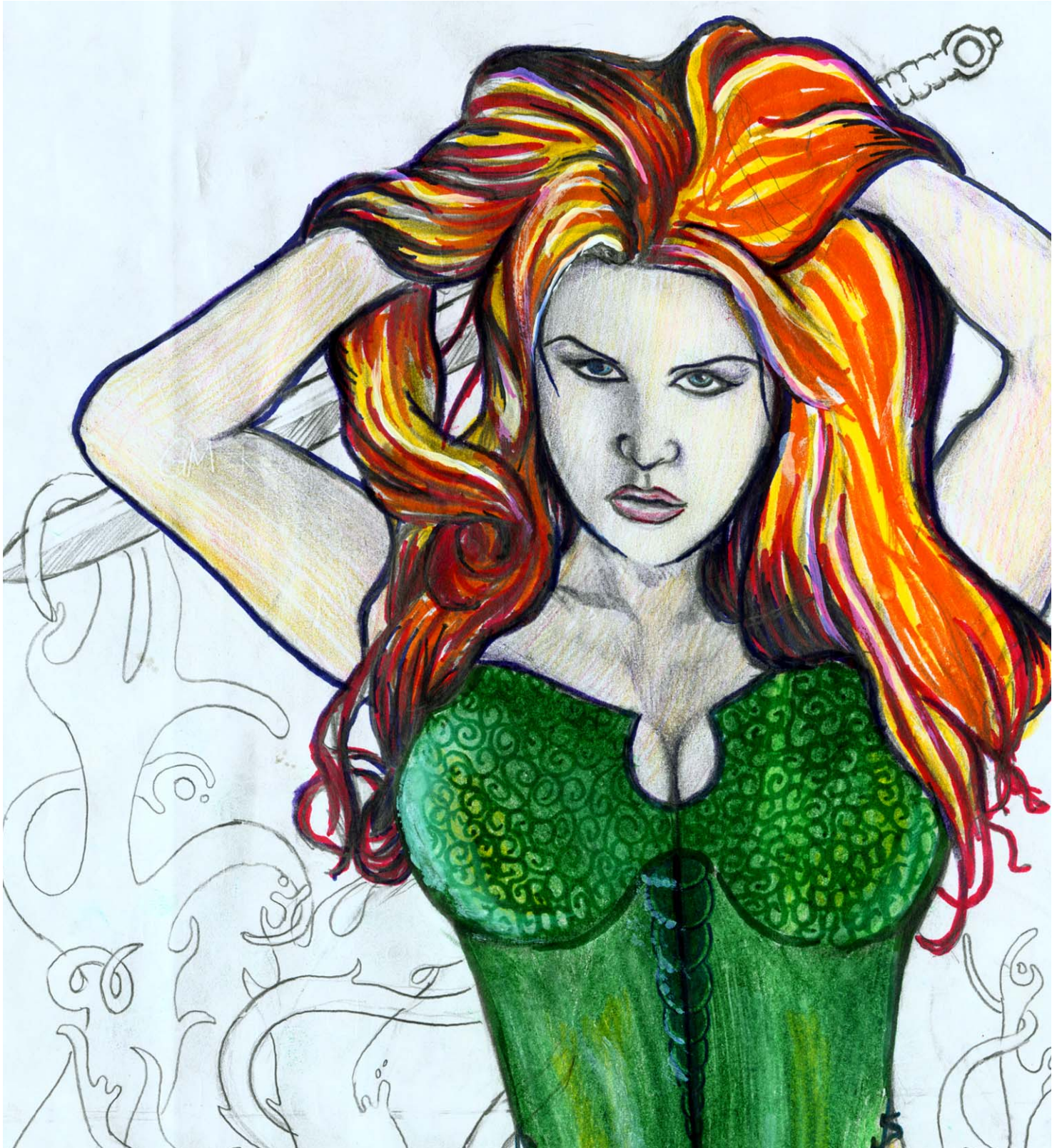


Echoes of the Hills

Newsletter of the Emerald Hills



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All art by Nexus Crow



Layout/Design [Sutra Bahuas]

Officers for Reign 38

January to June 2007

Monarch	Sutra Bahuas	monarch@amtgard-EH.com
Regent	Nexus Crow	Regent@amtgard-EH.com
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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		

<i>The BOD</i>	<i>Mundane Name</i>	<i>Position</i>	<i>Term Expires</i>
Dreanya Jurista	Andréa Jacobs	President	JUNE 2007
Elder Vermilon	John R. Elder	Treasurer	MAR 2007
Sistar Tolken	Kevin Kidwell		JUNE 2007
Sutra Bahuas	Jorge Rodas		JUNE 2007
Rayel Greenholde	Michael Peavy		DEC 2007
Sir Morgan Ironwolf	Jason Jacobs		DEC 2007
Faith Silverose	Erin Daughtery		JUNE 2007

<i>The RGK</i>	<i>Term Expires</i>
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
Sutra Bahuas (Monarch)	JUNE 2007
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

Kingdom Calendar

March 2007

- 3-4 - Sat-Sun: Kingdom Weapon Master @ MS and FK
3 - Sat: Golden Plains Coronation @ Golden Plains
9 - Fri: Frank Miller's '300' Premiere
10 - Sat: Kingdom Work Weekend @ Tanglewood Forest
14-18 - Wed-Sun: Spring War @ Giddings, TX
30-1 - Fri-Sun: EH MIDREIGN @ Tanglewood Forest

April 2007

- 14 - Sat: Crown Visit / Roving Battlegame / Kingdom Althing @ Midnight Sun
28 - Sat: Mini-Quals Workshop @ TBA

May 2007

- 4-6 - Fri-Sun: Celestial Kingdom - Endreign/Coronation @ Giddings, TX
12 - Sat: EH Crown Quals @ Midnight Sun
13 - Sun: EH Crown Quals [Mother's Day] @ Eagleshire
18-20 - Fri-Sun: Kingdom of the Wetlands - Endreign/Coronation - Wetlands
20 - Sun: Workshop - Reeving and Corpora @ TBA
26-27 - Sat-Sun: Crown Visit / Roving Battlegame @ Finder's Keep
[Memorial Day Weekend]

June 2007

- 1-3 - Fri-Sun: A-Kon (Possible Demo) @ A-Kon
9-10 - Sat-Sun: Crown Elections @ All Parks
17 - Sun: [Father's Day]
29-1 - Fri-Sun: EH End Reign/Coronation @ Tanglewood Forest

To each and every single one of you who have had some part in making this kingdom a success.

Thank you.

To each and every one of you who have tirelessly paid with blood, sweat, and tears for the well being of our motherland.

Thank you.

To each and every one of you who toil and whose heart aches for the dream come true.

Thank you.

To each and every soul who lives on in our hearts and memories, and who have made our Emerald Hills a name above all names.

Thank you.

We as the seat of crown can do only as much as you the populace will help us with, ensuring that we are united, strong, and prosperous until the phoenix's last tear is shed.

For those of you who will carry on the legacy when all is said and done.

Thank you.

Long live the Kingdom of the Emerald Hills!
Vivat Amtgard!

Humbly,

Sutra

Servant of the People
Emerald Hills Eternal

Monarch's Corner

Hail Emerald Hills,

It's mid March and so far we've had demos at G-Kon AND the screening of '300', the gracious agreements/deals with two gaming/comic shops to generous discounts, an awesome and entertaining EH/GP banquet, an informative and inspiring Dragonmaster and heart pounding Weaponmaster, two exciting and spirited kingdom visits/battle games, three info packed newsletters, a successful Tanglewood work weekend; and we're just getting started!

I applaud each and every supportive member of the Emerald Hills for your hard work and input into a great reign so far.

Sir Morgan and Lady Dreanya have made kingdom ID cards AND a pre-pay gate/dues web page, plus a PM section that allows kingdom visitors and members alike notify of any changes to their ORK or just looking to confirm their OOK credits!

Spring War 07 is right around the corner and the EH's Midreign is this March 30th to April 1st, so we've got something for everyone. Join in on the fun and get involved!

Regards all and see you soon!
Grand Inquisitor Sutra Bahuas
Monarch of the Emerald Hills

Volume 1 | Reign 38

Echoes of the Hills

Newsletter of the Emerald Hills

Greetings Populace,

Message to be added shortly!

until next time,
Prince Regent, Squire Nexus Crow
The MAD Hatter, Spring Reign, 07'

Announcements

Topic: Updated Emerald Hills Website

Sutra

Check it out! www.amtgard-eh.com. I will be working on helping keep it updated. See any errors or have a suggestion, please let me know!

Topic: 300 Demo and Work Weekend 3.10.07 Update

Sutra

300 Movie Demo

The 300 Demo went pretty dang well. Thanks Elder for pulling through and getting us great table space at the IMAX! We had a great response from the crowd and even saw some old amtgarders come through.

Thanks go out to those who showed up and helped (wo)man the tables and theater demos!

Duke Elder and Wife

Dame K'Tai

Baron Tolken

Lady Zhanell and friend (don't remember her name!)

Nicodemus

Lady Aylin

Ella Harvey

Xavir and friends

Sir Delphos

and any others whom I didn't see or forgot! :p

Tanglewood Work Weekend

Thanks to Sir McFadden for heading up the bardic stage step project. We were able to get the stairs installed in a couple hours. I will be posting pics ASAP.

And thanks M'lady Three Jugs for the wonderful gifts!

To every single one of ya who showed up to either a demo, work weekend or park day - Thanks.

Topic: Reminder from the GMR

Tolken

In order to gain credit in a class you must play that class in a battlegame, and to play that class you must have the appropriate garb.

If you do not have garb, you can only play peasant and only get warrior credit.

Topic: World Banner Wars VIII - 2007

Sutra

WBW 07' bid deadline has come and gone and I am glad to announce that a bid has been selected.

World Banner War 2007 will be run by Shamus the Green and the People's Freedom Liberation Movement. -Congrats all!

Topic: Dragonmaster 20

Sutra

Congrats to Dame Nightengael for winning Dragonmaster 20 and Dame Tigara for winning Best in Show!

Topic: Weaponmaster 38

Tolken:

And the winner of Weaponmaster 38 is Kerb with 27 points.

Second Place : Sir Brennon 18

Third Place : Everlast 7

The rest of the field

Sir Scytale: 6

Sir Morgan: 6

Rage: 6

Tugen: 5

Tare: 5

Eiwen: 2

Mickle: 2

Sir Zig: 2

Qat: 2

Tobias: 2

Joe: 1

Nevron: 1

Shades: 1

Scorpien: 1

Hvem: 1

I will confirm any streaks this weekend when I get the brackets from Elder.

And on that note, a big thank you to Elder for stepping up and running Weaponmaster when I got sick.

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>

Announcements

Topic: EH Olympiad 2008 Bids and Committee Sutra

In order to avoid any last minute rush, I am requesting bids for Olympiad 2008. Deadlines will be determined and announced. Want to be in charge of one of the most historic events in EH/Amtgard history, let us know! With the help of Duke Elder and Sir Morgan, a planning committee will be organized in order to begin coordinating for this righteous event. Olympiad 2008 will be held right here in our own backyard, Tanglewood Forest. Want to be part of the committee, just get in touch with Elder or Sir Morgan.

Topic: Emerald Hills' ID Cards - Update Lady Dreanya Jurista

More news about the Emerald Hills' Identification Cards!

I am proud to announce the launch of the Esteemed Visitor and Ambassador Cards.

Emerald Hills' Membership Cards are free for all Emerald Hills' members. Dues paid members receive discounts at various stores and game shops (more information to follow). Prior orders will be available for pick-up at the Emerald Hills' Midreign Gate (March 30-31).

Membership Cards can be replaced for \$2.00 for the cost of materials.

Emerald Hills' Esteemed Visitor Cards are currently available to all visitors of the Emerald Hills for free. Said cards make access to EH gate easier, provide proof of involvement in a LARP, and are just darn cool.

Esteemed Visitor Cards can be replaced for \$2.00 for the cost of materials.

Emerald Hills' Ambassador Cards are currently available to all visitors of the Emerald Hills for \$5.00.

Ambassador members receive, in addition to the advantages of the Esteemed Visitor Cards, discounts at various stores and game shops in the DFW area.

Ambassador Cards can be replaced for \$2.00 for the cost of materials.

For more information, or to order your own Emerald Hills' Identification Card, please email me at dreanya@yahoo.com.

Topic: ORK Updates Sutra

How can you have any pudding if you don't sit your feet!?

Seriously folks, there's still way too many empty amt-resumes on the ORK and it's up to you, yes you, the individual to ensure that you're updated as best as possible on the ORK!

Get with your local PM and get active. Your local PM not being PM'ish, let Sir Morgan know!

It's not cool when a monarch awards ya a 5th 1st Order of the Garber. ;P

Topic: Avalon Archery - Last Call Sutra

Listen up archery freaks! Unless you make your own amtgard legal arrows, Avalon is offering the last batch of arrows he has 15 doz. to be exact. After this, he's done. No more Avalon arrows ever. So, I'll be ordering a doz. or two, so if anyone out there wants to piggyback off this order, let me know! His arrows are the best quality arrow I've seen and trust them and fully endorse them for their durability and safety. \$60 a doz plus \$7 s+h I think, but check the link to confirm.

<http://www.moorcat.com/draconis/archery.htm>

If you or someone you know, love, or mildly dislike need great arrows at a thrifty price, let em know about this deal ASAP!

Topic: PM links and You!

Are you dues paid? Check [HERE](http://www.amtgard-eh.com/pm/duespaid.htm) : <http://www.amtgard-eh.com/pm/duespaid.htm>

Does the EH have a waiver and event contract on file for you? Check [HERE](http://www.amtgard-eh.com/pm/waivered.htm): <http://www.amtgard-eh.com/pm/waivered.htm>

If not, go Here:

EH Waiver: <http://www.amtgard-eh.com/library/waiver.html>

EH Event Contract: <http://webpages.charter.net/jajacobs/Amtgard/eventcontract.doc>

Any Questions? Email Sir Morgan at pm@amtgard-eh.com

BOD Meeting Minutes 2.17.07

Jason Jacobs

February 17, 2007

In Attendance:

Andréa Jacobs

Kevin Kidwell

John R. Elder

Jason Jacobs

Michael Peavy

Jorge Rodas (late)

Meeting called to order at 11:00am at 301 Centennial Blvd Richardson, TX 75081.

Routine Business

* Approval of January 13, 2007 minutes
Minutes Approved.5-0-0.

* Monthly Update: BOD correspondence (A. Jacobs)
No correspondence this month.

* Monthly Update: Petitioning/Interested Parks (Tal Dagore parks) (Rodas)
JR is in contact with the Tal Dagore parks. Also wants to start discussing Midnight Rain. Information from Midnight Rain is that they are not playing Amtgard anymore. JR will investigate.

Old Business

* Proposal for fundraising guidelines (A. Jacobs)
Passed.5-0-0.

* Proposal for new Petitioning Parks, New Parks, and Existing Parks contracts (A. Jacobs)
Some changes requested. Tabled.

* Begin process for collecting new park contracts.
Contracts need changes. Tabled.

* Discuss viability of beginning process for 501 status (Elder)
Discussed various 501(c) non-profit exemptions. Consensus that the Emerald Hills does not fit under 501(c)(3). The Emerald Hills may fit under 501(c)(7) but would not get the benefits of

501(c)(3). Application process is costly and risky because we may apply for (c)(3) but the government could decide that we were (c)(7) and make us (c)(7). No further action taken.

New Business

* Finder's Keep Proposed

DragonMaster/WeaponMaster in Iowa Park (A. Jacobs) Iowa Park is requiring an indemnity agreement because we do not have insurance. Board discussed the indemnity agreement. A motion was made that the Board not sign the indemnity agreement due to it not being in the best interests of the corporation.
Passed 6-0-0.

Andréa Jacobs will prepare a letter and give to Ms. Shalee Crowe and Mr. Seamus Larson regarding the Board's reasons for not signing the indemnity agreement.

* Request for letter from the Texas Comptroller verifying Texas non-profit status. (A. Jacobs)
Andréa Jacobs will prepare a letter to send to the Texas Comptroller verifying Texas non-profit status.

* Schedule next meeting.

Next meeting Saturday, March 10, 2007, at 11am at 301 Centennial Blvd Richardson, TX 75081.

Meeting adjourned at 1:08 p.m.

E H

Vivat Emerald Hills

Come one, come all
to the 38th midreign of the
Emerald Hills



*Alice has returned to claim the kingdom as her own.
Will you aid the Court of Hearts in it's plight
against this uninvited guest or sit idly by and watch
the kingdom burn to cindering ash?*

*Join Grand Inquisitor Sutra
and Prince Regent Nexus Crow
as they celebrate the birthday anniversary
of our beloved Emerald Hills
with feast, festivities, and intrigue.*

We eagerly await your attendance.

*March 29th to April 1st
Gate fee \$5 before 12am Friday
\$10 starting Saturday 12am
Tanglewood Forest, EH*

Vivat Amtgard

The Leafblighter

Sutra Bahuas

The blood trickled down his neck, almost morbidly arousing.

Steam rose from his heaving chest, a cough interrupted the gentle cloud of exhausted breath.

The full weight of his body settled unto his throbbing ankles. An occasional spasm rocked through the flesh.

The jeering had momentarily lost its sting. She stood triumphantly above him. Her eyes betrayed the brutality she had showered her enemies in. The moonlit glint reflected majestically in her eyes.

The heavy object fell at his knees, the king of hearts remained motionless. Slowly she kneeled placing her hand on the round inanimate object, eyes focusing on the once proud crown.

'So...is this where it all ends?' Her eyes trace the stone face, searching out any betraying emotion.

The grinding gravel jolted him out of his dreaming. She peered intently as her right hand gripped the dark object at her feet and twisted.

A blank expression gazed back from the earth unto Sutra. He recognized the face. He had seen it in his visions.

Mysteri had spoken of it before. The one who seemed fae in nature, yet whose spirit was more twisted than a thousand fates combined.

A raspy whisper escaped his parched lips.

'...leafblighter...'

The mere mention of the name erupted into tumultuous emotion in his mind and spirit. He had lost many to this 'god', and yet nothing had been lost. In turn, everything the fledgling household could have hoped for had been gained.

Sutra broke his vengeful trance and smiled.

She stood facing the tired monarch, placed her left foot on the top of the decapitated head of his fallen enemy.

She seemed satisfied.

'Well...does it end here?'

The glint of the blade caught his fatigued attention. The black blade slid silently from her palm, as she gripped the pommel confidently.

'Does it Grand Inquisitor...?'

Sutra searched his soul and found the whispered answer deep down inside.

No.

Defiantly, he raised his gaze to the victor and smirked.

'No.'

The movement was almost too quick for the eye to catch. But the sensation of pain was unmistakable.

He had been stabbed, slashed, and broken before, but never this.

The gush of blood escaping the fresh wound across his throat was indeed something new.

The world began to spin out of control and the only answer was to lay down.

Sutra wanted sleep. Gently falling back, he waited for the earth, trusting and secure, to catch him.

He fell and fell and fell.

'...mother...'

'Sutra?' snapped the familiar voice. The sting of the back-hand was refreshing.

'What the!?!', he shouted, almost falling out of the rickety chair.

'When I ask if you're having them scrambled or over easy, you reply 'Yes ma'am or 'No ma'am.' declared the angry cook.

'Huh?' Sutra retorted, pressing his cold hand against his red cheek.

'I don't care if your'e king or not, I'm still the one who has to cook and clean and watch that your household is in order!'

'I know that abuel...' a second smack across the side of his head reminded him of his place.

'And what have I said about back talk! I can't believe I work under these conditions.'

'Scrambled...please.'

'Eh, what was that?'" Her hand prepared for a third lesson in tough love.

'Scrambled. I'll have them scrambled.' His forced smile amused him to the core, how could he hold a grudge against his aging grandmother. She took the place of both mother and father when he was only a child. And here he was, being reminded where he came from.

The memories flooded back in waves of joyous pain. Breakfast began as always, a quick prayer of thanks to the god of the day and a book full of anecdotes from his wise elder.

Sutra sat quietly as he finished his platter of eggs and fried plantains, when the realization hit him.

His grandmother had passed away almost 13 years ago.

The taste of greasy eggs was as real as the setting confusion.

S

[con't]

A Locked Door

Kenta Redhawk

Alice wriggled her way into the hole she had dug. Finally she would escape the asylum and find her way back to Wonderland, but she had been banished from there by the King and Queen of hearts.

“Banished...humph who are they to banish me, I created them. At least that is what Dr. Hunt says, all a figment of my imagination. If this is true, then any hole I dig will lead there.”

The hole abruptly dropped into a cavern, a place she recognized....”The Nexus is what I’ll call this place....all these doors must lead to worlds I’ve imagined....now to find the right door to wonderland.”Alice began to try each door....all of them opened....“Not this one” she said after looking in each one....finally she found the low curtain with the door....“Bingo”

“NOW Alice, you knows that I can’t open for you. Orders ya know....why don’t you try the second door on your left, it opens to a nice place with gingerbread houses and candycane lanes.”

“Nope, I wanna go back to wonderland and this is the door I need.”

“Sorry can’t help you, locked ya know.By order of the King, only he has the key”

“Last time I was here, you chided me about my manners....so I’ll ask nicely please open up for me”

“NO”

“Okay let me put it this way, I’m much bigger than you, and lots stronger. Either you open up, or I’ll kick you in and walk over you on my way to wonderland”



The Message

Lady Mysteri

Mysteri had arranged for several letters to make it to key people throughout the kingdom. One to each of the leaders, one to several of the elves and more to people she hoped she could count on in this time of war.

“People of the Emerald Hills I come to you this day with a heavy heart. Another creature will soon plague our land in a hunt. His prey for now will be the elves. We, the elves are fighting to find this creature before it can be unleashed upon the hills, but should we fail to locate it and keep it contained we will need the aid of any who are willing to fight with us. Some who hear this message will cheer that a creature would finish what they started many years ago with those of the old blood. I tell you now we do not follow all of the old laws of the elves, we have seen the error of the old ways. We have lived among you for years without you knowing who we are. I hope to change this and reveal myself as a full wood elf in the hope that I will gain your trust and keep your friendship. Should this creature known to us as ‘Leafblighter’ gain his freedom into the hills he will attempt to kill all elves and those who are friends to the elves, but when he has achieved this goal who will he hunt next. You may think he is a great thing to have around now but how long till he hunts your family as well. Please do not let my calling fall on deaf ears. We will need much help to achieve our goal in protecting the hills from another monster. We will need you and any who will fight with us.

Lady Mysteri”

Mysteri was standing at the kingdom gates as Leafblighter pointed to her. All around her, she saw the blood of her brothers and sisters. She saw few standing, but they too had the look of hatred. "You dare to try and keep me in my cage, you dare to stop my blood lust now feel what I dare to do.”

His sword came down cutting into her shoulder breaking the bone. Mysteri tried to cry out but her voice was lost.

Mysteri awoke, sweat pouring from her brow, had she just seen a vision or was this another attempt by Leafblighter to frighten her from her task. Soon she would find out. Soon she would know just what this creature was.

Amtgard Role Playing

Sir Luke Wyngrade

KEEPING IT FRESH

One of the most common complaints from long-time Amtgardians is that regular practice days are just no fun anymore. Following years of Ditching and Questing, the luster and wonder of by-gone days has vanished. Players become jaded and bored, attendance wanes and (in many cases) a chapter falls off the face of Amtgardia. When players are bored, internal bickering and strife soon follow. It behooves every Monarch, Champion, and would-be Smith to keep things as interesting as possible. This can be accomplished in many ways, which will be discussed below.

The Populace: An Untapped Source

One method is to alternate battlegame-planning duties to members of the Populace. While there will be the occasional dud ("Hey, let's fight three Extra-Planar Entities in a Lava Field!"), by-and-large the populace is invariably capable of many great ideas. Set a schedule at the start of the reign and ask for volunteers. Remind the volunteers in Court as their turns approach. This allows the more experienced players the chance to challenge newer players with the battlegames of yesteryear, and allows newer player the chance to "see-how-it-is-done" and innovate. This is also a prime chance for Monarchs to award this type of behavior, in the hopes more players will strive to emulate it.

The Importance of Continuity

Amtgard is a world within a world, with a life all its own. As such, it has its own personalities, institutions, and geography. One sure way to keep an interested populace is to develop their persona's place in that world. The best way to do that is to have a point of reference for players built into the very parks and populaces themselves. How would you, the mundane, feel if every time you drove to work the roads had different names? Or if your boss had a different face? Pretty weird, huh?

Why should your Shire be any different? Give names to local landmarks. When a local is granted a Title, select a parcel of land and let him/her stake a claim to it as "family lands." Make a set of characters who are not personas per se, but rather roles to be played during Quests and Battlegames. Some examples:

1. Lord Xenon has just served two terms as Baron of

Bubblebrook and has been Lorded by the King for his services to the club. When next Lord Xenon meets at his park, he claims a piece of land as "Xenon's Keep". Xenon now has a land to defend, and may have his friends and cohorts serve as bodyguards. When a battlegame or role-playing scenario causes players to cross Xenon's land, the new Lord may be kind to trespassers or demand homage from all who use his roads. This also opens the door for many other battlegames, as other Noble's come to covet Xenon's land, or Goblin Hordes attempt to claim it for themselves.

2. At Stormwall, there are several man-made hills and other structures scattered throughout the park. The populace has given each a name over years of gaming. Bald Hill, Stand-Off Hill, White Bridge, the Metal House, and others have a long tradition of use as landmarks and locations for encounters during Quests.

3. During Quests, the Questor's are in serious need of help after being decimated by a Dragon. One of the lady's sitting on the sidelines is not a combat participant, but remarks on how beat up the players are. The Reeve asks the lady to be a noncombat Healer to help the players out. The Reeve give the lady a clue to share with players who befriend her. Thus, Miko the Old Lady of the Woods is born. Miko returns during other Quests, because the populace remembers the name and knows that the Old Lady of the Woods will help them. Not only does this encourage participation by the "color" but it also provides for a recurring character for players to identify.

Making the Most of What You Have

Almost every chapter in Amtgardia plays at a public park. This is both a blessing and a curse. A curse because we have to share the facilities with the Mundanes, and must always consider their delicate sensibilities. A blessing because from those Mundanes come the future generations of Amtgardians. The reason we choose these parks is simple: there are features that provide a place for us to play. It is essential for game planners to cultivate their surroundings for use during play. Discussed below are a few common elements of public parks, the hazards they represent and what Amtgarding might be done with them:

Open fields are best if freed of debris and are relatively flat. Hours of Ditching and sparring, as well as many of the games presented herein, are suitable for open fields.

Amtgard Role Playing

Sir Luke Wyngrade

Wooded areas provide a great haven for battlegames. Nearly any battlegame in this tome can be adapted to a woodland environment. Players and reeves alike must constantly be on the lookout for ground hazards and overhead perils (sharp branches, spiders, etc.), but generally the forest is the most prime real estate for battlegaming.

Hills and other terrain, so long as it is not physically hazardous, make fine additions to any Amt-park. Castle Sieges are best conducted on a hill or other defensible area. Caution is of primary importance in all fighting, but particularly in high-altitude or potentially precarious situations. Remember Murphy's Law when planning games in places like this: anything that has a possibility of going wrong, probably will.

Playground equipment, especially the heavy-duty wooden constructions, make excellent places upon which to play (after all, that's why they were built!) The biggest concerns, though, are the frailty of any such structure and the children who play upon them. While most intelligent people get out of the way of two dozen sword-wielding screaming Amtgardians, small children have the opposite reaction. They are drawn to our antics like moths to flame, and should be a primary concern for all players. No one wants to have his or her child trampled by a berserk Barbarian! If there are Mundanes watching and appearing to wait to use the playground, vacate immediately. Don't ever hesitate or resist the will of small children (or their parents!) who want to slide. Chances are they will be gone in twenty minutes and the fighting can resume where you left off. Never make excuses or chase Mundanes away, not only is it bad public relations, but such indiscretions are more than enough cause for park or law enforcement officials to have us removed from the park permanently!

Expanding Horizons

The Amtgard: Handbook on the Rules of Play provides for 12 normal character classes, plus Monsters. After a while, some players will want to experiment with alternate classes, either of their own contrivance or one presented as a "profession" in the various Monsters of the Wetlands volumes. Or perhaps, an aspiring Monster invents an entirely new race to challenge the populace, and wants to play test it during a battlegame. The best advice to Monarchs and reeves alike: LET THEM! Check

out the written statistics for any new class or Monster, consult with the creator/player, and alter it as necessary to fit the battlegame. Experienced players grow complacent with the familiar classes and Monsters, and will welcome the chance to fight against unknown odds. New players will relish the chance to playtest their creations or role-play characters not defined in the rulebook.

A Note about Playtesting

Play-testing is a term used to describe game time that has been set aside for the purpose of trying out any new addition to the official rule set (i.e.: Handbook on the Rules of Play, Dor Un Avathar). The change may be something as minor as a Fire Wire Trap or as major as introducing the Lost Woods concept to your group. New Professions, Monsters, Relics, Spells, and Environments should all be introduced in this manner, for the sake of players and reeves alike.

A few suggestions regarding play-testing:

1. All participants in a play test should be informed of the test in progress and of any new rules that may be encountered.
2. Answer any questions about the test in a public forum (like Court) and try to head off potential problems from the outset.
3. If the new addition is a Relic, Profession or Monster, try and have printed copies for the populace.
4. Keep play-testing groups fewer than fifty people, twenty if possible. Smaller groups are far easier to manage and reeve.
5. Keep it simple. More rules mean more room for confusion, argument, and/or abuse. There is a reason why the original Relics (and the Relics presented herein) have brief descriptions and few individual powers - it just makes life easier for everyone.
6. Be prepared to make adjustments and on-the-spot rulings. Have good reeve support and make every effort to be fair. Try and err on the side of caution and, as in all new things, use the Handbook as a reference and tool for comparison. Official rules always take precedence over test rules in the event of conflict.
7. Have fun and listen to the feedback (especially the

Amtgard Role Playing

Sir Luke Wyngrade

negative kind) from your play testers.

8. If your group decided to adopt new rules, publish and distribute copies to the populace. Have extras on hand for visitors and remind your players every time the new rules are being used in a battlegame.

Ok, let me lay out the bare bones of my Easter Quest for ya. It's geared towards the kids and/or anyone else who doesn't want to fight.

Each "Bunny" will be given a dozen plastic eggs. Each egg (or a large number of them) will have a slip of paper and maybe an enchantment strip inside.

Each fighter will be armed with a single short, no shields, armor doesn't count.

The fighters will walk thru a trail in the woods, visiting the "Bunnies" on the way. The Bunny will give the fighter an egg. The fighter then reads the paper and takes the action indicated. Once the fighter has visited each Bunny, he/she takes the field.

The strips of paper in the eggs will have things on them like "You've been turned into a Hobbit (must fight on knees), "Your skin has turned to stone (stoneskin), "You're now a giant (all hits count as a red weapon), "Your weapon has grown (trade Short for Pole), "Your weapon has shrunk (trade short for dagger), "Take this bit of Egg Shell with you (grab shield), etc.

All enchantments will take effect when you hit the field. Fighters will fight a Militia battle until there is one man standing who will be declared winner.

Added: Non-combatants will not take part in the actual battle, just in the handing out of eggs.

Kentigern S'rendi of Sea of Rhye, GV

In solo Deo salus.

BOOM BABY!

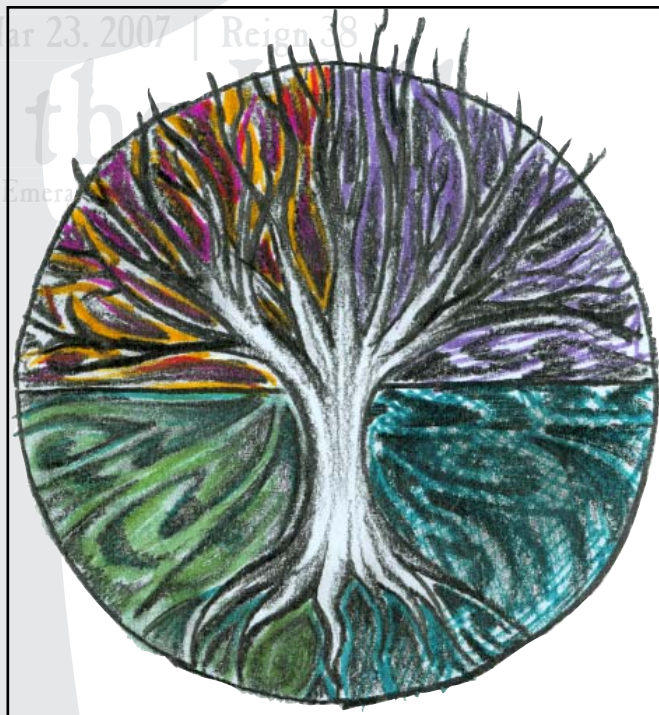
Now, see, that's a cool little quest. I hope everyone has fun.

Other things non-coms can do in a quest:

1. On-the-spot Reeves (assuming they know the rules)
2. Non-Com NPC's like the famous "neutral healer" of yore. Plus, Bartenders. Barmaids. Wandering Minstrels. Waterbearers. Cuirgeons. Clue-Hander-Outers.
3. Traps. Yeppers, take a bunch of foam boulders, give a couple to each kid, have 'em go to the top of the hill and roll 'em at anyone coming by. They can throw daggers from a "spike trap". They can toss Fireballs down a hallway. They can monitor trap lines and boundaries. And so on.

Luke

Reduced, Reused, Reanimated



Supporting Comic/Gaming Stores FYI

Sutra Bahuas

Please visit these fine stores as they have all agreed to carry our flyers in-store. This will certainly help in spreading the word. I visited all of the listed shops and dropped off a stack of flyers and meet with the owners. All these establishment's have ample gaming space and a wide selection of gaming and/or comic supplies/merchandise. Take your pick, they're all great!

Gamers Guild and Comic Book Craze have all asked for monthly in-store demo's, so be on the look out for a schedule and request for volunteers!

Also! Exciting news, I have spoken with Gamers Guild and Comic Craze and have struck up a discount when we present out kingdom membership card. Only valid and current dues paid members are eligible to receive a discount.

I will also be working on getting a discount at the other locations and will keep you guys up to date.

Gamers Guild in Mesquite*
4444 Gus Thomasson Rd.
Mesquite, Tx 75150
972-682-5400

www.gamersguild1@hotmail.com

*has agreed to 5% off with proof of Amtgard-EH membership!

Comic Book Craze*

(972) 907-8400

www.comicbookcase.com

1012 E Belt Line Rd

Richardson, TX 75081

*has agreed to 5% off with proof of Amtgard-EH membership!

InSanity Cards and Games
6500 Northwest Dr. Suite# 385
Mesquite, Tx 75150
972-437-6311

Lone Star Comics
3600 Gus Thomasson
Mesquite, Tx 75150
972-681-2040

Comic Asylum
4750 N. Jupiter Suite 112
Garland, Tx 75044
www.thecomicasylum.com

I know these are local to Midnight Sun, and I am requesting that all other parks get out and get in touch with your local comic/gaming shop, drop off flyers and get their contact info (please email/pm their store info so we can get them listed). I will be listing these location in the next newsletter and need your help.

Ask your park PM about the flyers and other advertising items they have to distribute!

Thanks again all and good amtgarding!

Kingdom Gallery

Various



Echoes of the Past
Newsletter of the Emerald Hill

